Global Learning Hub

Call for 2021-2022 Proposals: Community/Industry/Government/NGO Global Learning Projects

The <u>Global Learning Hub</u> is requesting proposals to pilot a new model of project-based learning that leverage faculty relationships with communities, industry, and government/NGO organizations to provide students with real-world engagement with global issues.

Community/Industry/Government/NGO Global Learning Projects (GLPs) are envisioned as short, intensive programs designed to engage students with issues of global importance through consultative project work with community, government/NGO or industry partners. During the 2-4 week GLP project, students will receive preparatory seminars providing an overview of key project background – this might be, for example, on wildfires and climate change, drinking water safety, etc. One framework might be for the theme to address a UN Sustainable Development Goal (SDG). The UC Davis faculty lead for the project will leverage their industry/institutional connections to identify partners willing to provide mini-projects related to the topic that leverage student skills in areas such as data analysis, market assessment, field research, design, etc.. Working in small, multidisciplinary teams, students will be assigned to these projects, synthesize material covered in the preparatory seminars, conduct additional research as necessary, and then present a finished product at the end of the GLP. These products will be defined in collaboration with the project sponsor.

GLP projects provide students real-world applications of their studies, preparing them to be effective problem-solvers on global issues by providing opportunities to pursue collaborative transdisciplinary team activity, work across cultural differences and tap cultural wealth, learn about relevant systems that shape their project focus and deliverables, and consider the ethical dimensions of their activity. Upon completion, students will have a discrete, meaningful project experience that demonstrates practical engagement in their field.

GLP projects may be stand-alone, credit-bearing programs (for example, 2-4 weeks in the summer); they may be embedded within a new or existing course on campus (i.e. the project is a component of the 10-week UC Davis course); or they may be non-credit bearing projects during the academic year (i.e. open to any UC Davis student and not embedded within a particular course).

GLP projects may be located abroad or in the US - projects that help address global challenges as they are playing out within California's Central Valley are of particular interest. They may entail work on campus, at a project site elsewhere, and/or online. Projects may be unilateral (UC Davis students only), or bi/multi-lateral (a cohort of UC Davis students and students from a partner institution(s)). Ideal GLP projects are interdisciplinary, encouraging and supporting students to utilize a variety of perspectives and skill sets.

PROGRAM LEADERSHIP

GLP projects may be led by faculty (Senate and Federation), graduate students, or career staff with demonstrated expertise in the subject matter. For-credit programs require direct faculty leadership or supervision as instructor of record. These programs are an excellent opportunity for graduate students to engage in global issues aligned with their research and to gain valuable leadership, project management, and teaching/mentorship experience. Graduate leadership also reduces the administrative load on faculty interested in developing these programs. For graduate-led projects, faculty and graduate student(s) should propose jointly. Career staff may also lead projects with similar faculty supervision, or may propose non-credit projects; proposals must demonstrate sufficient subject matter expertise, field connections, and prior experience with student project mentorship.



The leadership commitment for GLP projects include:

- Identify connections with community/government/NGO/industry partners willing to host projects supporting 10-30 students in small teams. This may be one or more partners.
- Provide instruction on the GLP topic (or support a graduate student to do so) in a seminar format for 2-4 weeks, either directly or in combination with guest lectures and/or subject experts who can provide disciplinary perspectives other than that of the faculty member.
- Facilitate and mentor students through the project design, research, and final product.
- For credit-bearing GLPs, be willing to serve as instructor of record, or have secured a faculty supervisor willing to serve in that capacity.

GENERAL INFORMATION

The Qualtrics proposal link can be found on the Global Learning Hub website under Faculty. Academic Senate and Academic Federation faculty with faculty appointments, as well as retired faculty are eligible to lead programs. Graduate students and UC Davis staff with sufficient connections and programmatic expertise may submit proposals for non-credit options, or for-credit options in collaboration with supervising faculty. All leaders are expected to have prior familiarity with the site and communities.

FACULTY COMPENSATION AND SUPPORT

- GLP credit-bearing proposals may include instructional compensation, depending on format (i.e. Summer Sessions salary, etc.)
- Expenses for off-site travel, materials, and student activities will be covered through program fees as appropriate
- Staff support for project management is available upon request (i.e. online platform for student project teams, project mentorship, etc.)

Program proposals are reviewed by the Global Learning Hub Program Committee. If selected, faculty will be expected to begin developing their programs in Summer 2020 for the programming cycle of 2021-2022.

For questions about format or the proposal process, contact Zachary Frieders (zjfrieders@ucdavis.edu), Executive Director of the Global Learning Hub, or Paula Levitt (plevitt@ucdavis.edu), Assistant Director for Global Experiential learning.

All proposals are due on Monday, February 10, 2020, by 5:00PM. Selections will be announced in May 2020.

