Program Purpose
How often have you had a new and creative idea for ESU, but the funds are not there? East Stroudsburg University (ESU), in alignment with its strategy to become a university that has a reputation for innovation and entrepreneurship, offers the Faculty Innovation internal grant opportunity for just this reason. This opportunity is sponsored by the Office of the Provost and is designed to support individuals or diverse teams who generate innovative solutions to pressing problems on campus or in our community.

This grant is NOT meant for projects that involve:
- The purchase of technology - the Instructional Fee or Tech Fee programs are better fits for technology purchases.
- Workforce development, which brings people to jobs.

What is meant by Innovation?
What is your bold solution to a challenging problem on ESU’s campus or its immediate community? We need ambitious new ideas to help solve persistent or new challenges. This program calls on change-makers to submit projects with transformative potential.

Link to ESU’s Strategic Plan
The proposals must address how the project or proposed idea is in alignment with ESU’s strategic plan ESU: Creating Opportunities for The Future Through Community, Engagement & Belonging 2023 - 2026.

Award Amounts
Depending on need and justification, Faculty Innovation will award up to $2,500 per applicant for the year. Applicants are permitted to submit a subsequent application related to the project, but the maximum total annual award per applicant is $5,000.
Proposal Requirements and Guidelines

The RFP is competitive. Departments may submit more than one proposal. Collaboration within and across colleges is encouraged, as are proposals between faculty and other non-faculty members of the community.

1. Project funds are awarded to activities that support innovation.
2. The number of grants awarded will be based on the availability of funds and proposal merit.
3. The proposals must be submitted via ESU eGRANTS by the deadline.
4. A final evaluation report will be submitted within two weeks of completion of the project.
5. It is expected for grant recipients to share their innovative activity to the ESU community when possible.

Criteria for Selection:
Proposals must demonstrate:

- Creativity. A new and fresh approach to expand on something that already exists or to solve a new problem.
- Innovative Mindset. How will the proposed project encourage innovation?
- Impact. How will the proposed make a difference? What are the measurable outcomes?
- Sustainability. How will activities carry on after the end of the grant?

Proposal Format: Briefly describe how you plan to infuse innovation on campus and how you will assess its impact. Please create a document with the following elements and upload with your application in ESU eGRANTS.

1. Name(s) and the affiliated academic department(s).
2. Project Title.
3. Project Narrative (2 page maximum) including:
   - Goals and Objectives.
   - Project idea or concept – please emphasize the relation to ESU Strategic Plan.
   - Timeline – please give a definitive start and end date to the project and key events within project implementation.
   - Expected Outcomes and Evaluation Plan.
4. Budget – The budget template is available in the competition area in ESU eGRANTS.
   - Include a budget narrative.

Principal Investigator/Project Directors should be aware of their obligations to cooperate with ESU in the case of an invention or output that may lead to commercialization. Please read the Technology Transfer Procedure and sign the Cooperation Agreement upon applying to this program. Documents are available on ESU e-GRANTS upon application and on the Tech Transfer webpage at: https://www.esu.edu/ospr/tech_transfer_commercialization.cfm

For further assistance, please contact Lynne Ozgur, Director, Assistant Director Office of Sponsored Projects and Research, lozgur@esu.edu, 570.422.7908.
### Faculty Innovation GRANTS WILL FUND:

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<th>WILL NOT FUND:</th>
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<td><strong>Speakers</strong> who promote innovation.</td>
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<td><strong>Materials, Supplies, Services</strong> used to support and develop initiatives such as DVDs, CDs, Videos, Books, Case Studies, Software, Photography, Videotaping, etc.</td>
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<td><strong>Class Trips</strong> that promote innovation and do not exceed $1,000 ($2,500 for collaborative projects) company tours, museums, exhibits, speakers, etc.</td>
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<td><strong>Assessment Tools</strong> design of pre and post assessments to gage student understanding of entrepreneurship and how it impacts their major. (surveys, focus groups, panels, etc.)</td>
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<td><strong>Innovative Class Projects</strong> that foster innovation and introduce students to innovative thinking as it relates to their field of study.</td>
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<td><strong>Training</strong> designed to improve the classroom experience. Applicants are required to submit a recommendation of a Dean or Vice President for such training to be approved.</td>
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| **Speakers** who clearly do not promote innovation. |
| **Equipment and furniture**, computers, projectors, smart boards, etc. |
| **Class Trips** that exceed budget limits for individual and collaborative projects. |
| **Faculty Travel** (Class trips excluded) |
| **Faculty Additional Compensation** |
| **Conferences, Food, and Beverage** |
| **Training** which does not involve pedagogy or without Dean or Vice President approval. |