***Innovation Hub Virtual and Augmented Reality Learning Environments***

***Grant Proposal Template***

*Instructions*

* *Use this template to write your proposal. Please adhere to stated page limits, and do not delete any section headings.*
* *Do not change any of the document settings, such as font size (use Helvetica 12 pt) or margins (use 1 inch on all sides).*
* *Guidance for each required proposal section is presented in italic text. Before submission, delete all text in italics (including these instructions).*
* *If you cite references, choose a format appropriate for your discipline (APA, MLA, IEEE, etc.).*
* *Required proposal elements:*
	+ *This document, completed by the PI team, within the guidelines stated here and within the program parameters detailed in the call for proposals.*
	+ *A brief (2-page maximum) CV for each project team member.*
	+ *A statement of support from the PI’s department head or dean (as appropriate); a brief email is sufficient.*
* *These required proposal elements should be combined into a single PDF file and submitted to the Innovation Hub via the online portal before the stated deadline.*

*(delete everything above this line before submission)*

**Innovation Hub Funding Program: VR/AR Learning Environments Grant**

**Project Title**:

**PI Team and Affiliations**: *(list the names, email addresses, role (e.g., associate professor, academic advisor, or undergraduate student), and home department, program, or college for each person on the PI team)*

**Requested Budget**:

**Abstract (200 words)**:

**Confirmation of consultation**

This project may benefit from a partnership with one or more of these entities, and by checking below the PI certifies that they have discussed this project with the appropriate entities. (check all that apply)

[ ]  Center for Instructional Excellence

[ ]  Purdue Libraries

[ ]  Purdue Online/Instructional Technology Group

[ ]  Envision Center

[ ]  Experiential Education

[ ]  Registrar/Enrollment Management

[ ]  IDA+A

[ ]  Student Life (ex.: living-learning community)

[ ]  Departmental Advisors, Schedule Deputies, or Other Professional Staff

[ ]  Another group not listed here (please specify: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)

**Motivation: Why Use VR/AR for T&L? *(1 page maximum)***

*This section should clearly describe the primary impetus for the project. Why is this an important project to pursue? Who will benefit from this project’s completion? Proposers should reflect on these questions:*

* *What are the pedagogical challenges, barriers or problems that VR/AR will empower you to address through this project?*
* *What is the VR/AR context for this project, and what are typical pedagogies and assessments used in this context? Example T&L contexts could include: (1) a laboratory course in which students perform experiments and practice hands-on skills; or (2) a class in which students benefit from simulations that allow for repeated attempts while simultaneously minimizing risks associated with dangerous elements and/or impacts for human subjects.*
* *What are the key open questions about VR/AR in your T&L context?*

**Detailed Project Description *(2 page maximum)***

*Clearly describe the specific activities you will undertake in this project. Proposers should reflect on these questions:*

* *What expertise is required to execute this project? Does the PI team already possess such expertise? Will new partnerships be required in order to access the relevant expertise? If so, have you begun to build those partnerships?*
* *Are there specific existing VR/AR tools, programs or interfaces that you plan to utilize with this project, or will you require support from Purdue units (Envision Center, iTap, Innovative Learning Team, etc.) in the identification and sourcing of the tool, including accompanying hardware needs?*
* *What preliminary ideas do you have for how your project be deployed and accessed by students?*
* *How do you plan to evaluate the success of the project? What metrics will you use to determine the extent to which the project is meeting its goals?*
* *What is the anticipated timeline for completion of these activities? Proposers should include a timeline, Gantt chart, or similar visual project plan.*

**Equity, Ethics, and Trustworthiness Considerations *(1 page maximum)***

*Proposers should proactively develop a plan for the potential equity, ethics, and trustworthiness considerations of their project. Proposers should reflect on these questions:*

* *In what ways might this project produce different outcomes for different stakeholders? Which students could benefit most by having access to VR/AR learning environments, and who could potentially be excluded?*
* *What are the key ethical considerations for using VR/AR tools in your T&L context? In what ways might student privacy be affected by this project, depending on the specific tools deployed?*
* *How will you proactively address the needs of learners who face a steeper learning curve around VR/AR tools and applications within your course design and other supports?*
* *What, if any, risks does your proposed VR/AR learning environment pose for learners, and how will you mitigate those in your course design and policies?*

**Expected Budget and Brief Justification *(2/3 page maximum)***

*Proposers should ask for the funds they need to enable project success, subject to stated funding limits and allowable expenses. Due to the nature of VR/AR applications in higher education learning environment, we anticipate receiving projects with a broad range of funding needs. Proposers should reflect on these questions:*

* *Is the scope of the activity aligned with the budget request, for personnel, consumables, and other expenses?*
* *Does your personnel plan include reasonable and equitable payment for the participants in the project? Are you asking anyone for ‘favors’? Are you paying people for their labor?*
* *Have you requested funds for any items in the ‘ineligible expense’ category? (Please do not do this.)*

*Budgets should be presented as a brief table with expenses broken into very broad categories (personnel, supplies, etc.). At the time of proposal, these budgets can be reasonably accurate estimates of expenses. Budget justification should explain expenses in each category in narrative form.*

**References *(no page limit)***

*This section should list any references cited in the proposal.*