Request Details

To review other sections of your application, select the appropriate section from the pull-down menu above and then press the Go button. You may edit this application if you want to correct a mistake. **After you have reviewed all the sections and are satisfied with the information, please click on the Submit Application link on the left to complete your submission.**

Note: Fields marked with an * is required.

Fire Prevention and Safety								
General Education/Awareness Project							Action	
General Education/Awareness - Capabilities Information							View Details	
Project							Action	
General Education/Awareness-Public Education							View Details	
In the space provided below, please provide a brief synopsis of the proposed project and then identify the specific goals and objectives of your project.								
The Fire Escape Learning Instrument eXperiment (FELIX) is a video-game style simulation accessible on the Internet, and built to provide a realistic hand-on experience to teach how to safely escape from a building on fire. FELIX's prototype is implemented using the Second Life platform and currently has a reproduction of an OSU's residence hall. In FELIX, a participant controls an avatar (a virtual body) through a residence hall while the building is on fire and takes decisions which demonstrate skills about fire safety (e.g. Do they check the door before opening it? Etc.). FELIX creates a personalized report of the performance of each participant, based on the skills listed in our vulnerability statement. This project will address the difficulty to train all new incoming person at OSU with a satisfactory level of knowledge retention and very limited resources. FELIX is free to access via Internet, available 24/7 365days/year, robust up to 100 participants simultaneously.								

Item	Number of units for first 12 months	Cost per unit for first 12 months	Total Cost in first 12 months	Number of units for second 12 months	Cost per unit for second 12 months	Total Cost in second 12 months	Total Cost	Action
1. Graduate Student 0.49 FTE	1	$ 41,000	$ 41,000	1	$ 42,750	$ 42,750	$ 83,750	View Details
2. ERS Training and Assessment 1.0 FTE	1	$ 18,000	$ 18,000	1	$ 18,000	$ 18,000	$ 36,000	View Details
3. Design Team 2.FTE	2	$ 18,000	$ 36,000	2	$ 18,000	$ 36,000	$ 72,000	View Details
4. Fire expert consulting 1.0 FTE	1	$ 18,000	$ 18,000	1	$ 18,000	$ 18,000	$ 36,000	View Details
5. Jon Dorbolo Salary Off-set (15%)	1	$ 19,071	$ 19,071	1	$ 19,071	$ 19,071	$ 38,142	View Details
6. Kimmy Hescock salary off-set (20%)	1	$ 15,636	$ 15,636	1	$ 15,636	$ 15,636	$ 31,272	View Details
7. Development Team 2.0 FTE	2	$ 18,000	$ 36,000	2	$ 18,000	$ 36,000	$ 72,000	View Details
8. Second Life resource	1	$ 1,000	$ 1,000	0	$ 0	$ 0	$ 1,000	View Details
9. Pre-loaded USB	1	$ 1,200	$ 1,200	0	$ 0	$ 0	$ 1,200	View Details
10. Marketing campaign	1	$ 500	$ 500	1	$ 500	$ 500	$ 1,000	View Details
11. Participant Incentive	1	$ 10,000	$ 10,000	1	$ 10,000	$ 10,000	$ 20,000	View Details
12. Travel to conference	2	$ 9,075	$ 18,150	2	$ 9,075	$ 18,150	$ 36,300	View Details
13. Project Management and Administration 0.75 FTE	1	$ 68,250	$ 68,250	1	$ 68,250	$ 68,250	$ 136,500	View Details
14. Individual work station	5	$ 2,000	$ 10,000	0	$ 0	$ 0	$ 10,000	View Details
15. Second Life region lease	1	$ 1,770	$ 1,770	1	$ 1,770	$ 1,770	$ 3,540	View Details

16. Indirect Cost OSU	1	$ 256,034	$ 256,034	1	$ 320,398	$ 320,398	$ 576,432	View Details
Total		$ 550,611			$ 604,525		**$ 1,155,136**	