

Online Teaching Academy—Project Guidelines

A Program and Project that Enables Southeast Faculty to Be Innovators in the Field of Online Education

PROJECT PURPOSE:

The purpose of the team research project is to encourage collaboration among peers and to create an opportunity for faculty at Southeast to be innovative and contribute to one of the following areas: understanding of online education, development of online educational tools, and best practices in online education.

PROJECT GUIDELINES:

Faculty participating in the OTA program will be split into five individual groups. Each individual group will need to agree on a project proposal idea and work towards the completion of the idea before the presentation at the Online Teaching Academy Celebration Banquet which will be held to celebrate the completion and accomplishments of the OTA program participants. The presentation will be 10-minutes in length and give an overview of the project. A written report of the proposal will be given to the Provost office to keep on file.

PROJECT PRESENTATION REQUIREMENTS:

Each group will prepare a 10-minute presentation giving a broad overview of their project idea. Only two participants from your team can present at a time. This is a time for your group to share the vision and desired outcome of your project idea, and express why your project needs to be funded/completed by the University

REQUIRED CONTENT FOR

WRITTEN REPORT (Only One Per Group):

- Project Title
- Abstract
- Description of Project Outcomes and Objectives
- Project Description
- Target Audience and Beneficiaries
- Evidence of Measurable Outcome to Determine Success
- Potential Internal/External Collaborators
- Project Timeline
- Framework, Methods, and Next Steps Needed
- Cost Analysis
- Potential Challenges/Barriers

REQUIRED CONTENT FOR THE PRESENTATION:

The only requirements for the presentation is that you give a brief overview of your project, and share the vision of the project. Show excitement and motivate administrators to fund and support your project idea! Presentations can be PowerPoint, Prezi, Video, Poster, etc.

PROJECT EXAMPLES

Online Course Design App	The creation of a phone application that would allow faculty to design a course with ease. Such features would include choosing the design model (ADDIE, Backwards, etc.) that the faculty wishes to use and then the app will take the faculty through the process step by step offering best practice tips along the way.
Quasi Experimental Study on the Use of Google Cardboard in an Online Course for holding Virtual Field Trips	Utilize an online course that has two full sections. One course would be given Google Cardboard to take virtual field trips while the other would not and measure the overall satisfaction of students from both courses on how well they feel the course interacted with the content .
Online Student Honors Organization	Development of a fully online student organization on campus. This would include having monthly meetings via Zoom, service projects, and even conference attendance opportunities. This would benefit online students that need student organization experience on their resumes.
On Campus Online Education Publication	Development of an online publication that would go out on a quarterly basis to all instructors at Southeast. The publication would be fully online and highlight upcoming workshops, relevant online education publications, and other sections designed and created by faculty and staff.