Academic Affairs

World Languages & Literatures

Mobile and Augmented Reality Resources for Learning

Project Management Plan
Purpose

The purpose of the Mobile and Augmented Reality Resources for Learning Project is to utilize mobile media and place-based augmented reality techniques to create multilingual learning opportunities for PSU students, as well as to provide multilingual experiences to Portland metro area residents and visitors to the region.

Expected Outcomes

- **Goal:** Develop games and engage faculty in pedagogical innovation in the area of mobile learning.
  
  **Process:** Collaborate with faculty to build mobile applications and activities that directly support existing language learning curricula within World Languages and Literatures (WLL) and the Intensive English Language Program (IELP)

  **MEASURABLE OUTCOME:** We will develop, at a minimum, three mobile activities/games that align with and augment existing WLL and IELP course curricula. Over the course of two academic years (2013-2014, 2014-2015), we aspire to have more than 200 PSU students participate in the mobile activities we develop.

- **Goal:** To make visible PSU’s commitment to internationalization through the presence of multilingual activities, games, and resources that relate to PSU and PDX cultures, history, built environments, and targeted initiatives (e.g., sustainability).
  
  **Process:** Design and create mobile-platform multilingual activities and tours of the PSU campus and environs for students and visitors.

  **MEASURABLE OUTCOME:** We will develop two distinct PSU campus tours, one general tour and one focused on PSU sustainability projects, and each tour will be available in multiple languages (initially in English, French, and Spanish).

- **Goal:** To assess the effectiveness of place-based/mobile resources and activities for language learning.
  
  **Process:** Design and carry out research studies that examine the effectiveness and learning outcomes of participation in place-based/mobile activities.

  **MEASURABLE OUTCOME:** In addition to using research outcomes to iteratively improve our mobile platform activities and resources, a minimum of two scholarly articles will be submitted for publication that fully or in-part report on the learning outcomes associated with place-based/mobile activities produced by this project team.

Scope

- See Expected Outcomes, above.
## Roles & Responsibilities

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<th>Role/Assigned Parties</th>
<th>List of Responsibilities</th>
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| Vice Provost for Academic Innovation and Student Success  
  ● Sukhwant Jhaj | ● Ultimate authority and responsibility for the project budget, timeline and scope |
| Project Sponsors  
  ● Jennifer Perlmutter - Department Chair, World Languages and Literatures, Liberal Arts & Sciences | ● Responsible to ensure that project is in line with Departmental needs/goals  
  ● Work to assure availability of essential project resources within the WLL Department |
| Project Lead  
  ● Steve Thorne - Associate Professor of Second Language Acquisition, World Languages and Literatures, Liberal Arts & Sciences | ● Serve as central point of communication for the project, Manage project budget  
  ● Oversee day-to-day operations of the Project Team  
  ● Co-manage key project documentation  
  ● Mitigate issues & risks |
| Project Manager  
  ● Hans VanDerSchaaf - Senior Project Manager, Office of Academic Affairs | ● Manage overall scope and schedule including administering the change management process  
  ● Mitigate issues and risks |
| Project Assistant  
  ● Lia Halverson - Project Management Assistant, Office of Academic Affairs | ● Support project through work including documentation, action follow-up, project plan updates, scheduling meetings and status report updates. |
| Project Team | ● Carry out daily project tasks  
  ● Create/contribute to project deliverables as applicable  
  ● Serve as first line of defense in issue and risk mitigation  
  ● Support requirements gathering process for business and systems |
- Steve Thorne - Associate Professor of Second Language Acquisition, World Languages and Literatures, Liberal Arts & Sciences
- Talisman Saunders - Instructor, ESL, Intensive English Language Program, Liberal Arts & Sciences
- Martha Hickey - Professor of Russian / Secretary to the Faculty, World Languages and Literatures, Liberal Arts & Sciences
- Stephanie Roulon - Senior Instructor of French, World Languages and Literatures, Liberal Arts & Sciences
- Alexandria Cesar - IELP Instructor, Intensive English Language Program, Liberal Arts & Sciences
- John Hellermann - Associate Professor, Applied Linguistics, Liberal Arts & Sciences
- Russell Powers - PSU Student

Other Stakeholders
- 503 Design Collective [a group of PSU students and faculty interested in developing place-based and mobile learning tools]
- Annabelle Dolidon - Assistant Professor of French, World Languages and Literatures, Liberal Arts & Sciences
- Isabel Jaén Portillo - Assistant Professor of Spanish, World Languages and Literatures, Liberal Arts & Sciences
- KyungAh Yoon - Instructor of Korean, World Languages and Literatures, Liberal Arts & Sciences
- Nike Arnold - Associate Professor, Applied Linguistics, Liberal Arts & Sciences
- Tanya Sydorenko - Assistant

- Contribute to creation and documentation of policies and procedures
- Serve as liaisons and project champions to all project stakeholders

- Be available to the Project Team to answer questions and provide feedback as needed
Communications

Communications are a central part of this project. The Project Lead, and other team members when applicable, are requested to provide information approximately two times per term for status reporting and, on an ongoing basis, act as champions of the project.

Change Process

A change request may be submitted by any project participant. If the change does not impact the project scope as defined by project documentation (MOU, Project Management Plan and any additional statements of scope), the schedule, or the budget of the project as assigned to various categories, then the change can simply be a conversation between the Project Lead and the Requestor. The Project Lead may then determine whether or not the change requires additional input from any member of project
leadership, including the Steering Committee and Project Sponsors. Project leadership (Project Lead and Project Sponsors) may then, at their discretion, determine if a formal change request is needed.

If the change being requested will have or has the potential to have an impact on the project scope, schedule or budget then the following formal change process must be initiated:

1. The Requestor will fill out a Change Request Form as completely as possible.
2. Requestor submits the Change Request Form to the Project Manager and the Project Lead via email, who then convenes the Steering Committee if one exists.
3. The Steering Committee, if one exists, will make a recommendation to the Vice Provost for Academic Innovation and Student Success, who is the final decision-maker on all change requests. The Vice Provost for Academic Innovation and Student Success will determine the overall impact of the change, vet the change with relevant parties/stakeholders and make a decision as to whether or not the change will be approved.
4. If no Steering Committee exists, the Project Lead will share the Change Request Form with the Project Sponsors for their review and input. The Project Lead and Project Sponsors will then will make a recommendation to the Vice Provost for Academic Innovation and Student Success, who is the final decision-maker on all change requests. The Vice Provost for Academic Innovation and Student Success will determine the overall impact of the change, vet the change with relevant parties/stakeholders and make a decision as to whether or not the change will be approved.
5. The Vice Provost for Academic Innovation and Student Success or Project Sponsors will communicate the decision back to the requestor and will, subsequently, communicate any changes that were made to the scope, timeline or budget to all the appropriate parties. This will include distributing the completed request to the project team.