

# CREATIVE MAKING GRANT

## CREATIVITY & INNOVATION IN TEACHING

### CREATE WITH US

Faculty may apply for a grant to design and implement coursework using creative tools. The library hosts audio-visual, makerspace, immersive media, text-mining, mapping/GIS, and CAD modeling resources.

Library staff are available for consultation prior to application.

*Begin by answering the six questions below in fewer than 250 words. Application review is ongoing.*

*Scan the QR code below to access the application.*

### GRANT COMMITMENTS

Receive any pedagogical or technical training from the ELC, Learning Design, Data and Digital Scholarship, or Academy for Teaching and Learning staffs. Support may include meeting (on-site or virtual) with a consultant to plan an effective project.

Test the assignment before implementing in the classroom.

Submit a syllabus plan for implementation by August 1 for the Fall semester or December 1, for the Spring semester.

Pilot the assignment in a class the semester following development and testing.

Submit a one-page project completion report within a month of the end of the semester.

### GRANT RECIPIENTS RECEIVE

Group and individual support and training in how to effectively use makerspace technologies to engage students and help them to learn. Support will be available on-site and/or virtually and may include shipping of equipment and supplies as necessary.

Up to \$1000 to cover the cost of tools and materials needed to implement this project. Amount dependent on the scope of the assignment.

Opportunity to present your experiences with the technologies at the Annual Excellence in Teaching presentations and the Annual Educational Technology Showcase.

### APPLICATION QUESTIONS

1. Describe your experience with the use of creative technologies for teaching.
2. Which tool would you like to use in your course? In which course will you be using it? What modality are you teaching the course? How do you envision using it?
3. Explain how the use of this tool will improve engagement and/or learning for your students. How might it be an improvement over your current practice?
4. How will you help your students develop the skills needed to use the tool effectively?

5. What is the timeline for implementation of the tool?
6. Provide an estimated cost for the project. Experiential Learning Commons consultant can help you with this task. *Remember to think about the number of students who will need to use the tools and whether they will be individual or group projects.*

Scan QR code or visit [library.web.baylor.edu/fellowships-grants](http://library.web.baylor.edu/fellowships-grants)

