COLUMBIA
CNMTL
CENTER FOR NEW MEDIA TEACHING AND LEARNING
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CCNMTL Project Application

The Columbia Center for New Media Teaching and Learning is dedicated to advancing the purposeful use of new media and digital technologies in the educational programs of Columbia University. We encourage Columbia University faculty members, departments, programs, centers and schools to prepare and submit project applications.

To submit a project application, write a brief narrative précis addressing the following questions. Please identify the primary faculty member or principal investigator, additional faculty participants, and project goals.

1. Describe the project, the course in which the project will be used, and the project's relationship to the course.
2. Describe the target audience for the project: How many students will benefit? What other courses might benefit from this project?
3. How will the project improve the quality of teaching and learning in the targeted classes?
4. Describe your department's interest in this project.
5. Does the project require creating new content? Explain the scope.
6. Irrespective of technical development constraints, when do you plan to integrate the project into your curriculum?
7. As the principal investigator, how much time are you willing to commit to the project? In addition, how much time will other colleagues from your department, or graduate assistants commit to the project?
8. To what extent does your project show promise for potential grant support?

Completed applications should be emailed to ccnmtl@columbia.edu.

CCNMTL's New Projects group reviews all project applications. Once a project application is approved, an Educational Technologist is assigned to work with the principal investigator and develop a detailed project proposal.

Our project development process facilitates the development of innovative and important educational resources that support the educational programs of the University. To develop robust educational projects with measurable impact, CCNMTL adheres to a Design Research methodology. The Design Research methodology unfolds in a series of discussions around the following stages:

1. Initial Understanding of Curriculum: understanding the context, content, purposes, and activities involved in faculty courses or educational experiences.

2. Problems and Challenges: exploring teaching and learning challenges involved in achieving educational purposes or developing learning activities.

3. Design Hypothesis: articulating assumptions about how students learn in the given context and what would be the results of a pedagogical intervention.

4. Design of Educational Experience: defining and developing relevant technologies, activities, and interactions in accordance with the identified hypotheses supporting the learning environment.

5. Educational Experience: implementing, monitoring and evaluating the intervention in the classroom.

6. Discussion of Research and Evaluation: assessing the process and articulating conclusions for its improvement. It is important to mention that this discussion is made possible through a continuous process of documenting the design process to support its study and understanding.