# School of Humanities and Sciences Educational Grant Initiative

**2012-13 PROJECT APPLICATION FORM**

*For student travel to conferences, please use the H&S “Easy Access Funds” Conference Travel form. These applications are now being accepted on a rolling basis.   
General guidelines on eligibility, projects, and evaluation are available* [*online*](http://www.ithaca.edu/hs/awards_and_honors/awardsgrants/edugrants/)*. There are* ***three*** *sections of this application; you must complete each one.* ***When completing this form, be sure to follow the******detailed instructions that are included here as endnotes****. Completed application forms* ***must be submitted electronically*** *as an attachment to an email sent to* [*hsadmin@ithaca.edu*](mailto:hsadmin@ithaca.edu)*; the subject line of the email should be “EGI Application for <cycle>.” Hand-written or hard-copy applications* ***will not*** *be accepted.***[[1]](#endnote-1)**

**Section I: General Information**

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| *1. Type of application***[[2]](#endnote-2)**  If *Other*, please explain: | | *2. Amount requested (whole dollar amount only)***[[3]](#endnote-3)**  **186.00** |
| *3. Applicant\*\**  *Name of department or individual***:[[4]](#endnote-4)** **Adeesha Ekanayake**  *Partners (if any):* Aaron Mansur | *4. Contact information*  *Phone***:** **607-339-3419**  *E-mail*: **aekanay1@ithaca.edu** | *5. Individual Applicant Information*  *For department applicants – Name of contact person:* **Adeesha Ekanayake**  *For faculty applicants –  Department*:   *For student applicants*:  *Year*:**2014**  *Major(s)*:**Computer Science** |
| *6. Project title and date(s)***[[5]](#endnote-5)**  *Title*: **Software for building games to improve motor skills of the Elderly**  *Date(s):* **9/17/2014** | *7. Previous awards through this program*  *Has the applicant received funding through this competitive grant program in the last two years (2009-2011)?*   *Yes* *No*  *Note: If yes, a Report must be on file in the Dean’s office in order for your current proposal to be reviewed by the Panel.* | *8.**For research projects involving human subjects*  *What is the Human Subjects Review status of this proposal?*  *To be submitted for review*   *Currently under consideration*  *Approved*  *Date of submission/approval*: |

\*\*Student applicants: sponsorship by a faculty member is required. Please provide the name of the faculty member with whom you are collaborating on the project, and ask your faculty sponsor to send an email acknowledging his/her involvement in your project; please see the endnotes for detailed information about the faculty sponsor’s role, and the acknolwedgement email.**[[6]](#endnote-6)**

Faculty Sponsor:

**Section II: Budget and Funding Details[[7]](#endnote-7)**

1. In the box below, please provide a budget breakdown for the ***total*** project. The box will expand as you type. You may include the budget in the project description instead (see Section III).

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| $1000 - Stipend for each student for Fall, 2012 (2 students involved)  $186.00 - Cost of 2 copies of Unity Pro (2 for each student) |

2. Amount requested from/contributed by other sources (e.g., department, self, etc.), if any:

Source: Department of GerontologyAmount: 1000  Approved  Pending (check one)

Source:      Amount:        Approved  Pending (check one)

Source:      Amount:        Approved  Pending (check one)

**Section III: Project Description and Learning Goals[[8]](#endnote-8)**

*In the box on the next page, provide a description of the proposed project/activity. Your project description should include a discussion of learning goals; if this is a course-based or department-based project, applicants should explain how the project is integrated with course goals or with major program goals.**To facilitate your discussion of learning goals, please select one or more goals from the list below that this project will address*. *Note that in the* ***Final Report (***[*http://www.ithaca.edu/hs/awards\_and\_honors/docs/HSEGI/EGIFinalReportForm/*](http://www.ithaca.edu/hs/awards_and_honors/docs/HSEGI/EGIFinalReportForm/)*)****,*** *grant recipients are expected to address the degree to which the project met these learning goals.*

Students will integrate theory/academic content and practice in projects that extend beyond the classroom (includes such projects as conducting scientific research, or producing/performing in a play or concert)

Students will enhance their understanding of academic content in a course or program by engaging directly with the subject of study (includes such projects as guest speakers, field trips, master classes)

Students will develop their professional skills and/or their understanding of careers and requirements (skill-building includes such projects as organizing an event or engaging in research; development of understanding includes field trips, networking opportunities, or workshops/lectures with practitioners).

**Project Description (*You may attach a separate document instead of typing directly here; in that case, note that the description should be limited to one page, 12-pt font, 1-inch margins. Please put the name of the applicant and the title of the project at the top of the document.*)**

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| The goal of this project is to create a game which allows individials with impaired motor skills, specifically, the elderly, to practice exercising at home. This game will use the Microsoft Kinect hardware, which lets users control games using their body as a game controller.  Adeesha Ekanayake, from the Department of Computer Science, and Aaron Mansur, from the Department of Physical Therapy, have been working on this project since the spring of 2012. The project was initially concieved as a system to help young children with motor difficulty, and was initially designed during Spring, 2012. Over Summer 2012, Adeesha Ekanayake implemented the project as part of a DANA internship under the guidance of Dr. Sharon Stansfield. In Fall 2012, the project received funding from the Ithaca College Gerontology Institute, and changed its focus to the elderly.  At present, the system is currently in the prototype stage, and Adeesha Ekanayake and Aaron Mansur intend to build a working product by the end of the semester.  To build the game, the students require the Unity3d game engine, which they have been using since Spring 2012. Unity3d is expensive software, and the student version costs $93.00 per year. Thus far, thhe students have been using a version of Unity3d which they won by entering this project into the Microsoft Imagine Cup 2012, and qualifying for the second round. Unfortunately, this version of Unity3d is due to expire at the end of September 2012. |

1. **H&S Educational Grant Initiative: Application Instructions   
     
   Deadlines** There are two funding cycles each year. *Completed applications should be submitted electronically to* [*hsadmin@ithaca.edu*](mailto:hsadmin@ithaca.edu) *by the dates published on the web at* [*http://www.ithaca.edu/hs/awards\_and\_honors/awardsgrants/edugrants/*](http://www.ithaca.edu/hs/awards_and_honors/awardsgrants/edugrants/)***.*** *When saving this document, please name the file:* *“NAME\_EGIProjectApp\_SemYear“ (e.g., “MathDept\_EGIProjectApp\_Fall11”).*

   ***Note:*** *Requests for out-of-cycle projects will be considered on a case-by-case basis;* ***if this proposal is requesting contingency funds, applicants must include a brief explanation of the reason(s) the proposal was not submitted in-cycle. Please allow 5-7 days for a decision on contingency applications.*** [↑](#endnote-ref-1)
2. Select the type of application that best describes your proposal. *H&S faculty applications for course-based projects* include such activities as field trips, guest speakers/artists, or supplies for a research activity that is targeted to a particular class. A *department/program application for an activity* *targeted at majors and minors* can include field trips or master classes not open to the general campus community. *A department/program sponsored public event* typically involves more than a single class or department, and is open to the wider community. *H&S student/faculty collaborations* can include academic research projects, creative productions, or outreach/community projects; the projects can be led primarily by students, with faculty providing oversight, or primarily by faculty members serving as active mentors and co-participants. In either case, the Review Panel expects the faculty sponsor to be knowledgeable about the project, and to be able to provide intellectual and/or practical guidance for the student, so the project is integrated with the student’s academic and educational development. For this reason, **we require that faculty sponsors send notification of involvement when students submit proposals** (see note f). [↑](#endnote-ref-2)
3. The total that can be requested is $1000. Please note that partial amounts are often awarded. [↑](#endnote-ref-3)
4. Name here refers to the proposer, whether a department/program (Chemistry Department) or an individual (John Doe). [↑](#endnote-ref-4)
5. Long, detailed, and/or technical titles should be avoided. The title of the project should help the Review Panel identify the type of project, and give some general idea about the content. For example, “Equipment purchase for photochemical research project” is sufficient. Dates for research projects should focus on when the student’s involvement in the project ends, rather than when the final outcome of the research is determined or published. EGI grants are intended for projects that can be completed in a semester or an academic year.  
    [↑](#endnote-ref-5)
6. Faculty sponsors should send an email to [hsadmin@ithaca.edu](mailto:hsadmin@ithaca.edu). The subject line of the email should be: *faculty sponsor for EGI proposal for STUDENT NAME*. The message itself can be a short, simple statement, such as “I am the sponsor for STUDENT’s EGI proposal, and will be {providing oversight for/actively participating in} all phases of the project.” Recommendation letters or other extensive endorsement are not required or expected. [↑](#endnote-ref-6)
7. In item #1, include **all** expenses associated with this project, even if these exceed the amount you are requesting from the EGI. In cases where the total budget exceeds the amount requested, please identify those elements you wish the H&S Educational Grant Initiative to support, and in item #2, be sure to indicate how the additional components of the project are being supported. Also in item #2: If you are asking students to help contribute to the cost of their individual participation in a project, or if you intend to fund a portion of your project out of your own personal funds, you can indicate that source of funding here. If you have received/applied for support from more than three additional sources, indicate that information in the project description. We encourage faculty to look to their departments for help funding their projects. [↑](#endnote-ref-7)
8. The project description should include a brief description of the project or activity. Applicants must also elaborate on the learning goals for the project by discussing how the project/activity will impact student learning and/or professional development, and by discussing how the applicant will assess whether the project has met these goals. For projects that are course-based, faculty applicants should address how the project integrates with course goals.  
   **Special guidelines for research project descriptions**: Discussion of research projects should be presented in non-technical language to the degree possible, and should: describe the big research questions that this research contributes to, summarize the kind of activities the student(s) will be involved in, and discuss how the project impacts student learning. Proposals that provide detailed discussion of scientific or technical results will receive a lower rating than those that discuss how participation in the research project enhances a student’s educational or professional goals.   
   **Special guidelines for student/faculty collaborations**: the project description must describe the faculty sponsor’s role in the project. It is the Review Panel’s expectation that faculty sponsors, whether providing nominal oversight to a student-led project or participating as co-organizers for a project, will assist students in identifying learning goals, meeting those goals, and assessing whether those goals have been achieved. To the extent possible, the Review Panel encourages students to take responsibility for developing EGI project proposals, with guidance from faculty sponsors. Regarding learning goals: if students are taking the lead on a project in which they are organizing an event or workshop, the project description can have dual goals: 1) learning goals for the student organizers and 2) learning goals for students who might attend the event itself. [↑](#endnote-ref-8)