



Innovation Project Application

Library: Florida State University Libraries

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Name of Project: Captivating Instruction

Project Amount requested: \$1,429.75

Scope of the Project: This grant will be used to purchase licenses of Adobe Captivate, a software necessary to creating interactive e-learning modules and tutorials to meet the evolving needs of the Libraries' patrons. The purchase of this software and subsequent development of learner-centered digital learning objects will commence an initiative to move much of the Libraries' basic information and digital literacy instruction into a digital format.

What need in the library/community will this project address?

This project will address the pressing demand for the Libraries' to create and deploy interactive e-learning modules and video tutorials to meet patrons' ever-evolving information needs. Florida State University Libraries' current lower-level undergraduate instruction program, which is largely comprised of the Instruction Unit's offering over 300 in-person general information literacy instruction sessions for an English Composition course annually, has reached capacity. The University's undergraduate population has rapidly grown in recent years and the Libraries has neither the physical space nor the instructional staff to sustain its current lower-level undergraduate instruction practices. The instruction materials created using the software purchased with this grant will alleviate the overwhelming teaching load of the Instruction Unit, freeing library instructors to pursue other meaningful teaching opportunities in order to expand both the reach and impact of the Libraries' instruction program. Pushing basic information literacy instruction such as lessons regarding how to formulate keyword searches in a database to an e-learning format would allow library personnel to deploy said materials to learners at the ideal time and enable the wide-spread distribution of foundational knowledge necessary to sequencing information literacy instruction throughout undergraduates' academic programs. In addition to increasing students' knowledge retention and actualizing the Instruction Unit's program goals, the software purchased through this grant will enable the Digital Literacy Unit to create interactive video tutorials to teach patrons how to use the Libraries' technologies and software, thus fulfilling their program objectives. An increasing amount of undergraduate courses are being offered

online, and the Distance Learning Unit has not yet developed an effective way to instruct and engage online learners. Utilizing Captivate to create an array of digital learning objects that can be embedded in course sites would allow the Distance Learning Unit to seamlessly deploy customized instruction to online courses and assess student learning in a strategic and sustainable way. Aside from the benefits this software will have for the FSU population, the Instruction, Digital Literacy, and Distance Learning units can leverage this software to develop more generic digital learning objects, such as interactive modules on creating citations or developing a research question, that can be widely distributed and utilized by other libraries worldwide.

Resources required and budget (NOTE: for items whose unit price exceeds \$500, 3 quotes are required or an indication that the vendor is sole source.):

This project requires the purchase of Adobe Captivate software. Adobe Captivate 2017 licenses are available for purchase through Florida State University's Information Technology Services for \$204.25 each. The libraries would like to purchase seven licenses, one for each of the members of the Instruction, Distance Learning, and Digital Literacy units involved in the development of digital learning objects, bringing the total budget of the project to \$1,429.75. We have personnel knowledgeable in e-learning authoring software to effectively utilize the software and train others to do the same, thus there are no other costs associated with this project.

Activities/Timeline (include estimated completion date):

January 2020

- Libraries will purchase software
- Library personnel with experience using the software will host training sessions for those new to Captivate

February 2020 – Onward

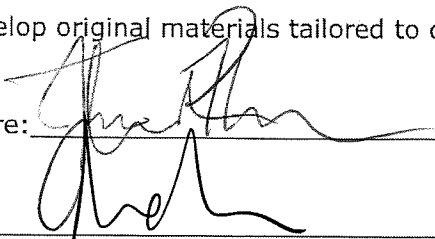
- Library personnel will use Captivate to create e-learning modules and interactive video tutorials
- Library personnel will deploy digital learning objects via LMSs for students enrolled in courses and the Libraries' website for general population usage
- Library personnel will continually assess the effectiveness of the modules and tutorials by analyzing the results from quizzes and assessment measures built in to the learning objects

How will the library sustain this project?

Because the Captivate licenses are one-time purchases and subsequent updates to the software are free of charge, no additional monetary resources are required to sustain the project after the initial license purchase. As more instruction moves online and the demand for e-learning modules and interactive tutorials increases, the library will continue expanding our collective knowledge of the software, best practices for designing e-learning experiences, and different approaches to digital

pedagogy in order to develop original materials tailored to our patrons' needs.

Library Director's signature:



Date:

10/17/2019

Signature of agent, office, or board to whom the Director reports

Date:

10/17/2019

For PLAN use only:

Approved _____ Not Approved _____

PLAN Executive Director _____