

**Student Technology Fee - AY 2016
Tech Initiatives Abstract Form**

STUDENT Due Date (to AS): January 19, 2016 EMPLOYEE Due Date (to STF Committee): January 14, 2016

Project Title: Wacom Tablets for Digital Art

Project Abstract Applicant(s)

Principal Contact:

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IE Student

Faculty

Staff

Dept/Org Affiliation: Art Dept

Other Contacts:

Name:

MS:

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Phone:

Student

Faculty

Staff

Name:

MS:

Email:

Phone:

Student

Faculty

Staff

IMPORTANT NOTE

Student Tech Fee project funding is not allowed for:

- Computer lab upgrades - Existing computer labs are upgraded on a rolling schedule with a separate pool of Student Technology Fee funds.
- Software related to maintenance and/or serial payments

Instructions

1. Would this project involve the check-out of equipment to students?

No Yes KI

2. What is your estimate of project cost? \$3,000

(Provide a very rough dollar amount only; no budget or other background information at this point.)

3. On the following page (Arial 10-point font, single spaced, 1/4-inch side margins), please:

a. Provide a succinct description of your project idea.

b. Describe the scope/reach of the potential project (e.g. campus wide, a specific department, etc.).

c. Conclude with a strong statement of how the project would fulfill one or more of the objectives in the STF mission as stated below.

STF Mission:

The Student Technology Fee provides Western students with adequate and innovative technology experiences by:

- Broadening/enhancing the **quality** of the academic experience
- Providing additional student **access** to technology
- Increasing **integration** of technology into the curriculum

4. Submit abstract electronically (no cover page) for prioritizing:

a. Employees: Submit abstract per internal due date, which must be before abstract is due

to STF Committee on January 14.

b. Students: Submit abstract by January 19 to AS VP for Academic Affairs at asvp.academics@wwu.edu.

Your abstract will be prioritized and submitted to the STF Committee by the January 22 due date.

Project Description

Our Art department at WWU focuses on traditional work and getting the student's artwork in museums. But art students who wish to go into illustration, animation, character design, fashion design, motion graphics, web design, movie production or game production are not taught how to use the tools they need for their careers. Traditional media often cannot be used in these fields, and students coming out of college will be expected use drawing tablets in their professional career.

I am an art major in my final year at WWU, and I do 90% of assignments with a Wacom drawing tablet. I can bring it to class and make professional art without the cost of paper, paint or other art materials. I am going into freelance Illustration and knowing how to draw digitally is a must in this career. It shocks me that my fellow students have never seen a drawing tablet and do not know what it is for. I was lucky to be able to check out a drawing tablet at my high school to get an advantage in digital art.

I believe it would be of great benefit for all art students to be able to check out a drawing tablet for creating digital art using Photoshop or other programs already installed on school computers. These tools would help students to make job-ready portfolios and practice using the programs that are required in a digital age.

Scope/Reach of the Project

This project would focus on Art majors but tablets could be checked out by any WWU student. A medium Wacom tablet runs for \$300, and they are professional quality. Mine lasted 4 years until I got another, and I think 10 would be sufficient for any students wishing to try it out, but even one available would be an improvement that could really help student's job opportunities.

How would the project fulfill one or more of the objectives in the STF mission?

This project would fulfill all of the objectives in the STF mission. Drawing tablets are a technology used in countless fields, and they are currently completely overlooked in our art program. All students could have access to this technology and it would be wise for the art department to encourage students to take advantage of professional art tools before leaving college.