

Glassboro Education Foundation, Inc.

Send the completed application to

Grant #4

Send the completed to the attention of:

Danielle Sochor
Beach Administration Building
Joseph L. Bowe Blvd
Glassboro, NJ 08028

General Information

Applicant(s): Caitlin Clements

School: Glassboro High School

Principal: Dr. Sneathen

Grade Level or Subject: Graphic Design/Fine Arts 9-12

Phone: (school) 856.652.2700 (Home): 856.981.3593

E-mail(s): Clements@glassboroschools.us
Clements.Cait@gmail.com

Statement of Assurances:

The applicant hereby assures the Glassboro Education Foundation that:

1. The applicant(s) meet(s) the eligibility criteria.
2. The activities and services for which the grant is sought will be implemented as written.
3. Any monies not expended within the school year shall revert back to the Glassboro Education Foundation, unless permission to carry it into the next school year is granted.
4. All publicity releases regarding a funded project will acknowledge the Glassboro Education Foundation and/or a particular mini-grant sponsor as the funding agency.
5. The grant recipient(s) will submit a final report summarizing the project's evaluation results.
6. The Board of Education authorizes the filing of this application.

We do hereby certify that all of the facts, figures and representations made in this application are true and correct to the best of our knowledge and that the assurances as stated above are understood and will be followed in their entirety.

Caitlin Clements

Signature of Applicant

Dr. Danielle F. Sneathen

Signature of Principal

Please note: from this page on, please do not include your name or your school in any of your descriptions as all applications are coded to prevent bias.

Project Title and Description

Title of Project:

Painting From a New Perspective & Adventures with Google Tilt Brush

Subject

Area(s): Graphic Design

Approximate Number of Students Participating:

28

Project Starting Date: Feb. 2017

Project Completion

Date: June 2017 (First completion date)

Need: Describe the problem or deficiencies that exist which require the improvements described.

Strategy: Briefly describe your plan to alleviate the need/problem.

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D. Objectives, Activities and Evaluation Techniques (This page may be duplicated if necessary)

Objectives	Program Activities to Accomplish Objectives	Completion Date	Evaluation Techniques

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E. Itemized Budget

Materials/Equipment		Services		Evaluation Techniques	
<u>Item(s)</u>	<u>Cost</u>	<u>Item(s)</u>	<u>Cost</u>	<u>Item(s)</u>	<u>Cost</u>
<p align="right"><u>Sub-total:</u></p>		<p align="right"><u>Sub-total:</u></p>		<p align="right"><u>Sub-total:</u></p>	
				<u>Grand Total</u>	

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Glassboro, NJ 08028

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School: Glassboro High School

Principal: Dr. Danielle Sneathen

Grade Level or Subject: Graphic Design/Fine Arts 9-12

Phone: (School)856.652.2700 (Home): 856.981.3593

E-mail(s): clements@glassboroschools.us clements.cait@gmail.com

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C. Project Title and Description

Title of Project: Painting From a New Perspective: Adventures with Google Tilt Brush

Subject Area(s): Graphic Design

Approximate Number of Students Participating: 28

Project Starting Date: Feb. 2017 **Project Completion Date:** First Project Completion June 2017 (However, this project will continue for years to come.)

Need: Describe the problem or deficiencies that exist which require the improvements described.

Teaching digital art and media is a way to advance the creative capabilities of our students using modern technology. The exposure to a library of the contemporary digital cultures allows students to dive deeper into analyzing, problem solving, and higher order thinking. Keeping up with today's technologies in Graphic Design and the arts means having access to the newest innovative technology. As we all know taking on any type of cutting edge technology comes with financial strife. The levels of technology are beyond what some of us can imagine. Student engagement with technology and their readiness to take on the skills required for new technology is beyond satisfactory. Yet, the fiscal cost of placing these tools into the hands of students is a challenge and one that can often times not be done.

Teaching art I am continuously looking for new and innovative ways to expand the artistic mindset and further push creative thinking. Teaching students to think outside of the box I ask them to instead think *around* the box. I push them to discover, see and understand the multitude of ways to solve a problem, not just one. This is creativity. This is perhaps the best way art education can help people for the future. Arts reach students not normally reached, in ways and methods not normally used. It changes the learning environment to one of discovery. My hope is to give them a tool not normally used as well.

In the spring of 2016 Google introduced its virtual paintbrush. Google Tilt Brush allows the artist to paint in 3D space with virtual reality. Here, anything is possible. The artist can build, sculpt, manipulate, or paint anything that comes to mind. They can walk through their creations, share their virtual structures, and interact with other artists that have this same advanced technology. I want to give my students access to this new and amazing tool. If given the opportunity they would be some of the very first students ever to have access to painting in virtual reality. We may not be able to predict the jobs our students will be working in 10 or 20 years, but what we do know is the more the brain can do, the more flexible their brain is, the more control and power they will harness in a new economy. Google Tilt Brush without a doubt helps students to dive into thinking outside and around the box of norms. It will give them

the opportunity to create and think in a world not yet explored.

Strategy: Briefly describe your plan to alleviate the need/problem.

Giving the students use of a virtual paintbrush in our classroom will elevate their skillsets, understanding, creativity, and assist them to develop projects leading to more advanced digital student portfolios. Having access to the Google Tilt Brush would allow us to cover territory in digital painting, illustration, and sculpture at an innovative level that otherwise would not be introduced. The students having access to advanced Google technology will allow them to experience a new world while creating in virtual reality.

The Tilt Brush comes with a wide range of brushes. Students' have the possibility of creating stars, snow, creatures, architecture, or clothing all in virtual 3D space. They can mix virtual colors on their palette and choose whatever color may suit their need for their creation. The Tilt Brush allows the artist to walk through their creations and fully immerse in a world self-made. If another artist also has a Tilt Brush the two may interact in virtual reality to build and paint together. Visualize colors and shapes floating all around you. It is an awesome experience for anyone and I feel strongly that this would be an unforgettable experience for my students.

Having two Google Tilt Brushes would allow me to assist a student and interact with them in the virtual space. It would also allow two students to build a sculpture or painting as a team. Having these in my classroom would give my students the newest technology and build their creative confidence and excitement in ways that could not otherwise be reached.

Please go to: <https://www.tiltbrush.com/> Hit PLAY, watch, and enjoy!

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D. Objectives, Activities and Evaluation Techniques (This page may be duplicated if necessary)

Objectives	Program Activities to Accomplish Objectives	Completion Date	Evaluation Techniques
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<ol style="list-style-type: none"> 1. Stimulate creativity, critical thinking, and higher-level art and design concepts in virtual reality. 2. Demonstrate understanding and knowledge of innovative technology. 3. Create and develop a virtual reality painting or sculpture that exemplifies attention to detail and higher-level understanding of tools. 	<ol style="list-style-type: none"> 1. Use Google Tilt Brush to create a 3D Painting. Use the virtual paintbrush to mix and blend colors, develop a structure to “walk inside” of. 2. Create a presentation using video and GIF files for the class of their virtual painting that explains what they made and their experience while creating in 3D space. 3. Create a painting demonstrating all tools available with consideration to aesthetics, craftsmanship, exploration and processes. 	<ol style="list-style-type: none"> 1. June 2017 (End of Course) 2. June 2017 (End of Course) 3. June 2017 (End of Course) 	<ol style="list-style-type: none"> 1. Rubric, class critique, presentation, and teacher observation 2. Rubric, class critique, presentation, self-assessment and teacher observation 3. Course Portfolio Review, rubric, teacher-student conference, and peer feedback and critique.
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E. Itemized Budget

Materials/Equipment	Services	Evaluation Techniques
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<u>Item(s)</u>	<u>Cost</u>	<u>Item(s)</u>	<u>Cost</u>	<u>Item(s)</u>	<u>Cost</u>
(2) HTC Vive purchased from https://www.vive.com/us/	\$ 799. 99	Shipping for HTC Vive	\$ 46.00		
(2) Tilt Brush by Google purchased from http://store.steampowered.com/app/327140/	\$ 29.99				
		<u>Sub-total:</u>	\$ 46.00	<u>Sub-total:</u>	
				<u>Grand Total</u>	\$ 1,705.96