



Student Technology Fee for Special Projects Request Form

STFSP proposals must be submitted by e-mail to **techfee@bcc.cuny.edu** no later than close of business on **Friday, February 28, 2020**.

PROJECT INFORMATION

Project Title:

Project Lead's Name:

Project Lead's Email:

Project Lead's Telephone:

Project Lead's BCC Status is: ☐ Student ☐ Faculty ☐ Staff ☐ Other (*Specify*):

Project Lead's Center / Unit / Department:

Project Sponsor's Name

(Student projects must be sponsored by a Faculty mentor):

Project Sponsor's Email:

Other Project Team Members:

TYPE OF PROJECT (*Check the one that most applies*)

- ☐ Technological/Infrastructure needs and services directly related to enhancing instruction and learning for students.
- ☐ Provide a stable technologically current network and computing environment for Students and Faculty.
- ☐ Instructional Technology, Media Center or Library for program application or services
- ☐ College or School (*center, academic departments or unit*), for enhancement of the education of students
- ☐ Other development that enhances student instruction and learning activities or student outcomes

BRIEF DESCRIPTION OF PROJECT

PROJECT GOALS AND OBJECTIVES:

PROJECT IMPACT

Explain how this project will address the goal of improving student access to technology. Briefly describe how the project benefits the student body, what percentage/demographic of the student body benefits, and what percentage of the funds requested will directly benefit the students.

Expected Impact on Student Learning

What happens to the project in year 2 and beyond? Describe any ongoing costs such as software or hardware maintenance, supplies, staffing, etc.??

Project Estimated Costs

If you have any questions on pricing or sourcing any items, please contact Wanda Santiago via telephone 718.289.5352 or email (wanda.santiago@bcc.cuny.edu).

Item Category	Item Requested	Number Requested	Unit Cost	Total Cost
Hardware	<i>Item 1</i>			
	<i>Item 2</i>			
	<i>Item 3</i>			
	<i>Item 4</i>			
	<i>Item 5</i> <i>Item 6</i>			
	<i>Item 7</i>			
	<i>Item 8</i>			
	<i>Item 9</i>			
	<i>Item 10</i>			
	<i>Item 11</i>			
	<i>Item 12</i>			
TOTAL				

Add additional lines/pages as necessary.

Sample Winning Proposal Student Technology Fee Special Projects

BRIEF DESCRIPTION OF PROJECT

The "Spring is for New Media" exhibition series for the next three years at the Hall of Fame Art Gallery will feature new media artworks, including digital animation, interactive exhibitions, augmented reality, video, film, audio, and computer-based installations. This curated series aims to expose students to innovative forms of artistic expression that integrate technology, fostering a deeper appreciation for contemporary art. The exhibitions will include works by notable contemporary artists like Jillian McDonald, Silvia Ruzanka, Josefa Ntjam, Aurica Harvey, Teresita Fernandez, Cory Arcangel, Shirin Neshat, Kerry Downey, among others. The project will also offer students professional development opportunities through artist talks and workshops with leading figures in New Media Art.

PROJECT GOALS AND OBJECTIVES

The "Spring is for New Media" exhibition series aims to expose students to innovative forms of artistic expression integrating technology, fostering a deeper appreciation for contemporary art. By showcasing diverse new media artworks and facilitating critical discussions, the project seeks to enhance cultural enrichment and dialogue. Additionally, it aims to provide professional development opportunities through artist talks and workshops, connecting students with leading figures in New Media Art. Integrating these experiences into coursework will enhance interdisciplinary exploration and critical thinking. Furthermore, the project aims to extend its impact beyond the college campus through community engagement and public events, while ongoing evaluation will inform future initiatives and optimize outcomes.

PROJECT IMPACT

(Explain how this project will address the goal of improving student access to technology. Briefly describe how the project benefits the student body, what percentage/demographic of the student body benefits, and what percentage of the funds requested will directly benefit the students.)

The "Spring is for New Media" exhibition series will be pivotal in enhancing student access to technology at Bronx Community College by showcasing and utilizing state-of-the-art media artworks that integrate technology. The project will directly benefit the student body by allocating a significant portion of the grant funds toward purchasing essential technology, such as digital media equipment, interactive displays, and software tools. This investment will enhance students' hands-on experiences with cutting-edge technologies and provide them with valuable resources for learning and creative exploration. The project aims to benefit a broad demographic of students, particularly those studying arts, media, and technology-related fields, ensuring equitable access to innovative tools and fostering interdisciplinary collaboration and skill development.

Expected Impact on Student Learning

The "Spring is for New Media" exhibition series is expected to transform student learning at Bronx Community College. By exposing students to innovative forms of artistic expression that integrate technology, the project will enhance critical thinking, creativity, and interdisciplinary understanding among participants. Students will benefit from immersive experiences with new media artworks, including digital animation, interactive installations, augmented reality, and video/film presentations. These encounters will foster a deeper appreciation for contemporary art practices and their intersection with technology. Additionally, curated artist talks and workshops will not only provide valuable insights into New Media Art's creative processes and technical aspects but also offer professional development opportunities and networking connections for students interested in pursuing careers in arts and technology. The project aims to expand students' perspectives, inspire creativity, and cultivate a lifelong passion for art and innovation.

What happens to the project in year 2 and beyond? Describe any ongoing costs such as software or hardware maintenance, supplies, staffing, etc.??

To ensure the sustainability and growth of the "Spring is for New Media" exhibition series beyond its inaugural year, we have developed a comprehensive plan that includes financial provisions for ongoing costs such as software licenses, hardware maintenance, supplies, and staffing. Our strategy involves cultivating community partnerships, continuously curating engaging exhibitions with emerging artists, conducting regular evaluations, and adapting based on feedback to enhance student learning outcomes and community engagement. By allocating resources for software and hardware upkeep, supplies, staffing needs, and outreach efforts, we are confident that the project will thrive and impact our students and the broader community for years to come.