2020/2021 - Fall

Instructional Enhancement Grants Recipients

**Michal Aibin**. SoCAS. Computing and Academic Studies. $6000.

Project: Environment/stimulator for teaching Graph Theory in Python. The goal of this project is to implement a simulator in Python that will allow teaching of Algorithms courses (in all BCIT programs) as well as more specific topics such as Introduction to Graph Theory and Data

**Reza Vahidnia.** SoE. Electrical Engineering. $10.000.

Project: Virtual Tutor – Digial Techniques.

This grant will support the design a virtual tutorial classroom for the Digital Techniques course. This proposed interactive course-ware will serve as a virtual tutor for students.

**Samantha Juan and Daniel Block**. SoHS and LTC. $10,000.

Project: Development of a Virtual Reality (VR) Simulation in Promoting Empathy for Students in the SoHS.

This grant will support the development of a virtual reality (VR) simulation scenario in relation to the Downtown East Side (DTES) vulnerable population.

**Shawna Waberi**, SoCE Mineral Exploration and Mining. $400.

Project: Augmented Reality Sandbox 3D printed molds.

This grant will support the next stage of an augmented reality sandbox to print plastic 3D topographic molds for student use in the diploma and degree program.

**F. John Dian**. SoE. Electrical and Computing Engineering. $10,000.

Project: Design of an Interactive Platform for physical linear systems for students in ELEX 7610.

This grant will support the development of an additional resource to support course exercise problems in a step by step fashion.