

# WAYNE STATE UNIVERSITY

*You are invited to attend*

## WSU Innovative Instructional Technology Faculty Grant Award Presentations

### Thursday, January 3<sup>rd</sup>

Technology Resource Center Instructional Lab  
Purdy/Kresge Library, 1<sup>st</sup> Floor



In Fall 2003, the Provost's Office initiated a grant program, the *Innovative Instructional Technology Faculty Grants*, to fund innovative instructional technology projects as a part of WSU's commitment to support faculty making the transition to a high-tech instructional environment. As of Fall, 2006, grants are now awarded annually for projects that advance the development of leading-edge, innovative approaches to instruction and that will serve as models for other innovations. Proposals to develop single or multi-section courses within a single discipline or to develop multi-disciplinary materials are considered. Each person awarded a grant is asked to present their project's results, thus providing the WSU community an opportunity to benefit from the wide range of works being done on campus.

Previous Call for Proposals:

[http://www.otl.wayne.edu/initiativesWSU/06call\\_for\\_proposals.html](http://www.otl.wayne.edu/initiativesWSU/06call_for_proposals.html)

List and Abstracts of Current and Previous Award Recipients:

<http://www.otl.wayne.edu/initiativesWSU/AWtechG.html>

Visit the OTL Website:

[www.otl.wayne.edu/](http://www.otl.wayne.edu/)

Visit the Provost's Website:

[www.wayne.edu/provost/](http://www.wayne.edu/provost/)

### Presentation Schedule

9:00 - 9:20

**Christopher Bierman**  
Community Digital Storytelling Project

This project aims to utilize mobile digital recording equipment to encourage language learning opportunities and cultural exchange on and around Wayne State's campus. Students will learn to use recording equipment to conduct interviews to learn about different languages and cultures. The final product includes a self-contained cultural podcast thematically arranged and available for download. Each podcast is written, edited, and produced by students learning languages.

9:30 - 9:50

**Margo Bowman**  
Incorporating Virtual Technology into a Learning Lab to Enhance Student Understanding of Animal Behavior

This project proposes to incorporate the use of Sniffy, the Virtual Rat, into the PSY3070 Learning and Memory course in order to teach students about animal behavior. Students will obtain a better understanding of the learning theory principles through conditioning this virtual rat to produce specific behaviors.

10:00 - 10:20

**Jaroslav (Jerry) Grenda**  
Fantasy Math Game

This proposal is for the development of a computer-based interactive math game that allows enrolled students, in IST 0510 0509 968, Practical Math, to pick and choose on a weekly basis certain homework assigned math problems and attempt to answer these problems correctly on the computer in a time setting to score points for their respective team

10:30 - 10:50

**Marta Dmytrenko-Ahrabian**  
Next Generation Texts in Computer Graphics Technology

Multimedia authoring is the "next generation" of texts to be created by materials writers. The combination of audio, video, and text greatly enhance the teaching and learning of material through the use of computer technology.

11:00 - 11:20

**Marta Dmytrenko-Ahrabian**  
Recording Lectures Using Visual Communicator

Visual Communicator by Serious Magic is presentation software that permits quick and easy video recording onto a CD through a web camera. By recording a lecture and playing it in class, instructors will familiarize students with lecture-style format before taking university-style courses, thus lessening the shock and difficulty of understanding a lengthy lecture in English. Students can also record themselves and keep a copy of their presentation for review later. The software includes a teleprompter so that the presenter can input written language for use during presentations.

12:00 - 12:20

**John Heinrichs**  
Creating a Learning Environment:  
ARENA Simulation Tools

This project seeks to prepare "Net Gen" librarians to compete in the 21<sup>st</sup> century by providing them with opportunities to experience and use simulation tools. One role for the academic library to evaluate and adopt is to become an e-learning facilitation center for both faculty and students. This presentation will demonstrate various simulation models used in understanding and enhancing decision making in the academic library environment.