MANCHESTER COMMUNITY COLLEGE

CARL PERKINS GRANT

Preliminary Award Notification

Your grant request was approved for submission to the SDE for 2017-2018 funding. Please note that you may not make purchases or hire personnel against this account until you receive a final award notification, probably in September.

Name of Applicant: Deborah Herman, Sandra Rimetz, David Tang
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Signature of Division Director:
Project Title: Virtual Reality Equipment for Learning

Code	Object				Amount of Code Line
330	In-service (Instructional Program Improvement Services) Payments for services performed by persons qualified to assist teachers and supervisors to enhance the quality of the teaching process. This category includes curriculum consultants, in-service training specialists, speakers, etc., who are not on the grantee payroll. Note: To pay staff members who give workshops or training OUTSIDE OF CONTRACTED HOURS, see 330. To pay staff members who attend conferences, workshops or training, see 111B. To pay registration fees to attend workshops, conferences or training, see 330.				$600
Individual/Organization providing service	Who will be receiving this training? Include # of staff	Title of Event, Date, Location	What is the Measurable Improvement to be gained from this?		Per person x cost=Total
To be determined – faculty or librarian who is teaching with VR technologies.	MCC faculty and staff - up to 20	Teaching with Virtual Reality, MCC, Dates TBD	Increase in the number of courses at MCC utilizing VR technologies in the classroom or as assignments.		2 sessions x $300 per session = $600

Code	Object				Amount of Code Line
600	Supplies Expenditures for instructional supplies including textbooks and reference books. Perkins funds cannot be used for consumable supplies. As a general rule, consumables cannot be purchased with Perkins funds. See attached list of unacceptable types of supplies on next page. Note: Individual equipment items costing $1,000 or less are to be considered as instructional supplies unless they are computer-related items. *Computers and peripheral equipment such as iPads, electronic babies, notebooks, etc., regardless of the cost are classified by the Connecticut State Controller's Office as equipment and should be included under budget code 700 Property. List EACH supply separately.				$180
Career Pathway/ CTE Program Area	Name of Course supplies are requested for	List each supply Item, description of supply and vendor	What is the Measurable Improvement to be gained from this?		Quantity x Cost per Unit = Total
Health Sciences XHS	CSC*101 and others	3D Organon VR Anatomy, viveport.com	Access to equipment/patient scenarios not otherwise available.		2x $30= $60
Information Technology XITS	CSC*101	DreamDesk VR	Students will be able to use multiple Virtual Desktops for productivity.		2x $40=$80
STEM XSRT	CSC*101	CalcFlow	Students will be able to see, use and understand vector-based calculus.		2x $10= $20

STEM XSRT	CSC*101	TheBlu Lifeliqe VR Museum, viveport.com Engage, immersivevreducation.com	Gives the students the ability to explore, and understand underwater biomes. Students will be able to visit museums with technology related artifacts. Students will be able to explain the many uses of VR technology.	2x $10= $20
Code	**Object**			**Amount of Code Line**
700		**Equipment**		$6,648
Expenditures for initial, additional, and replacement (if original purchase was Perkins funded) items of equipment, such as machinery, furniture and fixtures. Property valued at greater than $1,000.) The CSDE prohibits the use of Perkins funds to purchase drivable equipment. The above list of equipment that cannot be purchased with Carl D. Perkins funds is not meant to be exhaustive of all disallowable equipment. *Computers and peripheral equipment regardless of cost are classified by the Connecticut State Controller's Office as equipment and should be included under budget code 700 Property. Tablets, iPads, electronic babies, notebooks, etc., regardless of the cost should be included in budget code 700 Property. *Any proposed equipment purchases that require installation, plumbing or electrical alterations must be reviewed by the Facilities Department prior to submission. Perkins funds will not pay for equipment repair.				
Career Cluster/ Area of Concentration	**Name of course equipment is requested for Use**	**List each item, description and vendor**	**What will be the measurable improvement gained from this?**	**Quantity x Cost per Unit = Total**
STEM, Information Technology, Health Sciences XSRT	CSC*101 and others	ASUS ROG GL702VS-DS74 17.3" G-Sync Thin and Light Gaming Laptop GTX 1070 8GB, Intel i7-7700HQ, 16GB DDR4 512GB SSD 1TB HDD & HTC VIVE - Virtual Reality System Bundle, Amazon	State-of-the-art equipment aligns with current industry standard and programs. Increase in the number of courses at MCC utilizing VR technologies in the classroom or as assignments	2 x $2,649 = $5,298
		4-Year Laptop Accidental Protection Plan, Amazon		2 x $350 = $700
		Turtle Beach - Stealth 350VR Amplified Virtual Reality Gaming		2 x $80= $160
		Headset - Variable Bass Boost, Amazon		2 x $160 = $320
		Adjustable-Height Cart w/ Cabinet Laptop Lock		2 x $40 = $80
		Fovitec StudioPRO - 2x 7'6" Light Stand VR Compatible Kit w/ Ball Head Mount - [HTC Vive and VR Edition][Includes Carrying Bag], Amazon		2 x $45= $90
			Total Amount:	**$7,428**