

OER Revisions and Ancillary Materials Creation Mini-Grant Application

Affordable Learning Georgia aims to support the sustainability of previous Textbook Transformation Grants implementations through revisions of created open educational resources or the creation of new ancillary materials for ALG-funded OER. Individuals or teams who would like to apply for an OER Revisions or Ancillary Materials Creation Mini-grant do not need to be the original creators of the resource(s). While we welcome original authors to revise their original materials, the nature of open licenses allows for the revision and remixing of OER materials by anyone as long as the terms of the license are adhered to.

The final deliverable for this category is the revised or newly-created materials as proposed in the application, which will be hosted through GALILEO Open Learning Materials. All revised or newly-created materials will be made available to the public under a Creative Commons Attribution License (CC-BY), unless the original materials were under a more restrictive license such as the inclusion of SA (Share-Alike) or NC (Non-Commercial).

For the purposes of this grant, we define revision as the major improvement of a resource through updates for accuracy, accessibility, clarity, design, and formatting. We define ancillary materials as any materials created to substantially support the instruction of a course using an existing open educational resource(s).

Applicant Name *

Molly Zhou

Applicant Position *

Associate Professor of Education

Applicant Institution *

Dalton State College

Applicant Email Address *

Please use your institutional email address.

mzhou@daltonstate.edu

Other Team Members

Individuals can apply for mini-grants; a team is not required. If you do want to add team members to your grant, please provide the names and email addresses here.

David Brown; dobrown@daltonstate.edu

Type of Project *

- Revision of pre-existing OER
- Creation of ancillaries for pre-existing OER
- Other: _____

Final Semester of the Project *

This is the semester in which the materials created/revised will be completed.

- Spring 2018
- Summer 2018
- Fall 2018

Proposed Grant Funding Amount: *

This is the total (in a dollar amount) of funding you are requesting for the mini-grant. There is a maximum of \$4800, with a maximum of \$2000 per team member and \$800 for project expenses.

\$4800.00

Currently-Existing Resource(s) to be Revised / Ancillaries Created *

Please provide a title and web address (URL) to each of the currently-existing ALG-funded resources that you are either revising or creating new ancillary materials for below.

Educ2130 Exploring Teaching and Learning

The OER resources were awarded through USG Round One OER Grant #13.

The learning materials are available in the following websites:

<http://oer.galileo.usg.edu/education-textbooks/1>

<http://rrscholar.openrepository.com/rrscholar/pages/educ2130.html>

<http://libguides.daltonstate.edu/c.php?g=24686&p=1329299>

Project Description *

In at least one paragraph, describe your project's goals and deliverables.

With the mini grant, our goal is to create interactive activities and text sound recordings to add to the existing textbook Educational Learning Theories so that the learning processes and experiences become more interactive, engaging, and learning materials become more visually appealing to learners. Interactive activities will be designed to go along with the textbook. Text sound recordings will be created to facilitate text book reading, understanding, and comprehension. Interactive activities such as interactive filling the blanks, games, matching quizzes, animations, mazes or story narrative examples will be created through the use the Adobe Captivate software package. Text reading recordings will be recorded by using the Adobe Captivate software as well. The newly created interactive activities and text recordings will be open access through Dalton State LibGuide, and through publishing the web-based open access in shock wave file format and html file format through the Office of Instructional Technology account (Brown). The instructional technologist (Brow) will ensure sustainable access of the web-based materials accessible to interested users, and website maintenance. A copy of the original web files will be stored in the Instructor's office (Zhou) as sustainable access back up, base for update, and maintenance back up.

Timeline and Personnel *

Provide a project timeline with milestones below, keeping in mind your selected Final Semester above. Provide a short description of the roles any additional team members will take on during the activities in your timeline.

10/26/2017 Start designing interactive activities for the OER textbook Educational Learning Theories chapters 1-3 (Zhou)

11/30/2017 Starting enacting those interactive activities with the software package Adobe Captivate for chapters 1-3 (Brown)

12/08/2018 Completion of interactive activities and text sound recordings for chapters 1-3 (Brown); 3 students are invited to use the materials and provide feedback on the interactive activities and text reading sound recordings (Zhou)

12/15/2018 Completion of accuracy and appropriateness check on interactive activities and text sound recordings check for chapters 1-3 based on 3 students' feedback (Zhou; Brown)

01/03/2018 Start designing interactive activities for the textbook Educational Learning Theories chapters 4-6 (Zhou)

01/15/2018 Starting enacting those activities with the software package Adobe Captivate for chapters 4-6 (Brown); starting appropriateness and accuracy check n interactive activities and text sound recordings for chapters 4-6 (Zhou)

02/01/2018 Completion of appropriateness and accuracy check on interactive activities and text sound recordings check for chapters 4-6 (Zhou); staring brainstorming interactive activities for chapters 7-9 (Zhou)

02/28/2018 Start enacting those activities with the software package Adobe Captivate for chapters 7-9 (Brown); starting appropriateness and accuracy check n interactive activities and text sound recordings for chapters 7-9 (Zhou)

03/15/2018 Completion of appropriateness and accuracy check on interactive activities and text sound recordings for chapters 7-9; staring brainstorming interactive activities for chapters 10-12 (Zhou)

03/30/2018 Start enacting those activities with the software package Adobe Captivate for chapters 10-12 (Brown); staring brainstorming interactive activities for chapters 10-12 (Zhou)

04/15/2018 Completion of appropriateness and accuracy check on interactive activities and text sound recordings for chapters 10-12 (Zhou); three students different from the first 3 will be invited to review the materials with text sounding recording and interactive activities four chapters each; they will be asked to provide feedback on the access of the newly created learning materials, and learning materials' concept flow, appropriateness of activities, animations, sound recording effect, etc. (Zhou)

04/30/2018 Feedback from those students will be used to conduct a final check by the project developers for technology appropriateness, sustainability, activity appropriateness, animation flow, complimentary effects between text, text recording, and interactive activities, etc. (Zhou; Brown)

5/15/2018 The final version of the interactive learning materials is ready for implementation in Fall 2018 semester. All sections of Educ2130 offered at Dalton State College in Fall 2018 will

use the interactive learning materials available through LibGuide and web-based access published through the Office of Instructional Technology at Dalton State (Zhou; Brown).

Budget *

Please enter your project's budget below. Include personnel and projected expenses. The maximum amounts for the award are as follows: \$4,800 maximum award, \$2,000 maximum per team member, \$800 maximum for overall project expenses. Unlike standard-scale and large-scale transformations, the maximum of \$800 is not a required element of the budget, but rather meant primarily for the purchase of specific tools and software which would help with improving resources.

Two persons on the project will cost \$2000.00 each for a subtotal of \$4000.00. The Adobe Captivate Software will cost \$275.00 each pack, and two packs will cost a subtotal of \$500.00. Project supplies will cost a subtotal of \$800.00 with one hard drive for \$80.00, 4 packs of paper for \$60.00, two packs of pencils for \$20.00, and 4 packs of ink cartridges for \$140.00. When all expenses are added up, the total projected project expense is \$4800.00.

Creative Commons Terms *

- I understand that any new materials or revisions created with ALG funding will, by default, be made available to the public under a Creative Commons Attribution License (CC-BY), with exceptions for modifications of pre-existing resources with a more restrictive license.

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