

Faculty Innovator Grant 2010
Center for Learning and Teaching

Final Report Form

Primary Faculty Name:	Ian Taylor
Department:	Economics
Email Address:	itaylor@odu.edu
Office Phone Number:	
Project Title: (10 words or less)	Take the Chalk Board to the Students (Traditional and Virtual)

Other faculty:

Faculty Name:	Department	Email Address	Office Phone Number

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1. Describe the specific teaching and learning issues being addressed by the proposal.
Specific teaching issues:

- Moving the Instructor off the Stage (Alternative Learning Approaches)
- Innovative Uses of Technology in the Classroom
- Enhancing eLearning and Hybrid Learning for All
- Face to Face & e-Learning Best Practices

Specific learning issues:

- Improving Student Engagement
- Support for Multiple Learning Styles
- Improving Student Retention

2. Describe the revised specific teaching and learning issues being addressed by the proposal (if applicable):

3. Describe the development activities involved addressing the learning or teaching issue.

I recorded my lecture videos and provided simultaneous online instruction during the class sessions. After the session, I edited the videos in post production and uploaded them to the internet for students to view for reinforcement.

4. Describe the learning outcomes attained by the project.

After implementing this project I experienced:

- improved engagement
- improved motivation and attendance
- support for multiple learning styles and special needs students
- improved review and retention
- improved teacher productivity

5. Describe unexpected outcomes, if any.

6. Describe the impact of the completed project on your colleagues, department, college, or community.

I have received over 18,000 views of the lecture videos. You can access them here:

Principles of Macroeconomics: www.itseconomics.com/macro

Principles of Microeconomics: www.itseconomics.com/micro

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7. Describe how the project can be a model, template, or prototype for use by other instructors.

Other faculty can use this project to create their own lecture videos and implement simultaneous online instruction for their traditional courses.

8. Describe the technology used to help address the issues described in the proposal. This technology is different from the current installed technology in the classroom in many ways. The current technology does not have a way for students to interact with the material being projected on the screen. Without this interaction students cannot directly portray to the class and instructor their current understanding of the question asked. If the instructor wants to test a student on showing them the equilibrium on a Demand and Supply model for example, it is not possible. Many studies have found that the level of direct student interaction in the classroom and their grade share a positive relationship. The Classroom Central software already installed on the computers in each of the 21 classrooms have a limit of 60min or 90min recording sessions. There is no software to compile and create video or podcasts to redistribute to students.

Hardware

- Apple MacBook
- 2.26GHz Intel Core 2 Duo
- 2GB DDR3 memory
- 250GB hard drive
- NVIDIA GeForce 9400M graphics
- Snow Leopard 10.6 pre-installed
- DisplayPort to VGA Adapter
- Wacom Graphire Wireless digital tablet
- Dimensions:10.13" x 11.03" x .96"
- Bluetooth up to 30 feet wireless working distance
- Plantronics Voyager Pro bluetooth headset
- AIRcable Host XR2 bluetooth signal booster
- Timbuk2 Laptop Messenger bag
- AppleCare Protection Plan

Software

- Adobe Connect (100 user capacity license)
- SMART Technologies SMART Notebook (Single user license)
- Final Cut Express 4
- Mouseposé

9. Describe products, if any, that are a result of the project.

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10. Describe the future plans for this project, if any.

I have continued this project to create a professional development course training faculty to repeat this project and learn how to host virtual office hours. You can access the course here: www.itseconomics.com/ittl

11. Attach a financial report with updated Budget Plan Matrix.

Final Budget Matrix

Budget Item (equipment, personnel, software, etc.)	Qty	Total Cost	Source of Funds	
			Amount from FIG	Amount from Other Source
Apple MacBook	1	\$950	\$950	
DisplayPort to VGA Adapter	1	\$20	\$20	
Wacom Graphire Wireless digital tablet	1	\$250	\$250	
Plantronics Voyager Pro Bluetooth headset	1	\$100	\$100	
AIRcable Host XR2 bluetooth signal booster	1	\$130	\$130	
Timbuk2 Laptop Messenger bag	1	\$200	\$200	
AppleCare Protection Plan	1	\$250	\$250	
Total Hardware Budget		\$1900	\$1900	
Adobe Connect (100 user capacity license)	4 months	\$180	\$180	
SMART Technologies Notebook 10	1 user license	\$35	\$35	
Final Cut Express 4	1	\$200	\$200	
Mousepose	1	\$20	\$20	
Total Software Budget		\$435	\$435	
Total Proposed Budget		\$2335	\$2335	