Dec. 12, 2014

Dear members of FTAC,

The technology grant awarded this past spring allowed for the purchase of a computer and software ($900 and $495 respectively) to assist in the creation of an rapid prototyping station within the art building. A SEG (Student Engagement Grant) was simultaneously awarded to pay for the 3D printer equipment and supplies.

The 3D printer station is up and running and creating excitement within the art department with its output. It is receiving minimal use at this time as I look for software training. It is my goal to get trained with Rhino software this academic year to then incorporate this into Jewelry and Sculpture curriculum. The printer station is available at this time to other departments and the SLV Maker Space.

Thank you so much for helping to fund this endeavor.

Sincerely,

Prof. Dana Provence

# Faculty Technology Advisor Committee

# Technology Grant Application

**Executive Summary**

**Principle Investigator Contact:**

1. **Description of Technology or Technology Program**

The Jewelry and Metals Program of the ASU Art Department would like to incorporate rapid prototyping equipment into its curriculum. A computer, 3D modeling software, and a 3D printer are needed to bring this aspect of a 21st century curriculum into the classroom.

1. **Project Description**

A technology grant is sought after to purchase a computer and software ($900 and $495 respectively) to assist in the creation of an rapid prototyping station within the art building. A SEG (Student Engagement Grant) is simultaneously underway to pay for the 3D printer equipment and supplies.

1. **Project Evaluation**

Evaluation will fall under the yearly faculty evaluations and alternately every two years with undergraduate and graduate program reviews.

1. **Project Sustainability (if successful)**

Between the two grants, the SEG already being funded, this project will be self-supporting. The only costs after setup will be extrusion materials for the 3D printer and software updates every 3-5 years. These will be taken care of by course lab fees.

1. **Budget(s), include** new technology, software and hardware, to be purchased or used.

Computer: $900 (please see attached quote from Computing Services)

Software: $495 (Rhino with education discount – one license, http://www.rhino3d.com/sales/north-america/United\_States)

1. **Population Groups Served**

Visual Art majors will be primarily served, but the software will be accessible to the Robotics Club, advised by Prof. George Sellman. There is also a vision afoot to develop a “Maker Space” where cutting edge technology could be pooled together under one roof and open to all majors across campus as well as the community. It is a grand vision, but gaining great momentum in many parts of the world. This is not a rabbit trail, but to say that if proponents at ASU get traction with this, the equipment being requested could be combined into a Maker Space to reach a larger audience.

1. **List of Key Faculty and/or Staff Members participating**

Professor Dana Provence will maintain primary oversight. Ceramics Professor, Jenny Gawronski, is also very interested in access for her programs, which also included Art Education. Prof. George Sellman will have open access and be a gateway to science majors and the Robotics Club and Robotics course.

1. **Computing Services and/or AITC support contact(s)**

Computer quote: Christine Streeter

Software quote: internet direct source

1. **Results Dissemination Plan**
* Purchases will be made immediately upon funding.
* AR 156 will house the cabinet containing the computer and 3D printer.
* A combination lock will be used and reconfigured on a semester basis for the safety of the equipment. Affected faculty and gateway personnel will be updated on accessing the equipment.
* Course curriculums will be modified to include this technology as soon as Fall 2014.