

WAYNE STATE UNIVERSITY

You are invited to attend
**WSU Innovative Instructional Technology
Faculty Grant Award Presentations**
THURSDAY, MAY 4th

Undergraduate Library, 1st Floor, Lab A



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. Grants of up to \$5,000 are awarded 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 multidisciplinary materials are considered. Each person awarded a grant is asked to present their project's results or the outcomes they achieved from their grants, 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

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/

Visit the Provost's Website:

www.wayne.edu/provost/

Presentation Schedule

11:30 - 11:50

Holly Feen-Calligan

Piloting Distance Learning In an Art Therapy Class_

Wayne State University offers the only Approved graduate Art Therapy program in Michigan. To respond to interest in art therapy outside the Detroit area, a distance learning method of delivery was piloted in one of our classes with the support of the Innovative Technology Grant. The grant was used to develop and evaluate this pilot class.

12:00 - 12:20

Dr. Mohamad H. Hassoun

A Robotics Approach for Integrating Design and Programming into the Engineering Curriculum

This project's objective is to integrate design, computers and project-based learning into the engineering curriculum. The aim is to allow students to utilize a robotics kit for course projects in the freshman, sophomore, junior and senior years. This project-based robotics approach enhances student learning of abstract engineering concepts by allowing a timely and uninterrupted hands-on approach to engineering design throughout the curriculum. This effort should bridge a gap in the classical engineering curriculum where currently the teaching design is typically jammed into the senior year in the form of a capstone design project.

12:30 - 12:50

Joe Mika and John Heinrichs

Using ECHO to Improve Online Courses

The Library and Information Science Program's online instructional project employed the use of a digital video and screen capture system with a Web server to allow students access to course content at their convenience and at a distance, allowing students to take LIS courses online. Students benefit by a reduction in travel time and an increase in communication through rich visual and audio media content. Courses from the Library and Information Science Program utilizing this innovative instructional technology approach include: LIS 6010, Introduction to the Information Profession; LIS 6080, Information Technology; and LIS 6120, Access to Information and LIS 7420, Client Based Web Development; and LIS 8410, Software Productivity Tools for Librarians.

1:00 - 1:20

Radian Belu

Development of a Web-Based Learning and Instruction Support System

This project is focused on the development of a Web-based learning and instructional system for Instrumentation and Measurements (I&M). The system includes course materials, remote data acquisition modules, and I&M laboratory set. The course material in html format is accompanied by text, diagrams and images; simulation programs and computer-aided circuit analysis; and design tools. Therefore, this Web-based learning and instruction support is being used to assist the I&M instruction, distance learning, I&M laboratory practice and I&M computer-aided analysis and design.

1:30 - 1:50

Alexey Petrov

Interactive Teaching Using a Virtual Instructor

Funds were used for the development of an Internet-based interactive teaching software application, "Virtual Physics Instructor." This software tool was designed to teach practical physics problem-solving using modern teaching-by-inquiry methods.

2:00 - 2:20

Kevin Deegan-Krause

Making Large Classes Feel Small:
Computer-Assisted Grading and Related Techniques

Using inexpensive technology, this project will adapt high-interaction, seminar-style methods of teaching to mass lectures of PS1010: Introduction to American Government. The project uses online reading and testing to ensure that students enter the classroom with at least a rudimentary knowledge-base that permits active discussion. The project will also employ computer-assisted methods of evaluation to permit use of individually-graded analytical papers instead of multiple-choice examinations.