

St. Lawrence University  
Center for Teaching and Learning  
**Technology for Teaching Grant Proposal**

(Full-time faculty members are eligible to submit proposals for teaching grants.)

Technology for Teaching grants are designed to infuse technology-enhanced pedagogy into the university curriculum. Intended to serve both experts and newcomers to technology, the grants help faculty members explore, develop, and support technology-related strategies and curricula. Examples include, but are not limited to: workshop attendance, course-specific software or hardware, using trained student assistants to enhance technology-orientated teaching, or travel to a technology and teaching conference. Any questions about proposals can be directed to the CTL. (x5981)

Smaller grant proposals (\$500 or less) will be reviewed on an ongoing basis. Proposals for larger grants (\$501 to \$1500) must be submitted by **April 15** for the Fall, and by **October 15** for the Spring. All proposals will be reviewed by a committee of faculty and IT staff. Larger grants are limited to one every other year, and requests for travel will be approved only if the applicant's regular pedagogy travel fund has been exhausted.

**Grant Criteria:**

1. The project represents an innovative use of technology to enhance teaching, or changing technological need related to past innovations.
2. The project represents a new pedagogical direction for the instructor or the course. We particularly encourage projects that involve students in collaborative research and instructional roles.
3. The project exhibits a demonstrable connection to institutional or departmental curricular goals.
4. The project's outcome represents a new application of technology to the course(s) involved.
5. A final report summarizing the project must be submitted by the following April 1 for Fall support and September 1 for Spring support.

Name: \_\_\_\_\_ Amy Hauber \_\_\_\_\_ Department: \_\_\_ Fine Arts \_\_\_ Phone: \_\_\_ 5180 \_\_\_

Project Title: \_\_\_\_\_ Digital Video for teaching/learning/expression \_\_\_\_\_

Dates of Project: \_\_\_\_\_ Spring 2005 and ongoing \_\_\_\_\_

Please send this cover sheet and the following information by email as a Word attachment to [ctl@stlawu.edu](mailto:ctl@stlawu.edu):

- Project description and specific goals with respect to enhancing teaching
- Itemized list of resources and expenditures needed for project
- Student support responsibilities (if applicable)
- Brief description of how you might share the pedagogical impact of this project through a CTL sponsored Shop Talk or IT program

Total amount requested: \_\_\_\_\_ \$1470 \_\_\_\_\_

Faculty Signature: \_\_\_\_\_ amy hauber \_\_\_\_\_ Date: \_\_\_\_\_ 10/15/04 \_\_\_\_\_

**OFFICE USE ONLY:**

CTL Director: \_\_\_\_\_ Date: \_\_\_\_\_

Total amount approved: \_\_\_\_\_

Final report received: \_\_\_\_\_

AMY HAUBER  
Assistant Professor  
Department of Fine Arts  
x5180

I GOALS: a digital video component is needed in the Fine Arts Department to reach the following pedagogical goals:

1. To document ephemeral and performance student works, both for students' portfolio and teaching needs
2. To explore video art as an expressive medium or as a component within traditional creative methods (combining video projection with "traditional" sculpture)
3. To document complicated technical demonstrations in the studio to be used in future courses. This saves me a lot of time and effort in subsequent courses and is a way for students to have continual access to technical information that they may have missed. This information may be made available online.

II FURTHER JUSTIFICATION:

*"Encountering the complexity and ambivalence in contemporary sculpture, one stands in awe. Reviewing the past half century we find primary structures and minimal art, kinetic, junk, assemblage, object, reductive, deductive, destructive, planar, spatial, hard edge, soft, structured, serial repetition, happenings, environments, multiples, neo geo, deconstruction, monochrome, polychrome, funk, punk, pop, op, combined, technological, and systems-oriented sculpture, plus all the traditional forms. The diversity of expressions overwhelms the aspiring sculptor, critic, consumer and innocent bystander. Add to all of these expressions the involvements in the past few years of conceptual, informational, situational, body art, performance, and theatrical forms; stir in process; add a dash of self-concern with reality and the environment; the result is overpowering."*

*-Excerpt from the essay The Ambivalence of Sculpture, James J. Kelly*

The category of "contemporary sculpture" is easily the most diverse in the realm of artistic practices. As seen above in Kelly's essay, many contemporary sculptors are moving away from the hierarchical art-making materials and methods of the past, moving instead towards more accessible and democratic works including site specific, temporary object-based and performance works. As such, this is a facet of creativity that I wish to bring to my 3D courses.

Due to the impermanent materials and ephemeral nature of such work documentation is a necessity. The Fine Arts has no technology to document such work, leaving us at a disadvantage in promoting student work, and leaving students with little effective means to present this creative research.

In addition, video art has become a genre in and of itself. The equipment purchase that I propose is enough to get me started teaching video as an additional creative tool.

### III BUDGET: this is a rough budget with mid-range technology.

1. Mini-DV camera Canon Optura 30 MiniDV Camcorder with 2.2MP CCD and 2.5" Color LCD Viewscreen	\$740.00
2. Directional Microphone	\$200.00
3. Accessories – case, battery and cassette	\$200.00
4. Video flash	\$130.00
5. tripod	\$200.00
<b>TOTAL COST</b>	<b>\$1470.00</b>

### IV Future considerations / technical needs

1. Video editing software – I currently have my own copy of Final Cut pro I, will need upgrade to edit video from this camera. Final Cut Professional would be preferred (\$700). For now iMovie will suffice.
2. Web publishing software - Macromedia Studio MX is needed for creating web portfolios of student work and for publishing (\$400 educational price).
3. video projection unit(s) at approximately \$1000/per.
4. monitors

### V Sharing

Given the equipment, there would be a student video/sculpture installation exhibit late Spring 2005. Additionally, I would welcome the opportunity to share my video taped teaching demonstrations at a Shop Talk or IT seminar. An IT seminar would be particularly relevant if the teaching video files were made available online (publishing these video files to the web would require additional software as noted in section IV above).