Resource Room Document 1.8

CCA Immersive Learning Grants Summary
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The notions of incorporating hands-on, immersive learning aren’t new to the Community College of Aurora (CCA). The advent of the Center for Simulation and the inclusion of realistic portrayals in the EMS program were only the beginning, leading to faculty development seminars about curriculum that could effectively cross disciplines and use these learning methodologies in a streamlined fashion. Highlights of current immersive learning grants underway at CCA are provided below.

**Law & Order: EDU**  
**Award:** $100,000  
**Project Manager:** Margaret Ann Uchner, Legal Studies Coordinator  
**Abstract:** CCA’s Paralegal and Criminal Justice programs are converting a classroom into a fully functioning courtroom. The project’s aim is to give students and opportunity to experience the workings of litigation in a real-life setting, providing opportunities to learn in ways that cannot be duplicated in a traditional classroom. The courtroom addresses a need for students to enter the workforce with the practical skills necessary to assist in litigation. It will help bolster the curriculum by allowing more real-life learning. The program will tie the courtroom to learning objectives in many classes and disciplines, leading to increased retention and completion.

**The Best of Blended Learning**  
**Award:** $100,000  
**Project Manager:** JoAnn Burkhart, Associate Dean of Online Learning  
**Abstract:** The Best of Blended Learning for the 21st Century is a project designed to address the need to increase retention and completion through the development of best practices for innovative, immersive blended learning courses. Project objectives include: researching existing innovative course design; developing a manual of engaging practices; training a designated group of instructors from CCA, Arapahoe Community College, and Red Rocks Community College to help them develop full courses aligned with the Colorado Community College System (CCCS) competencies for stand-alone use by instructors across the state; and hosting a dissemination event to highlight successful blended learning course design and materials.

**TheiaSys or T-Sys**  
**Award:** $99,500  
**Project Manager:** Frederic Lahey, Director, Colorado Film School  
**Abstract:** TheiaSys is designed to give students studio level evaluative tools to predict audience engagement in their student film projects. By using real world resources, students will focus on the essentials involved in audience engagement and raise the quality of their production projects. TheiaSys will be fundamental in shifting upper level production classes from traditional classroom delivery to hybrid instruction, reserving traditional classroom time for individual meetings to evaluate and partner in the production of student projects.
Checking In: Business Behind the Scenes
Award: $99,998
Project Manager: Tamra Schmitt, Department Chair, School of Business
Abstract: CCA will implement a multi-level business simulation competition for students enrolled in the BUS115 course. Utilizing a D2L virtual lab and the CESIM OnService program, students will work in teams to manage all of the business activities of a family hotel. Winning teams will maximize the overall return to shareholders by consolidating key success factors into one measurable criterion. Competition rounds begin within each class, move to inter-class competition and end with an inter-campus scaling round in spring 2014 where teams from throughout CCCS compete against one another. One team will be declared the CCCS champions.

Model United Nations
Award: $34,840
Project Manager: Bobby Pace, Faculty, Political Science
Abstract: The Model United Nations (UN) will immerse students in the practice of international politics and diplomacy. As a multi-disciplinary collaboration, the project’s learning objectives will focus on public speaking, research methodology, written communication, group engagement and the development of international public policy. The simulation requires student delegations to adopt a UN member state and work to advance the state’s goals within the UN system. National delegations will be subdivided into working groups of two students who will represent their state within different UN agencies. Participants will develop the skills necessary to effectively engage the public policy process while simultaneously exploring their own political efficacy.

Colorado Virtual Studio System
Award: $99,833
Project Manager: Frederic Lahey, Director, Colorado Film School
Abstract: The Colorado Virtual Studio System will transform the student experience in the creation of original content from an act of insular personal expression to an act of communication to a generalized audience by incorporating real world market conditions and considerations in the creative process. The Colorado Virtual Studio System will create a plug and play modular virtual economy adaptable to a variety of creative, technical, and entrepreneurial programs throughout the community college system. Students in such programs will be more engaged in their course work, and more successful in the job market upon graduation.

CCA Apprentice Project
Award: $99,704
Project Manager: Victor Vialpando, Dean, Art & New Media, Business, Computer Science, and Colorado Film School
Abstract: The CCA Apprentice Project is an immersive learning competition similar to the popular reality show, The Apprentice. Teams of approximately ten students across four departments – Film, Art and Design, Business, and Computer Science/Information Technology –
will collaborate on real-life case studies for community organizations to launch a new business product over the course of the spring 2013 semester. The teams will compete to win the title of 2013 Innovative Visionaries. The case study will be integrated into the courses’ syllabi and tied to learning objectives. Each team will be responsible for creating a product prototype, marketing and financial plan, media plan and all information technology components.

**CSI: Aurora**  
**Award:** $74,541  
**Project Manager:** Elizabeth Hirsh, Faculty, Anthropology  
**Abstract:** CSI: Aurora captures the popularity of forensic television shows and teaches the reality of forensic work through an immersive learning exercise involving a mock crime scene and mock criminal trial, with student participation from archaeology, forensic anthropology, criminal justice, paralegal and science departments. Students in each department gain practice in specific methodologies as they relate to real-world applications in a criminal case. The goal of the project is to build off the current semester’s crime scene lesson, adding five possible scenarios for upcoming semesters with more students, more departments and more excitement.

**Immersive and Game-based Learning Planning Project**  
**Award:** $99,653  
**Project Manager:** JoAnn Burkhart, Associate Dean of Online Learning  
**Abstract:** This planning project provides a three-pronged approach to supporting immersive and game-based learning for the Community College of Aurora and the System colleges. At CCA, a professional development program will expand faculty knowledge of instructional strategies and resources for the classroom, and a planning effort will coordinate faculty across disciplines to collaborate on future projects, including multi-college programs. Toward the end of the grant period, CCA will host a state-wide conference for System colleges to disseminate projects developed under the immersive and game-based learning grants, as well as develop a repository to store the project for future access across the System.