

Project #3 - Franklin School Visual and Performing Arts Program:

School Worldwide Visual and Performing Arts Live Virtual Workshops Platform

An E-Learning Vision for our Music Students

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Effective Models of ELearning

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Introduction

The COVID-19 pandemic has impacted both the visual and performing arts and how they are being taught. Educational institutions now have a new opportunity to reevaluate how lectures should be taught in effective yet interesting ways. By requiring artists and arts organizations to innovate in the creation, presentation, and promotion of their artistic works, the pandemic has changed the visual and performing arts.

Technology will continue to play an increasingly important role in the performing arts and education as the world changes and becomes more unfamiliar following the COVID-19 epidemic. According to Albert Einstein, a great opportunity lies in the midst of every crisis. Education nowadays demonstrates that, despite the COVID-19 pandemic's significant hurdles, effective information technology use results in rich and fulfilling teaching and learning experiences.

This paper presents a vision of e-learning as a start for our Franklin School Choir and Musical Theater classes in the North Bergen School District. This e-learning vision can hopefully grow and implement all Hudson county schools, and even more schools across the world. The vision aims to leverage technology to enrich the musical learning experience, increase accessibility, and foster a sense of community amongst students. The technology plan outlined in this proposal supports the e-learning vision and seeks funding to implement the necessary infrastructure and resources. By emphasizing e-learning, we aspire to create a technological future for our music department, enabling every student to explore their musical potential and grow as performers and artists.

Vision for Live Virtual Workshops Platform

Bringing Musical Theater to Life Online

Creating a Live Virtual Workshops Platform endeavor is a bold vision to create an immersive and transformative musical theater experience for students. This platform will blend the world of performing arts with the convenience and connectivity of online learning right in our own physical classroom. Our School Worldwide Visual and Performing Arts Live Virtual Workshops Platform aims to transport students into the enchanting realm of musical theater, fostering a deep appreciation for its intricacies, techniques, and vibrant expressions, all while providing a platform for creativity, growth, and collaboration.

Our vision is to establish a thriving online community where aspiring musical theater enthusiasts from around the world gather to share their passion, insights, and talents. Through engaging live virtual sessions and pre-recorded master classes, students will connect with like-minded peers, creating friendships, mentorships, and artistic collaborations that extend beyond the virtual realm.

This e-Learning platform will be led by seasoned professionals, experts, educators, award winning students, and guest artists who have graced the stages of various theaters. Through interactive sessions, students will have the privilege to learn directly from these luminaries, mastering essential techniques while also exploring innovative approaches that push the boundaries of the art form.

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Embracing Technological Innovation

As we embark on this digital journey, our vision extends to shared creativity infused with cutting-edge technology. We will leverage virtual reality, augmented reality, and interactive simulations to create immersive experiences that place students at the center of iconic musical theater productions, allowing them to step into the shoes of characters and experience the magic firsthand.

The vision of this program is to create a dynamic online platform where students can actively participate in interactive Visual and Performing Arts workshops led by experienced professionals. Through this program, students will be exposed to a diverse range of artistic disciplines, fostering their creativity, self-expression, and cultural awareness.

Objectives

- Introduce students to a variety of Visual and Performing Arts disciplines, such as painting, music, dance, theater, and digital media.
- Cultivate creativity, critical thinking, and collaboration skills among students.
- Provide an inclusive and accessible platform for all students to engage in VPA workshops.
- Foster a sense of community and cultural appreciation through artistic exploration.
- Develop a sustainable model for the integration of VPA Virtual Live Workshops into the curriculum.

I will first collaborate with educators and curriculum specialists to align VPA Virtual Live Workshops with existing educational goals. I will do this by speaking with and meeting all Hudson County Visual and Performing Arts supervisors and teachers through the HCPLC

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monthly meetings. We will identify opportunities to integrate VPA workshops into relevant subjects, enhancing interdisciplinary learning. We will also develop a flexible schedule for workshops that complements students' academic commitments.

By meeting these members, I will curate a diverse team of instructors to ensure a well-rounded and inclusive workshop curriculum. I will then have to establish partnerships with renowned artists, musicians, dancers, actors, and digital media professionals and host regular training sessions for instructors to adapt their teaching methods to the virtual environment. By speaking with other artists and educators, I will be able to design workshops that cater to different skill levels, encouraging both beginners and advanced students to participate.

The incorporation of Visual and Performing Arts Virtual Live Workshops into the North Bergen School District's educational framework presents an exciting opportunity to elevate students' learning experiences. By strategically developing partnerships, utilizing technology, promoting accessibility, and fostering community engagement, this program aims to empower students with the tools and skills necessary for artistic expression, critical thinking, and personal growth. Through careful planning and execution, this vision can become a reality, enriching the lives of students and enhancing the overall educational landscape in North Bergen.

Background and Context

The North Bergen School district has been implementing technology into all courses each year. All departments have a budget that the Board of Education gives each year. All supervisors and teachers must plan accordingly to what is needed for the following year. In case of an emergency, materials may be purchased and received throughout the school year.

The implementation of the Visual and Performing Arts Live Virtual Workshops Platform would start in Franklin School in the North Bergen School District. Franklin School has an

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estimate of approximately 620 students. General Music and Art classes are given to all students weekly at school. There are also after school clubs such as Chorus, Band, Art, and P.E.A.K art. There are many students that strike an interest in the performing arts. Motivation and inspiration is always needed in aid to obtain attendance from these Franklin School students. The North Bergen School District is a district-based school system serving students from Pre-Kindergarten to High School. The North Bergen School System curriculum is aligned with the New Jersey State Core Curriculum Content Standards and State Assessment Program.

The North Bergen School District provides in-service training to employed teachers through workshops led by a variety of specialists from both inside and outside the neighborhood school system. The sessions involve going over the results of standardized tests including the High School Proficiency Assessment, the New Jersey Assessment of Student Knowledge for Grades 3, 4, 5, 6, 7 and 8, and the District Assessment. The focus of several sessions also includes Core Curriculum Content Standards in math, language arts, social studies, science, and other topics.

Primary Purpose of the Proposal

Seeking Funding for E-Learning Technology Plan for Live Virtual Workshops Plan in the Visual and Performing Arts

The primary purpose of this proposal is to secure funding to implement a comprehensive technology plan that aligns seamlessly with our visionary e-learning approach for Live Virtual Workshops Platform in the Visual and Performing Arts. This plan aims to leverage advanced technological tools and platforms to create an immersive, interactive, and transformative online learning experience for our musical theater students. Blended learning gives music students additional options for independence and active learning, according to Ruokonen and Ruismäki

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(2016). With the right funding, we will empower students to engage in high-quality, live virtual workshops that transcend physical limitations, enabling them to master the intricacies of acting, singing, dancing, and stagecraft while fostering a vibrant global artistic community.

By investing in this technology plan, we will enhance learning engagement. The funding will enable us to integrate cutting-edge technologies such as virtual reality, augmented reality, and interactive simulations. This will immerse students in realistic theatrical settings, allowing them to embody characters, explore stage designs, and rehearse performances virtually. The result will be heightened engagement, as students actively participate in their learning journey.

These workshops will also expand access and inclusivity. This platform will ensure that students from diverse backgrounds and locations can participate in the Live Virtual Workshops. The technology plan will enable real-time participation and interaction, eliminating geographical barriers and making high-quality musical theater education accessible to a broader audience. The proposed funding will also support the development of advanced online collaboration tools, enabling students to work together seamlessly on group projects, rehearsals, and performances.

According to Payne (2005), educators must give their students "cognitive strategies, appropriate relationships, coping strategies, goal-setting opportunities, and appropriate instruction both in content and discipline" (p. 139). As an educator, I have found that our music students are lacking the core component of coping mechanisms when they are strongly needed. We must give our students opportunities to create objectives, develop relationships, and receive education through assignments, video chats, and worldwide community events. This being said, we also have to focus on building coping mechanisms. With the integration of innovative technology, instructors will be able to provide timely and personalized feedback on student

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performances. This feedback mechanism will empower students to refine their skills and techniques, fostering continuous improvement and growth.

In conclusion, this proposal seeks funding to establish a technologically advanced learning environment that aligns with our visionary e-learning plan for Live Virtual Workshops in musical theater. By investing in this technology plan, we will not only enrich the educational experience for our students but also create a transformative platform that empowers aspiring artists to thrive in the digital age and shine on the global stage of musical theater.

Funding

To successfully conduct virtual live workshops for teaching visual and performing arts, our school will need a combination of hardware, software, and communication tools. Included materials are as follows.

Hardware

Chromebooks: Both instructors and students should have reliable computers or laptops with good processing power, memory, and a webcam.

Headphones or Speakers: Good-quality headphones or speakers are important for students to hear instructions, music, and other participants clearly.

Green Screen Setup: If possible, consider using a green screen to create dynamic backgrounds for performances or simulations.

Lighting Equipment: Adequate lighting enhances the visual quality of the stream, ensuring that students can see the instructor clearly.

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Software and Platforms

Collaboration Tools: Platforms like Google Workspace or Microsoft Office 365 provide tools for document sharing, real-time collaboration, and communication.

Streaming Services: Streaming platforms like YouTube Live or Twitch can be used for broadcasting live workshops and performances to a wider audience.

Additional Tools

Digital Sheet Music and Script Libraries: Access to digital sheet music, scripts, and resources for rehearsals and performances.

Virtual Reality (VR) Headsets: VR headsets will provide immersive experiences for students to explore stage designs or perform in virtual settings.

Augmented Reality (AR) Apps: AR apps will help students visualize choreography or blocking in real-world environments.

Online Rehearsal Tools: Platforms like Acapella, which allows for collaborative singing, can enhance vocal rehearsals.

Cloud Storage and File Sharing: Use platforms like Google Drive or Dropbox to store and share resources, recordings, and assignments.

Video Editing Software: Software like Final Cut, Adobe Premiere or iMovie can be useful for editing recorded workshop sessions or performances.

Funding Strategy

1. Corporate Sponsorships and Partnerships:

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I will reach out to local businesses and corporations that I have invested with in the past for aid in education and the arts. WR Grace offers generous donations each year to the North Bergen School District Music Department.

2. Government and Foundation Grants:

I will also have to apply for grants from federal, state, and local government entities, as well as private foundations with a focus on education, arts, and youth development.

3. School and Community Fundraising Campaigns:

Franklin School will start off with a major fundraiser for this plan. We will engage parents, teachers, students, and community members through fundraising items in school and catalog items to order.

4. Alumni and Individual Donors:

There are alumni music Facebook groups and North Bergen Community groups that I can present the opportunity to speak with and educate on this plan. Many of the residents and alumni of North Bergen give back to their alma mater and support the growth of future artists and creative thinkers in our community.

5. Arts and Cultural Organizations:

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I will also collaborate with local community theater arts and cultural organizations to secure funding grants or sponsorships. Such theater groups will consist of Players Guild of Leonia, Bergen County Community Players, Jersey City Arts House and more.

Budget Breakdown

Infrastructure and Technology: \$50,000

Educator and Artist Engagement Payroll: \$70,000

Accessibility and Inclusivity Initiatives: \$15,000

Materials and Resources: \$20,000

Promotion and Community Engagement: \$5,000

Phases of Implementation

The first phase of the implementation process will be discussing plans with my Visual and Performing Arts supervisor and superintendent of the North Bergen school district. Once approved, I will then share this plan with the Hudson County Professional Learning Community (HCPLC) group. This group consists of all Visual and Performing Arts supervisors of Hudson County. After brainstorming with these individuals, I will then form a team of educators in my district who will volunteer their time to make this plan come about. These phases might take up to a full year before we are ready to record with our first performer/educator. Recording sessions will not necessarily need materials. The only form of payment we would need approved would be compensation for educator/performer's time. Although, the first few performers/educators might record their sessions for free.

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Potential Challenges and Mitigation

Challenges might include not receiving enough support from investors, educators, performers, and community. Another challenge will be internet safety. I will also have to make and hand out permission slips for all performers recording their sessions who are under eighteen years old. In a three-dimensional framework relating to educational mode, perception, and learning principle, Li et al. (2021) categorize the current merits and problems on utilizing the Internet of things in education. To improve the results, Li advises on focusing more on security concerns, the scalability of solutions, and humanizing the delivery system.

Everyone has an imagination, and as we share them, they expand, therefore as the years go by and I continue to teach, I have discovered from my students that our search for safety is best solved by using our imaginations. Slade (1964) states, "absorption is defined as "being completely wrapped up in what is being done, or what one is doing, to the exclusion of all other thoughts" (p. 2).

Conclusion

The implementation of a Visual and Performing Arts Virtual Live Workshop program in the North Bergen School District holds immense promise for enhancing students' educational journey. By strategically securing funding through corporate partnerships, grants, community campaigns, individual donors, and collaboration with arts organizations, this initiative can become a reality, enriching students' lives through artistic expression, cultural enrichment, and the development of critical skills essential for success in the modern world. The collective investment in arts education will not only nurture creativity and talent but also contribute to a vibrant and thriving community.

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