

Student Technology Fee Action Plan Report: Completion Fiscal Year-End

Award Number: 1802, program 00509 Fund Number: 19594
 NDSU Organization or Unit: Memorial Union Gallery Date report is submitted:
 Project Director(s): James Anthony Farris

Part 1 of 2: Specific Details

Milestone	Expected outcome	Actual Outcome	Means of assessment
Purchase Equipment/Train Staff/Outreach	Better understanding of uses	9 Students were trained and they in turn trained visitors	Demonstrated use and connectivity
Research Programs/Install VR/Promote	Increased understanding of potential Space was designed and twenty programs were ordered to correspond with exhibitions	Active/engaging space	
Utilize Equipment with Exhibitions	Increased use and Activity	33% increase in attendance to the Gallery over last year	Logging numbers and survey
Professional Digital Exhibitions	Access and engagement with tech.	Students have used VR for programming but no professional artists have utilized it yet.	Survey of visitors
Ongoing Use/Continued Calls for Use	Increased Activity, interest	VR has become part of ongoing programming with 2 experiences occurring with each exh	Cont. survey and visitor Counts

Equipment	Quantity	Cost/Item	Total Cost
System Type DaKTech Gemini Q270 Performance Desk	2	\$2,262.00	\$4,524.00
Oculus Rift + Touch Virtual Reality System	1	\$445.00	\$445.00
99HAHZ04430 HTC Vive Education Edition	1	\$495.00	\$495.00
D32FF1 Vizio D-Series 32" 120HZ Full Array LCD Smart	2	\$215.00	\$430.00

Materials & Supplies

Item	Quantity	Cost/Item	Total Cost

Project Overview/Budget Summary

The Memorial Union Gallery has shown a substantial increase, on average, across exhibitions. We are seeing that 70% of visitors are utilizing VR during their visit. Since last year, we have seen a 33% increase in Gallery - with the only substantial change over the year being offering Virtual Reality Programming. Activity: 50% of our audience uses both programs while 39% uses one of the two programs offered. 85% found the easy to use while only 2% found it difficult to use. 16% of respondents said the VR enhanced their ability to understand the exhibition, 11% said it helped them learn more about the topic, and 11% said VR help exhibition. 97% of our audience said their experience was positive. 81% either agreed or strongly agreed that VR improved their ability to analyze art and ideas.

The proposed budget and actual budget remained consistent in dollar amount but due to higher expenses for equipment, the Gallery did not use the TFAC grant to purchase singular programs, like expected. The Gallery, instead, allocated funds from its own budget to purchase programs. The Gallery can modify the proposal if necessary or explain these changes in writing with documentation, if requested.

Please send to TFAC, c/o Marc Wallman, VP for IT, Quentin Burdick Building 206.



Questions may be addressed to CeCe Rohwedder at 231-5646 or cece.rohwedder@ndsu.edu

For VPIT Office Use Only: Approval of Report

Name (Type or Print): **MARC WALLMAN** Signature: *[Signature]*
 Date: **05/29/19**

Part 2 of 2: Budget Summary

A. Salaries and Wages (Number)	Number of Months	FUNDS REQUESTED	FUNDS AWARDED	FUNDS EXPENDED	FUNDS NOT USED
1. Staff ()		\$0.00	\$0.00	\$0.00	0
2. Graduate Students ()		\$0.00	\$0.00	\$0.00	0
3. Undergraduate Students ()		\$0.00	\$0.00	\$0.00	0
B. Total Salary and Wages (Sum A.1., A.2., and A.3.)		\$0.00	\$0.00	\$0.00	0
C. Fringe Benefits		\$0.00	\$0.00	\$0.00	0
D. Total Salaries (Sum B and C)		\$0.00	\$0.00	\$0.00	0
E. Total Equipment		\$5,894.00	\$5,894.00	\$5,894.00	0
F. Total Materials and Supplies		\$0.00	\$0.00	\$0.00	0
G. Total Student Technology Fee funds use (Sum D + E + F)		\$5,894.00	\$5,894.00	\$5,894.00	\$0.00
H. Match		\$0.00	\$0.00	\$0.00	0
I. Total Project Expenditure (Sum: Line G + Line H)		\$5,894.00	\$5,894.00	\$5,894.00	0

Name (Type or Print)	Signature	Date
Project Director: James A. Faris		5/22/19
Unit Head: Paul Wrealdstad		5/22/19