

**I Do It Differently
(I-DID)
Internal Grant Program**

2022-2023 Focus:

**Immersive Learning
Technology Integration**



Immersive Learning tools such as Augmented Reality (AR), Virtual Reality (VR), Mixed Reality and 3D Immersive Learning are quickly becoming critical tools in higher education for their ability to provide students with immersive, integrative real-world experiences. Founded in behavioral and cognitive science, immersive learning has been shown to increase student engagement, improve content retention, and encourage multisensory learning.

Hands on learning promoted by Immersive Learning labs allow students to experiment freely, develop and master skills and identify their core strengths and weaknesses. Moreover, it gives them a preview into the work of their identified careers. Because the human brain treats immersive experiences just like it would treat real life, performance in a virtual work environment is a close indicator of performance in a real work environment.

Immersive Learning Technologies can enhance these employability skills that some hiring managers have found lacking in today's students. **For our students to be successful, our education and training programs must be responsive to the labor market needs and the changes in skill profiles necessary for specific occupations.**

The 2022-23 I Did It Differently (I-DID) priority for 2022-23 is immersive learning projects, particularly those that implement innovative technologies listed above. The goal of the program is to provide a focused and supportive opportunity for faculty to explore innovative technologies.

The Challenge: Given the above, what enhancements can **you** make to your current approach that will bring your students out of the typical classroom setting and into a virtual/augmented environment where they can explore, make mistakes, and learn from them? How can we improve the employability skills they need to be career ready?

2022-23 I-DID APPLICATION GUIDELINES

The *I Do It Differently (I-DID)* grant program seeks your creative, innovative ideas to enhance student learning, literacy, critical thinking, and creativity to emphasize employability and digital skill building.

Eligible applicants: Full time faculty; individuals or teams up to four faculty max.

Application due date: Tuesday, November 15, 2022

Project period: December 12, 2022 – April 28, 2023 (all funds spent by this date)

Final project reports due by: May 19, 2023

Parameters:

- Must be offered to Jacksonville University students for credit in a course that meets enrollment requirements of 10 undergraduate or graduate students or more.
- Must integrate employability skills and/or digital skill training.
- Must result in a specific outcome or deliverable toward improved student success.

Application Requirements

1. Cover Sheet/Application Form, posted on ORSP website
2. Proposal (no longer than 5 pages single-spaced)
 - Describe what you're proposing to do differently. Give a broad outline of the content to be covered. What are the pedagogies to be employed? What are the proposed learning outcomes for students? What assessments will you use to document student learning outcomes as result of these innovations?
 - Justification for the innovations: What new developments in the discipline and/or new directions/developments for a program necessitate this innovation? How does the proposal support current department and campus-level priorities and initiatives?
 - Description of faculty effort and qualifications to complete the innovations: What will each faculty member involved in the project do during the grant period? What methods or procedures do you propose to use to meet your course innovation goals? What professional training and experience do the applicants bring to bear on this project to complete it successfully?
 - **Note:** If individuals other than the faculty applicants are named in the proposal as providing support, confirmation letters from these individuals must be included.
3. Budget Sheet – MS Word or Excel
4. Budget Justification/Explanation (1 page) – provide a narrative that explains the specific costs listed on the budget sheet. Unallowable items include stipends, food/refreshments, furniture, awards, gifts/gift cards.

5. Current condensed Curriculum Vitae (2 pages maximum) highlighting relevant teaching, research, and creative activity.