WiLS Ideas to Action Fund: 2020 Proposal Form

WiLS' mission is to help our members turn ideas into action. The WiLS Ideas to Action Fund seeks to do just that -- provide support for innovative or collaborative projects in order to help our members reach their goals and have a positive impact on the Wisconsin library ecosystem.

This year, WiLS will award a maximum of $30,000 (up to $5,000 per applicant). Instead of or in addition to funding, organizations can apply for WiLS staff time to help with project planning, facilitation, survey design, marketing, or other project activities.

Proposals for the 2020 Ideas to Action Fund can be submitted through June 1, 2020. Awards will be announced in August 2020.

Please contact information@wils.org with any questions about the proposal process or requirements. More information, including review criteria and sample proposals, can be found at https://www.wils.org/ideas-to-action/.

Eligibility and Requirements:
• Applicant organization must be a WiLS general member. Project partners are not required to be WiLS members. (Not sure if you're a member? Check the list: https://www.wils.org/about-wils/wils-members/)
• Organization agrees to complete the project in the timeline approved by the Ideas to Action Review Committee. Preference will be given to projects with a timeline of one to two years.
• Organization agrees to provide a presentation about the project that can be shared with other WiLS members.
• Organization commits to making project products available for reuse under a Creative Commons license or otherwise freely available.
• Organization will submit a brief written report to WiLS at the conclusion of the project.
• Organization is expected to lead the project; WiLS staff time, if requested, is to be used for specific activities (planning, facilitation, survey administration, etc.), not overall project management or leadership

Questions? Contact us at information@wils.org.

Organization Name *

Tomahawk School District

Organization Type *

○ Academic Library

◉ K-12 School Library

○ Public Library

○ Special Library

○ Other: ....

Is your organization a WiLS General Member? *

◉ Yes

○ No

Project Leader/Primary Contact Name *

Paula Norman

Project Leader/Primary Contact Email *

normanp@tomahawk.k12.wi.us

Project Leader/Primary Contact Phone Number *

7154532106

Organization Mailing Address *

1048 E King Rd

Project Partners

List any organizations you will partner with for this project. Provide the names of all members of the project team, within and outside your organization, and briefly describe their relevant experience/skills. Project partners are not required to be WiLS members.

I would partner with Mr. Blomberg at our High School and his digital electronics class. Adam is a veteran math teacher and has just recently started this class. I believe he would be the foundation of this program as his students could build the computers and apply the knowledge they are learning. Mr. Alderton, our technology director as he has eSports knowledge and would know the "technology" we would need to be successful. Our guidance counselor of 20+ years at the high school, Dan Reiter, has offered to "coach" the team as he has a special relationship with many of the students that would participate in this activity. He is trying to find a way to have those students who are not in sports, drama, or music, become engaged in something extra curricular. I have been a teacher for 27 years and have taught many of these students. I have a special interest in technology and am the library media specialist. One of my jobs "goals" is to connect students with careers and their interests employing technology, problem solving, communication and collaboration skills. I would also like to partner with Northcentral Technical College in Wausau as many of our students attend there after high school. They have just recently renovated their campus and have an eSports team. I would also partner with community businesses if I got the grant.

Project Title *

Making Connections One Game at a Time

Project Summary *

Provide a one-sentence description of your project.

Connecting community, schools, teachers, and students in a virtual gaming world.

Need and Audience *

Briefly describe the problem or need you're aiming to address in your library and/or community. Provide specific examples of the target audience(s) for this project and any research (formal or informal) you've undertaken to understand audience needs and behaviors.

Part of being a future ready librarian is employing problem solving, collaboration, and communication skills in Makerspace/STEM areas. The problem with this at the High School level is there is not time in their schedule to come to the library for "fun" or learning in their environment. Also, at our high school, we have a significant population of gamers who are looking to fit in. Unfortunately, in our small, northern Wisconsin district, all after school activities revolve around sports, music or drama. We need to find a way to engage this population in school. eSports are growing and Northcentral Technical College (NTC) just 40 minutes south of us has a new, state of the art eSports arena and in 2019 launched their collegiate eSports team. NTC's arena, when not being used by their varsity eSports team, will be available to local K-12 districts and student groups. At NTC, student athletes need to hold a GPA of 2.0 or higher to compete. I believe this would give some of our students who are not dumb, but unmotivated to stay engaged in school and try. Also, this will give our students who have a passion for gaming an opportunity to pursue it further at NTC or at other universities as eSports is one of the fasted growing sports in the world and offers scholarships. I believe if they have a chance to participate and even better, get some time at NTC, we will produce students who have problem solving, communication, and collaborative skills who will come back to our community and make a positive impact in our work force as many of the jobs in our community are "factory" jobs.

Impact *

How will this project's output impact the rest of the Wisconsin library community? Please specify how project outputs could be re-used or adapted by other WiLS members.

I believe this could be a prime example of a Future Ready Library experience and a showcase for other school libraries. In Northern Wisconsin we don't have all the "opportunities" schools and libraries in better funded districts have. We could also partner with neighboring districts and libraries. Also, I believe the high school and technical college partnerships would lay the ground work between other schools, libraries, and tech schools.

Plan and Timeline *

Outline your strategy for completing this project and identify any major deadlines/goalposts. Preference will be given to projects that will be completed within one to two years.

Year 1: Our team would work closely with NTC for suggestions and purchasing equipment. I have already reached out to them for guidance. First of all we would have to get the technology and create a space for this team. For this first year, it would be to lay the groundwork: find interested participants, establish a conduct code, practice times, and just delve into the eSports curriculum and world. Year 2 would be to get this approved by the WIAA as a team sport and actually compete.

Evaluation *

How do you plan to evaluate your project? What might success look like?

A successful program would have collaboration with NTC and other schools and libraries. Students will learn the "ropes" of eSports and compete in tournaments. Success would look like the population that was disengaged participating in something worth while. Even better success would see students competing in eSports beyond high school and a growth of programming in the Northwoods.

What is the total amount of funds you are requesting? (maximum request = $5,000) *

$5000

Describe the major expenses for this project, such as equipment, staff time, consulting, licenses, materials, etc. An itemized project budget is not required. *

Our major expenses would be the computers that need to have specific processors, graphics, RAM, and storage. The other expenses would be possible infastructure upgrades, licensing, and tournament expenses. If we could travel to NTC in Wausau, then some travel expenses would be incurred. At this time, the coaches would be volunteer, but if there was some money, some compensation would be appreciated.

If WiLS staff time is requested to help support your project, list the skills or expertise needed from WiLS (project planning, facilitation, survey design, marketing, etc.).

Not really sure at this time. We may need your help connecting us with NTC or other schools & libraries who have this up and running!

This form was created inside of WiLS.

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