NEH Application Cover Sheet
Digital Humanities Start-Up Grants

PROJECT DIRECTOR

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Field of Expertise: History - American

INSTITUTION

Bank Street College of Education
New York, NY UNITED STATES

APPLICATION INFORMATION

Title: *Civil Rights Movement Remix (CRM-Remix)*

Grant Period: From 9/2010 to 8/2011
Field of Project: History - American
Description of Project: Bank Street College of Education is partnering with the Schomburg
Center for Research in Black Culture for a Level I grant ($25,000). The grant will support the research and initial
planning of Civil Rights Movement Remix (CRM-Remix), which brings together educators, youth, and humanities
specialist to develop a digital exhibition and a location-based digital game/smartphone application about the African-
American Civil Rights Movement. CRM-Remix uses smartphones and Web-based platforms such as 7Stories,
SCVNGR, Foursquare, Wikis, NING, Remix World, and open source platforms to enhance the study of the
Schomburg?s digital archives to create a youth-friendly on-line exhibition featuring a geospatially referenced interactive
map of historically important Civil Rights Movement sites in Harlem. CRM-Remix will ground students in the history of
the 20th century struggle for equal rights and, by extension, engage youth in contemporary human rights issues.

BUDGET

Outright Request	$25,000.00	**Cost Sharing**		
Matching Request	$0.00	**Total Budget**	$25,000.00	
Total NEH	$25,000.00			

GRANT ADMINISTRATOR

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NEH Digital Humanities Start-up Grant Application

Bank Street College of Education
Civil Rights Movement Remix (CRM-Remix)

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2. List of Participants

<u>**Project Staff**</u>
Anand, Bernadette, Ed.D., (Project Director) ,Instructor and Advisor, Graduate School, Bank Street College of Education

Hollman, Deirdre, (Co-Project Director), Public Education Programs Manager, Schomburg Center for Research in Black Culture, New York Public Library

Roberts, Maxine, (Project Team), Interim Director, Liberty LEADS Program, Bank Street College of Education

<u>**Advisory Board**</u>
Diouf, Sylviane, PhD, Curator of Digital Collections, Schomburg Center for Research in Black Culture, New York Public Library

Erickson, Ingrid, Ph. D., Program Officer, Social Science Research Council, and Research Director, New Youth City Learning Network

Joseph, Barry, Director of the Online Leadership Program, Global Kids, Inc.

Williams, Yohuru, Ph.D., Associate Professor of History, Fairfield University

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3. Abstract

Bank Street College of Education is partnering with the Schomburg Center for Research in Black Culture for a Level I grant ($25,000). The grant will support the research and initial planning of the Civil Rights Movement Remix (CRM-Remix), which brings together educators, youth, and humanities specialist to develop a digital exhibition and a location-based digital game/smartphone application about the African-American Civil Rights Movement. CRM-Remix uses smartphones and Web-based platforms such as 7Stories, SCVNGR, Foursquare, Wikis, NING, Remix World, and open source platforms to enhance the study of the Schomburg's digital archives to create a youth-friendly on-line exhibition featuring a geospatially referenced interactive map of historically important Civil Rights Movement sites in Harlem. The CRM-Remix curriculum will ground students in the history, literature, films, and music that reflect the 20th century struggle for equal rights and, by extension, engage youth in contemporary human rights issues. We propose to hold a series of workshops/design charettes with librarians, educators, media specialists, high school students, historians and community experts to research and design a process for the successful completion of the digital exhibition. The final product for this grant will be a white paper of work completed.

4. Narrative Enhancing the humanities through innovation

Bank Street College of Education is partnering with the Schomburg Center for Research in Black Culture for a Level I grant ($25,000). The grant will support the research and initial planning of the Civil Rights Movement Remix (CRM-Remix), which brings together educators, youth, and humanities specialist to develop a digital exhibition and a location-based digital game/ smartphone application about the African-American Civil Rights Movement. CRM-Remix uses innovative technology platforms such as 7Stories, SCVNGR, Foursquare,Wikis, NING, Remix World, and Open Source program to enhance the study of the humanities using the Schomburg's digital archives and other primary sources to create a youth-friendly on-line exhibition featuring a geospatially referenced interactive map of historically important Civil Rights Movement sites in Harlem. CRM-Remix will ground students in the history, literature, films, and music that reflect the 20th century struggle for equal rights and, by extension, engage youth in contemporary human rights issues.

Since its inception in 1916, Bank Street College has been a leader among institutions of teacher and leader preparation, a pioneer in improving the quality of classroom education in math, science, art, and the humanities, and a national advocate for children and families. The Schomburg Center for Research in Black Culture of The New York Public Library is generally recognized as the world's leading research library devoted exclusively to documenting the history and cultural development of peoples of African descent worldwide. Digital Schomburg, which houses the Schomburg's on-line digital collections, provides access to trusted information, interpretation and scholarship on the global black experience. Digital Schomburg includes exhibitions, books, articles, photographs, prints, audio and video streams, and hundreds of vetted external links for research in the history and cultures of the peoples of Africa and the African Diaspora.

Bernadette Anand from Bank Street College of Education, and Deirdre L. Hollman from the Schomburg will work with youth from Bank Street's Liberty LEADS after-school program to: 1) analyze two of the Schomburg's existing digital exhibitions, "In Motion: The African-American Migration Experience" and "Harlem 1900-1940: An African-American Community"; 2) conduct research in the Schomburg's digital archives on the Civil Rights Movement, which currently doesn't have a formal digital exhibition; 3) use smartphones and digital cameras to map important historical sites in Harlem and create original interviews, images, and texts about the Civil Rights Movement that can be shared via the web and social networks; 3) create a new digital exhibition on the Civil Rights Movement that can be incorporated into the Schomburg's digital exhibition web site; and 4) use the resulting data to develop a location-based digital game that would expand our audience and further engage youth in the humanities, the Schomburg's digital archives, and the history of the Civil Rights Movement.

Environmental Scan

CRM-Remix project is an extension of Bank Street's participation in the New Youth City Learning Network (NYCLN), a collection of New York City youth-serving organizations, including schools, libraries, after-school programs, and museums, working together to develop and promote out-of-school time, interest-driven learning experiences for local youth. Funded by the MacArthur Foundation and sponsored by the Social Science Research Council (SSRC), NYCLN projects focus primarily on using digital media and learning for science, technology, engineering, and mathematics projects for youth in after-school programs and includes institutions such as the American Museum of Natural History, New York Hall of Science, the

Global Kids. Bank Street is collaborating with the New York Hall of Science on a NYCLN project entitled "Collect, Construct, Change" (C3) that utilizes handheld smartphones equipped with science probes and situated visualization software with multi-disciplinary inquiry curriculum to engage youth around localized environmental issues. NYCLN has produced an exemplary digital learning product called Mannahatta: The Game, a location-based game for the iPhone platform based on a database developed by Dr. Eric Sanderson of the Wildlife Conservation Society, a NYCLN member organization.

The CRM-Remix will combine the innovative approaches of integrating technology with the humanities as presented in four existing youth-centered digital projects: 1) Teachers College's MAAP-Mapping the African American Past; 2) National Geographic's The Jason Project; 3) Tavis Smiley's America I Am: The African American Imprint; and 4) Cable in the Classroom's eLECTIONS.

History and duration of project
CRM-Remix is an extension of Bank Street's participation in NYCLN, which develops digital media and learning projects for youth. Bernadette Anand approached Deirdre Hollman at the Schomburg about developing a digital media and learning project using the Schomburg's digital archive. The NEH Digital Humanities Start-Up Grant would support the one-year research and workshops/design charettes phase of the CRM-Remix. Subsequent phases of the project will last two years, including prototype and pilot testing of a digital exhibition and a digital video game. Other potential sources of support for this project include the MacArthur Foundation, the Ford Foundation, Pierson Foundation, and the Institute of Museum and Library Services.

Work plan
The research and planning phase of CRM-Remix will use a design charrette methodology to bring together Bank Street and Schomburg staff members, humanities, design, and technology specialists, and Liberty LEADS youth to brainstorm potential project ideas, and develop agility in digital design and systems thinking. The adults and youth will work side by side to analyze Schomburg's existing digital exhibitions and archives, learning about digital media production and open source best practices, and develop concept papers that build on the theme of Harlem's impact on the Civil Rights Movement. As concepts move forward, technical and design advisors will augment the group's capacity to produce a digital exhibition and understand mobile, location-based, digital mapping and game design. Humanities specialist will advise the group (in person and/or through video conferencing and podcasts) on important critical theories, including Digital Media and Learning, Systems Thinking, and Critical Race Theory.

At the end of this phase, the group will present their designs for a digital exhibition and map of important civil rights sites in Harlem to other Liberty LEADS youth and staff from the Schomburg and Bank Street. We will write a white paper about the research and design of CRM-Remix to submit the NEH. We would also begin to develop a concept paper on a location-based digital game to present to NYCLN.

The project will require technical expertise in graphic design, web design, digital media production, digital media learning, location-based digital games, and digital humanities practices. Required technical resources include digital cameras, a smartphone platform, broadband Internet connection and computer server, web design programs, a social network platform, and a digital location-based game-building platform. As part of the NYCLN, we may use many of the technology systems already developed, including Remix World (a youth-only social network

with embedded digital media learning prompts), and 7Stories (a location-based game platform). We will make every effort to incorporate Open Source technologies.

As part of the start-up activities, we will develop an outcomes-based evaluation of our project goal. We will survey participants in the charrette design and digital workshops. We will ask other members of the NYCLN to evaluate our work as it progresses. We will ask humanities scholars to evaluate the content of our digital exhibition and game. Finally, we will evaluate our digital media learning project for federal and state learning standards.

Staff

Bernadette Anand, Ed.D., Project Director, 8% TIME. Dr. Anand will direct all education, humanities, and digital research on project, manage all meetings, and lead workshops. She will co-author the white paper.

Deirdre Hollman, Co- Project Director, 8% TIME. Hollman will co-direct all education, humanities, and digital research on project at the Schomburg. She will co-author the white paper.

Roberts, Maxine, Project Team, 2%TIME. Roberts will supervise all activities with youth and help develop digital technology methods.

Advisory Board

Diouf, Sylviane, Ph.D. , Digital Humanities Specialist. Diouf will advise project on digital humanities and participate in workshops on Civil Rights Movement history and Digital Schomburg.

Erickson, Ingrid, Ph. D., Digital Media and Learning Specialist. Erickson will advise on DML research, technology platforms, and evaluation of project.

Joseph, Barry, Digital Media and Learning Specialist. Joseph will advise on methods and practices of DML projects and participate in workshops.

Williams, Yohuru, Ph.D., Digital Humanities and Civil Rights History Specialist. Williams will advise on Civil Rights Movement history and digital humanities projects and participate in workshops.

Final product and dissemination

CRM-Remix will be used well beyond the scope of our current project. We hope the Schomburg will incorporate the digital exhibition in its permanent collection and used by scholars, both young and old, to study Harlem's importance in the Civil Rights Movement. Products from this project will also be incorporated in NYCLN and shared with youth, educators, and cultural institutions in the network, both on social networks and public events such as the Maker Faire, an annual event that celebrates activities for families. The digital map of important historical sites in Harlem may also be expanded to include contributions on the theme of civil rights from around the world. The CRM-Remix digital game will be made available to educators, historians, and others interested in engaging in the humanities and the Civil Rights Movement. The project team will also share our work at future MacArthur Foundation Digital Media and Learning Grantee Meetings and Conferences, reaching important researchers and practitioners in the field.

CRM-Remix Reference Links
We are organizing links to digital humanities and digital media and learning projects which will inform our research work.

Bank Street College of Education
http://www.bankstreet.edu

Bank Street College of Education's Liberty LEADS Program
http://www.bankstreet.edu/libertyleads

Schomburg Center
http://www.schomburgcenter.org

"In Motion: The African-American Migration Experience"
http://www.inmotionaame.org/index.cfm;jsessionid=f8302012981269273651332?bhcp=1

 "Harlem 1900-1940: An African-American Community"
http://legacy.www.nypl.org/research/sc/Harlem/

MacArthur Foundation DML:
http://spotlight.macfound.org/

http://www.macfound.org/site/c.lkLXJ8MQKrH/b.5796441/k.D62D/ReImagining_Learning_in_the_21st_Century.htm

http://www.macfound.org/atf/cf/{b0386ce3-8b29-4162-8098-e466fb856794}/DML_BUFF.PDF

http://spotlight.macfound.org/blog/entry/measuring_classroom_progress_21st_century_assessment_project_input/

http://dmlcentral.net/conference/

Digital Humanities and Digital Media and Learning Links
Generation M2: Media in the Lives of 8- to 18-Year-Olds (Kaiser Family Foundation, January 2010)
http://www.kff.org/entmedia/upload/8010.pdf

Mannahatta: The Game (A MacArthur Foundation project, developed by NYCLN/SSRC)
http://mannahattathegame.org/

Teachers College's MAAP-Mapping the African American Past
(http://maap.columbia.edu

National Geographic's The Jason Project
http://www.jason.org/public/whatis/games.aspx

Tavis Smiley's America I Am: The African American Imprint
http://www.americaiam.org

Cable in the Classroom's eLECTIONS
http://www.ciconline.org/elections

Quest 2 Learn (New York City Public School focused on games and digital media and learning)
http://q2l.org/

GameStar Mechanic (Web site for digital game development by students)
http://www.gamestarmechanic.com/

Waters Foundation (Systems Thinking in Education Programs)
http://www.watersfoundation.org/

http://www.claytonchristensen.com/books.html

http://creativecommons.org/

http://spotlight.macfound.org/blog/entry/david_shaffer_what_we_know/

http://imls21stcenturyskills.org/

http://gse.hightechhigh.org/

http://smallab.parsons.edu/

http://ijlm.net

http://www.isls.org

http://wwwstatic.kern.org/filer/blogWrite44ManilaWebsite/paul/articles/A_Pedagogy_of_Multiliteracies_Designing_Social_Futures.htm

http://mitpress.mit.edu/catalog/browse/browse.asp?btype=6&serid=178

http://mitpress.mit.edu/catalog/browse/browse.asp?btype=6&serid=170

http://www.whitehouse.gov/assets/documents/SEPT_20__Innovation_Whitepaper_FINAL.pdf

SUBCONTRACTOR BUDGET
NEH Digital Humanities Start Up Grant (Level 1)
Civil Rights Movement Remix (CRM-Remix)

1	**Personnel - Fees for Associate Project Director, Deirdre Hollman (Manager, Public Education Programs)** *8% of salary for 12 months*	(b) (6)
2	**Travel - Associate Project Director to DC for NEH Meeting**	700
3	**Research Materials** *Books, articles, flash drives, archival storage, etc.*	300
4	**Print & Photographic Services & Permissions** *Photocopies and image reproductions*	200
5	**Consultant fees (honoraria and/or travel)** *Civil rights historians, Harlem historians, digital exhibition designers*	2,800
6	**Other fees** *Walking tours, admission to historical sites and cultural institutions*	100
	TOTAL SUBCONTRACT:	(b) (6)

dlh 3/23/2010