Request for Technology Fee Funds: FY20
NOTE: A separate request should be made for each initiative.

I. **Department Number/Department Name:**

GVU Center

Title of Request *(please be brief):*

Usability Lab development

Amount of Request *(formula from detailed budget below):*

$89,818

Type of Proposal: Atlanta   or   Dist Lrng/Non-Atl

Atlanta

Was this project request funded in FY19?

No	**(Yes or No)**

Are there installation/renovation costs associated with this request?

Yes	**(Yes or No)**

If "Yes" then indicate the source of approved funding:
(Note: Tech Fees are not allowed for installation/renovation)

GVU Center/School of IC

Executive Summary of Request (100 words or less):

Revamp, revitalize, and outfit GVU Center Usability Lab, located in TSRB 216A, to provide new opportunities for research and academic excellence.

Specific class and/or lab initiative(s) if applicable: GVU Center Usability Lab - TSRB 216A
Contact person for this request (incl. phone #): Tim Trent (5-7610)
Responsible faculty for this request (incl. phone #) Carrie Bruce, Keith Edwards, Richard Henneman
Indicate priority per department if applicable: Number _____ of _____
Indicate priority per college or unit: Number __4__ of __9__

II. **Impact on Students -** Provide course title, course number, and anticipated enrollments:

Titles/Numbers of Course(s)

see below

Anticipated Enrollments

Graduate:	*483*	*(per* sem	*)* sem or yr
Undergraduate:	306	(per sem	) sem or yr
Total:	789		

The estimated percent use of the resources in the item by:

Students	95%
Faculty	5%
Other	0%
Total:	100%

Brief explanation of how estimate was achieved.

The space is intended to be used by students for development, testing, and presentation of their projects (both research and academic) so most (if not all) of the use will be by students.

NOTE: Other impacts on students should be described in narrative to include benefits to the students affected.

III. **Detailed Budget - Requested Items by Category** *List separately any equipment, software, and other allowable expenses (see Tech Fee Guidelines). There is a formula in the "total column" that multiplies the number of items times the unit price. You may enter a figure into the total column if the unit pricing is not applicable. If you need additional rows, contact the Budget Office to receive a modified form. Software or data license proposals should indicate how many years the item has been funded through student tech fees in narrative.*

Supporting documentation is required*- Include price justification in some form, such as quotations, published price lists, etc. as a separate PDF attachment. All supporting information should be in a single PDF.*

	Proposed Number of Items	Estimated Price per Unit	Total ($)
Tobii Eye Tracking Suite	1	$73,925	$73,925
Environment microphones	4	$154	$618
Modern Workstation	2	$3,245	$6,490
Audio Mixer	1	$524	$524
Small Camera	2	$1,119	$2,238
Large Camera	2	$2,298	$4,596
360 Degree Camera	2	$365	$730

Mobile Device Interaction Camera	2	$349	$698
Total *(linked to the total amount of request line above)*			$89,818

Please return form via e-mail in Excel format to: techfees@business.gatech.edu. Supporting information only in a PDF file.

IV. Narrative - Provide narrative justification for your intended use of the technology fee funds. Include narrative on how the education or research of the students will be enhanced. To include curricular, co-curricular, and extracurricular benefits expected to accrue to students through provision of this resource, including students outside the unit. Briefly state how information regarding similar technology use elsewhere on campus to benefit from lessons learned, to standardize, or differentiate, and to avoid duplication. Also include how the request aligns with the Strategic Plan of Georgia Tech.

Affected Courses: CS 2701, CS 3651, CS 3750, PSYC 3750, CS 4605, CS 4690, CS 4699, CS 2698, CS 2699, CS 4903, CS 4980, CS 4698, PSYC 6023, CS 6750, PSYC 6750, CS 6755, PSYC 6755, ID 6755, LMC 6755, CS 6998, PSYC 6998, LMC 6998, ID 6998 CS 7470, CS 8903

Georgia Tech is home to some of the top academic programs in the nation focused on the science of understanding human interactions with computing. While generally known under the name human-computer interaction (HCI), there are elements of this discipline in a number of programs of study at Georgia Tech at both the graduate and undergraduate level - the professional Masters in HCI; traditional Masters programs in Industrial Design, Psychology, and Digital Media; Ph.D. programs in Human-Centered Computing, Computer Science with the HCI specialization, Digital Media, and Psychology; and undergraduate programs including the "people thread" of the Computer Science BS degree.

In all of these programs, usability testing is an essential user research method in which users complete specified tasks with an existing system or a prototype of a product or service under development. During testing, researchers observe and measure a user's interactions with the prototype or product, providing evidence that then informs product design and engineering.

Lab-based usability testing is an essential research method used by most product and service companies that employ graduates of Georgia Tech, and yet GVU's current lab includes equipment that is significantly outdated compared to what exists in industry. As a result, our students are not getting the skills and experiences they need to become experts in the full range of user research methods and technologies. Although our programs are typically identified as being world-class (e.g., in a recent Academic Program Review, the MS-HCI Program was identified as one of the top 5 such programs in the world), to maintain top-tier excellence in our academic programs and retain such competitive positions, we need to ensure our technical infrastructure is up-to-date.

Based on these ideas, it is also evident that promoting the ability to conduct thorough experimentation and testing for students' projects serves to further the Georgia Tech strategic plan. By investing in state of the art technologies, we not only maintain Georgia Tech's reputation as a world renowned research institution (Goals 1 and 2), we also provide students with the opportunity to experience and learn industry standard practices (Goal 3). It is our belief that funding updates to the usability lab will help satisfy the objectives highlighted under the three goals of Georgia Tech's strategic plan and will thus be of enormous benefit to students, researchers, and the entire Georgia Tech community.

Funds from this technology fee proposal will go toward updating the facilities in this lab, in order to provide a state-of-the-art space in which students can gain experience in conducting usability tests with their projects, as well as facilities to produce effective demonstration videos of student projects (essential in these disciplines as a part of students' portfolios during recruitment). The GVU Center is committed to providing space for this lab, as well as ongoing technical support and oversight of the equipment from its own budget. With the new functionality provided by the Tobii eye tracking system, the Usability Lab will become a resource not presently available to most students in the interdisciplinary programs centered in Technology Square.

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