Beyond Wind River: Fort Chambers Virtual Reality (WRVR)

2019 Arts Education Project Grant

Boulder Community Media
Mr Alan O'Hashi
1650 Yellow Pine Avenue
Boulder, CO 80304
0: 303-910-5782

Mr Alan O'Hashi
1650 Yellow Pine Avenue
Boulder, CO 80304
bvet22@yahoo.com
0: 303-910-5782
Application Form

Grant information and confirmation

Si prefiere leer esta información en español, por favor haga clic aquí. Se puede responder a la solicitud en español. Un miembro del personal de la Oficina de Artes y Cultura traducirá sus respuestas para que sean revisadas por el panel.

PURPOSE: The Arts Education Project Grant provides opportunities for children in the City of Boulder to have unique experiences with practicing artists, access to tools and techniques, or improved instruction in the creative professions. The goal of the grant is to increase the exposure of students to unique and memorable experiences that may shape their future in cultural participation and creative careers.

Total Funds: $30,000

Awards: Approximately 10 awards at $3,000 each

Details: The award amount of $3,000 is a maximum funding guideline. Smaller requests will be accepted.

Cycle: Annual

DEADLINE TO SUBMIT APPLICATION: Monday, May 13 at 11:59 p.m.

- Monday, May 13 at 11:59 p.m. - Deadline for applications
- May 13 to May 17 - Review by staff for eligibility and revision by applicants if necessary
- May 17 to June 7 - Preliminary review and score by panel (22 days)
- June 7 to June 12 - Score processing by staff
- June 12 - Preliminary scores posted online
- June 12 to June 19 - Applicants prepare 3-minute optional presentation for the Boulder Arts Commission meeting
- June 19 - Arts Commission meeting. Presentations by applicants; panel rescore; discussion and final decisions on grants

APPLICATION REQUIREMENTS

- General eligibility. Meets all general eligibility requirements.
- Open to educators, administrators, and presenters. Classroom teachers and school administrators in public schools, private schools, home school associations, and non-traditional classroom settings, as well as artists / individuals / organizations collaborating with schools on programming are eligible.
- Service area and programming. Projects must have a demonstrated benefit to schoolchildren in the City of Boulder.
- Projects must take place after the grant deadline and end before the end of the 2020 spring semester.
REVIEW PROCESS

- Deliberation. Grant proposals are reviewed at Boulder Arts Commission meetings. See schedule.
- Evaluation of applications. Funding in previous years does not imply continued support. Each application is reviewed anew in the context of current policies and applications. Applicants that have received repeated funding should be aware that the Boulder Arts Commission looks for indication of growth and a fresh approach to their work.
- Evaluation criteria
  - Benefit to students (Maximum 8 points)
  - Complementing curriculum (Maximum 8 points)
  - Proposed outcomes and evaluation strategy (Maximum 8 points)
  - Community Priorities (Maximum 8 points)
  - Cultural equity (Maximum 8 points)
  - Boulder focus (Maximum 4 points)
  - Encouragement points (Maximum 4 points)
- The complete scoring system and rubric for the Arts Education Project Grant can be found here.

APPEALS PROCESS

Written appeals process. The deadline for a written appeal is 14 days after funding decisions has been made by the Boulder Arts Commission. The appeals process can be found on our website.

GRANT AWARDS

- Notifications and dispersal of funds. Staff notifies all applicants if their proposals have been accepted or declined. If accepted, grantees must contact the grant coordinator to arrange for payment. Checks are sent by mail or electronically to bank accounts designated by the recipients.
- Communications. All official communications and notifications will be made to the named individual applicant or person designated as the organization contact. It is this person’s responsibility to communicate Boulder Arts Commission requirements of the grant award to any collaborators or other participants. This includes, but is not limited to, such things as compliance with grant agreements, identifying Boulder Arts Commission sponsorship on publicity materials, and reporting issues.
- Implementation. Grantees shall implement programs / projects as outlined in the grant application. Any changes to the project, venue, grantee address, schedule, or staff / team members must be reported to culturegrants@boulderlibrary.org.
- Award amount. The Boulder Arts Commission reserves the right to adjust the amount of a grant award offered to an applicant. There are no restrictions as to the minimum amount that may be requested.
- PERA impacts. Retirees affiliated with the Colorado Public Employees Retirement Association (PERA) will be impacted by a withholding requirement enacted by the Colorado State Legislature, if awarded a City of Boulder arts grant. Details are available on the PERA website. See “Disclosure of Compensation.”
- IRS taxation. Grant awards are non-transferable. Grant awards are taxable and are reported to the federal government. Upon award, a current IRS form W-9 must be submitted for the City of Boulder Finance Department records for each grant recipient, whether the recipient is an individual or an
organization/business. The W-9 must be in the same name as the grant recipient named on the grant application. Failure to supply the corresponding W-9 number will invalidate the grant award.

- Agreement. When a funding award is made by the Boulder Arts Commission, the recipient will be contacted by staff to sign a grant project agreement with the City of Boulder. In the agreement, the recipient will indicate the completion date of the project and the date a grant report will be submitted to the Boulder Arts Commission. Reports are required one month after the project is completed, unless the agreement states otherwise. The report must be completed through the online system found at boulderarts.org.

- Vendor forms. All grantees must submit a City of Boulder vendor form and current IRS W-9 form so that they may be added to the City’s vendor list. Individuals must also submit an Immigration Status Affidavit and Determination of Independent Contractor / Employee Status for Payment document. The State of Colorado law requires proof of legal residency at the time of payment. The W-9 must be in the same name as the grant recipient named on the grant application. The Grants Coordinator will send the appropriate forms to grant recipients.

- Issuance of funding checks. Once the agreement is signed, staff of the Office of Arts and Culture will submit it to City Finance along with the invoice. Funds are delivered within the next 3 weeks. Grants are initially funded at 80 percent of the grant amount awarded. The remaining 20 percent of the grant awarded is paid out upon receipt and Boulder Arts Commission approval of the grant report which is required one month after the project is completed. Failure to submit a final grant report will result in ineligibility to apply for future grants.

- Acknowledgment of Boulder Arts Commission funding. All publicity for Boulder Arts Commission-funded projects must include the following credit line: This project is funded (or funded in part) by a grant from the Boulder Arts Commission, an agency of the Boulder City Council. In lieu of the credit line, the Boulder Arts Commission Logo may be used. The grantee will also be asked to sign a release form and to submit photographs and/or videos of the project that the Office and Arts and Culture will be able to use on their website, social media, printed materials or any other publicity.

- Release form. The grantee will be asked to sign a release form and to submit photographs and / or videos of the project that the Office and Arts and Culture will be able to use on their website, social media, printed materials or any other publicity.

- Thanking City Council. It is suggested that all grant recipients write the Boulder City Council members to thank them for supporting the Boulder Arts Commission and the Office of Arts and Culture. Please let them know how this grant will be used, and the difference it will make to your organization. Please also invite them to attend your events and programs. Visit the City Council website page to find out more about contacting City Council members.

REQUIRED REPORTING

- Timeframe for reporting. The grant report is due one month after the project is completed.

- Method. Submit the report through the online system access through the boulderarts.org website. Log in with the same user name and password utilized to submit the application for funds. After logging in, go to the 'Dashboard', then you’ll see a 'Follow Up' section for the grant. On the far right is the 'Edit' button. That will take you to complete the final report.

- Extension requests for reporting. If circumstances delay the grant recipient’s ability to complete the project and/or the report, the recipient must notify the Commission before the original report deadline.
The recipient must submit an email addressed to the Boulder Arts Commission at culturegrants@boulderlibrary.org that includes each of the following items:

- an update on the project status,
- a request to change the project completion date,
- a new report due date.

- Responsibility. The grant recipient is responsible for submitting a report by the due date. The Commission recommends reviewing the online report form well in advance. There is no grace period for the report.

- Consequence of Delinquent Report. Unless an extension request is approved by the Boulder Arts Commission in advance of the due date, any individuals or organizations/businesses attached as collaborators on the project will no longer be eligible to apply for Boulder Arts Commission grant funds until the report has been received.

**Certification**

I certify that I have read the above information and that this project meets the Boulder Arts Commission’s eligibility requirements and, if a funding award is made, will continue to comply with the Boulder Arts Commission’s requirements and meet with guidelines for high artistic quality, community impact, inclusiveness, funding acknowledgment and reporting.

I certify

**Applicant information**

**Discipline**

Select your discipline. If multi-discipline, please check all that apply.

- Time-based media, film/video, digital art, and web-based art

**Tax status**

Cultural organizations/businesses are eligible. Nonprofit status is not required for this category.

- Nonprofit

**For individuals: organizational affiliation**

Even if an organizational affiliation is stated, awards will be made to the individual whose account is associated with this application. If no organization affiliated, please state 'none'.

- none
Project information

Project title*
Beyond Wind River: Fort Chambers Virtual Reality (WRVR)

Amount requested*
The maximum award amount offered is $3,000.
$3,000.00

Project summary*
A brief overview of your project. Include how it will connect with or complement the class curriculum, how many students the project will reach, if the project will benefit underrepresented populations, and the benefits that you expect for the students.

What if the otherwise non-artistic skill of software code writing is integrated into the arts? The acronym STEM (Science Technology Engineering Math) is associated non-artistic endeavors. There is a new idea that moves STEM into creative industries called STEAM with the A representing Arts. The digital age adds a new dimension to traditional analog art media: animated and digitized books, 3D movies and stories told in video game environments.

This public-private collaboration among Boulder High School (BHS), Boulder Community Media (BCM) and the Reality Garage (RG) will teach techniques to build creative projects in a virtual reality (VR) environment. The Beyond Wind River: Fort Chambers Virtual Reality (WRVR) class project tells a story of Ft Chambers that complements the Beyond Wind River movie previously funded by BAC about a the fort once standing near Boulder where 100 militiamen were trained to kill Arapaho and Cheyenne tribal members at the Sand Creek Massacre. VR immerses viewers into the fort with stories told by tribal members.

As background, a 2018 Best Buy Foundation grant funded BCM-BHS-RG in developing a basic camera operation, editing curriculum with 56 students learning VR. See: http://player.inspirexr.com/?BHS

Project calendar*
Projects must take place after the grant deadline and before the end of the 2020 spring semester.
- The project will take place in the fall semester 2019.
- Grant approved June 2019
- Meet with teacher Dave Blessing and student "trainers"
- Develop workflow and lesson plans for fall 2019 semester
- Teach class
- Complete Wind River VR Fort Chambers story project.

Project location*
Where do your projects take place?
Boulder, CO
**Project completion date**
This is the last day of any public event related to the project. Projects must take place after the grant deadline and before the end of the 2020 spring semester.

05/30/2020

**Date grant report is due**
One month after the project completion date.

06/30/2020

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**Panel evaluation**

**Benefit to students**
In what ways will this project directly benefit the students and their growth as cultural participants or in the creative industries? What new skills or experiences will be offered?

Students will have the opportunity to learn a lifeskill that will be more relevant during the digital age that can translate into experience for entering the labor market. One of the targeted industries of Boulder economic development efforts is "high technology" such as virtual reality. The technical software applications for VR are generally not in the creative industries. The BVR curriculum adds additional value to the arts through technology.

The primary beneficiaries will be Boulder Valley High School students. There will be the 2 students who will "train" their classmates during the fall of 2019 and beyond. The target class size enrollment is 30 per semester for a total of approximately 60 students. The teacher is David Blessing. The fall 2019 semester end project is defined. In subsequent years, the class will become sustainable because of this initial BAC funding for the WRVR project.

The Boulder Virtual Reality (BVR) curriculum moves students out of a static classroom and into an immersive world where they can watch and hear a work of art come to life, experience a culturally relevant story with others in the 360 degree world.

**Complementing curriculum and offerings**
How does this project enhance, or fill a gap in, the generally available curriculum and offerings? For more information about Curriculum in Colorado visit this website.

The BVR enhances Colorado state education standards:
- Science: BVR reflect a vision that connects knowledge to real-world problem solving and innovation. Students arrive at reasoned rationales for interpretations of phenomena/events.
- Technology/Engineering: In this digital art class, students learn computation and its applications by systematic study of the feasibility, structure, expression, and mechanization of the methodical procedures (algorithms) that underlie the acquisition, representation, processing, storage, communication of, and access to information.
- Arts: BVR augments a student creativity and cognition required to produce a work of art. Students learn to challenge the elitist perception associated with the arts, asking students to stretch their thinking and participate in the creative process inherent in the arts.
- Mathematics: BVR helps build an understanding of quantity, ways of representing numbers, relationships among numbers, and number systems. Students will learn that numbers are governed by properties, and how understanding numbers leads to fluency with operations.
- Intangible self-confidence and self-esteem will also be supported with the student completed works screened at various venues, TBD.

Proposed outcomes and evaluation strategy*

Describe your evaluation strategy for this project and how you will collect data. How will the benefits to the students be measured?

Research- A 4-day pilot project was funded in 2016 on the Wind River Indian Reservation in Wyoming to teach 4 Arapaho students about virtual reality. During the class students created "flat art" to be embedded into a VR retelling of a traditional tribal folk story. That project led to a 2018 Best Buy Foundation grant to take VR into a formal classroom at BHS that resulted in a basic VR curriculum during spring 2019.

Actions-The BCM-BHS-RG collaboration is applying for BAC funds for students to work on the WRVR class project that complements the Beyond Wind River: Arapaho and Fort Chambers documentary now in production. Students will use the BVR curriculum and learn new skills around virtually building Fort Chambers based on measurements from maps and drawings from the 1930s.

Communication-WRVR will supplement the longer-form documentary. The VR piece will be a teaching tool by Right Relationship Boulder, one of the BCM collaborators.

Evaluation-Success will be a completed BVR story. Students will learn new skills consistent with the Colorado state standards. The WRVR project will be shown when the Beyond Wind River documentary is screened by Right Relationship Boulder, one of the lead organizers of Indigenous People's Day.

Community Priorities

The City of Boulder’s Community Cultural Plan is a visioning and strategic document that describes how the people of Boulder will align efforts, with the support of the municipal government, to achieve our collective vision: Together, we will craft Boulder’s social, physical, and cultural environment to include creativity as an essential ingredient for the wellbeing, prosperity, and joy of everyone in the community. The Community Priorities are six points that summarize the community’s most common responses in answer to the question, “What is your vision for Boulder’s culture and creative economy?” Reference: Cultural Plan and Community Priorities.

Community Priorities*

In what way will this project contribute to one or several of the Community Priorities described in the Community Cultural Plan? Does the project contribute to one priority thoroughly? Or, does it address many? What specific benefits to the community are planned? How will success be measured?

Examples of ways to demonstrate impact on the Community Priorities may include descriptions of how your project or organization:

- Supports artists and creative professionals by providing professional development programming.
• Contributes to Boulder’s creative identity and creates a vibrant cultural destination through high artistic merit and excellence in the practice of a medium or discipline.

• Engages the community in civic dialogue about the arts through interactive outreach in the neighborhoods.

• Adds creativity in the public realm by engaging underserved populations in art making for their community.

The WRVR project meets the Community Cultural Plan priorities:
- Supports the resiliency and sustainability by adding higher value to arts by integrating VR technology. This multidisciplinary approach supports whole-brain problem solving and adds skills to move the arts into a "high-tech" creative industry.
- Creates a supportive environment for artists by diversifying and integrating analog arts with digital arts
- Develops Boulder’s creative identity by developing a project that spreads the word air on PBS, film festivals and community screenings
- Focuses on the expression of culture and creativity by collaborating with Right Relationship Boulder on free public screenings and works with others to tell their public art stories during events like Indigenous People’s Day.
- Amplifies the vibrancy of Boulder’s cultural destinations through providing content to other organizations that enhances their programing
- Provides civic dialogue by exploring how Arapaho cultural revival positively contributes to the tribal economy by creating cultural conduits between the tribes and Boulder with culturally relevant tribal perspectives around Fort Chambers, while encouraging authentic expressions of diversity among the larger Boulder community.

Cultural equity*

Among the goals of the Boulder Arts Commission is to encourage the equitable, fair, and just distribution of funds in support of the community. This includes providing support to applicants whose organizational leadership or audience represent groups who are typically underrepresented, i.e. culturally diverse groups, organizations focused on age diversity, etc.) Describe how your project does or does not fulfill one or several of these categories. Describe how your project will address affordability, availability, accessibility, accommodation, and acceptability to diverse groups. For reference, please review the Boulder Arts Commission and Americans for the Arts Statements on Cultural Equity.

References:
Boulder Arts Commission Statement on Cultural Equity
Americans for the Arts Statement on Cultural Equity

BCM agrees to follow the Boulder Arts Commission and the Americans for the Arts statements on cultural equity. BCM Executive Director and Producer, Alan O’Hashi, is a 4th generation Japanese American. He is intentional about producing documentaries about culturally diverse groups and aging in community. Alan is a seasoned cultural competency trainer who provides training to organizations about diversity and how to become more culturally competent. Movie Projects:
- Beyond Wind River Series: Arapaho, Cheyenne and Fort Chambers In production; Arapaho Covered Wagon Redux. Retelling 1923 silent movie from a tribal perspective In production.
- Gambling for the Future: Gaming on the Wind River Indian Reservation. Wind River Tribal College student project 2011.
**Additional Questions**

**Boulder focus**
Are you a Boulder organization/individual serving Boulder or are you an organization/individual outside of Boulder and to what degree do you focus on Boulder programming?

The BCM - BHS - RG collaboration members and Right Relationship Boulder (RRB) - which is the Beyond Wind River documentary/WRVr "distribution" collaborator are all Boulder-based.

BCM is a non-profit production company. General Do-Gooder and Creative Thinker, Alan O'Hashi resides at Silver Sage Village senior cohousing in North Boulder. The Arapaho project is set entirely in Boulder with a focus on the Chambers property recently acquired as open space. BCM will collaborate with RRB to offer the WRVR and the full documentary to the broader Boulder citizenry as a means to provide information and thoughtful discussion about the current lives of Arapaho tribal members in the context of past history. RRB has a strong relationship with a variety or community organizations, including the Boulder Valley School District. It is hoped that the Arapaho documentary project will have a place in the curricular and extracurricular programs of the school district. The project takes place at Boulder High School in a class taught by David Blessing with assistance from two students trained. RG is located in Downtown Boulder and provides the detailed technical expertise and equipment required for the BVR curriculum and the WRVR project.

**Encouragement points**
Among the goals of the Boulder Arts Commission is to encourage the equitable, fair, and just distribution of funds in support of the community. This includes providing support to applicants who have not yet received a grant in this cycle. Confirm if your organization has been funded in the current cycle, including if you’ll be receiving General Operating Support funding.

Yes, we/I have received funding in the current cycle.

**Attachments**

The following attachments are required. Please title your attachments according to the headings listed below.

**Budget summary**
Provide a brief budget summary for this project including all revenue (monetary and in-kind contributions, including this grant) and expenses. Please title the attachment "Budget summary". Permitted file types: xl, xlsx, pdf.

bcm bac vr budget 2019.xlsb.pdf
**Partner/Collaborator List**
Provide a list of each individual / organization that has a significant coordinating role in this project. Please title the attachment, "Collaborator list". Include their name, contact information, and role. Permitted file types: doc, docx, pdf.

- wrvr partners.pdf

**Venue confirmation letter**
Attach confirmation from the hosting venue that the project is approved and scheduled. Please title the attachment "Venue confirmation letter". Permitted file types: doc, docx, pdf

- wrvr venue.pdf

**Letters of support**
Attach any letters of support that will be useful in understanding community involvement and enthusiasm for the project. This is optional. Please title the file, "Letters of support". Permitted file types: doc, docx, pdf

- wrvr support letters 4.pdf

**Other support materials**
Attach any documents that will help the jury fully understand the project, including videos and other materials that may help the commission evaluate artistic quality. This is optional. Please title the file, "Support materials". Permitted file types: doc, docx, xl, xlsx, pdf

- wrvr support materials all.pdf

**Submission and signature**

**Application on the website (optional)**
I certify that, if funding is awarded, my application may be presented on the boulderarts.org website. The Office of Arts and Culture staff will send a copy of the document to the applicant listed for approval in advance of posting on the website.

- Yes

**Certification**
I certify that all information contained in this application and attachments is true and accurate. All funded activities must provide equal access and equal opportunity in employment and services and may not discriminate on the basis of disability, color, creed or religion.

- I certify
Full name*
alan o'hashi

Submission date*
05/13/2019

TO COMPLETE AND SUBMIT YOUR APPLICATION

All required fields must be filled in with the appropriate information and/or attachments. Click on the "Submit Application" button and an email notification that your application has been received will be sent. If you do not receive a confirmation email, please notify staff immediately. Note that once the application is submitted, it cannot be revised or added to. Please make certain that you have included all information and attachments prior to submitting.
File Attachment Summary

**Applicant File Uploads**
- bcm bac vr budget 2019.xlsb.pdf
- wrvr partners.pdf
- wrvr venue.pdf
- wrvr support letters 4.pdf
- wrvr support materials all.pdf
## Wind River Virtual Reality: Fort Chambers project (WRVR)

### Expenses

#### Operating Expenses

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#### Administration

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#### Indirect Costs

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### Revenues

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Wind River Virtual Reality: Fort Chambers project (WRVR)

Budget Narrative
Operating Expenses
Classroom Space - is being provided inkind by Boulder High School
VR equipment - is being provided inkind by the Reality Garage:
   HTC Vive controllers and goggles
   Vuze VR Camera

Computer Equipment - Computer equipment is provided inkind by Boulder High School:

Administrative
Producer / Manager - Boulder Community Media executive producer and direct will be the over all manager for the project.
   His time is a flat rate
Unity Trainer: Glenn Reese is the Unity software trainer. He is proficient with the software and has experience working with
diverse communities, having been the lead trainer for the Wind River VR pilot project in 2017.
   His time is a flat rate
Teaching Assistants - The participants will be by BHS teach Dave Blessing in consultation with Realty Garage
   and given a stipend of $250 to complete the semester. There are two semesters
VR/Ar consultation - Reality Garage owner Bob Ottinger and his staff will provide technical assistance to the project. His time is
   flat rate and inkind.
SG&A is based on 10percent - It includes, rent, utilities, insurance and the like.
Beyond Wind River: Fort Chambers Virtual Reality (WRVR)
Boulder Community Media

Partner/Collaborator List

- Boulder Community Media (BCM)
  Alan O'Hashi – bvct22@yahoo.com

- Boulder High School (BHS)
  Dave Blessing - dave.blessing@bvsd.org

- Reality Garage (RG)
  Bob Ottinger - robert@realitygarage.com

- Right Relationship Boulder
  Jerilyn DeCoteau - decoteau_jerilyn@hotmail.com
Beyond Wind River: Fort Chambers Virtual Reality (WRVR)
Boulder Community Media

Venue Confirmation

Not Applicable
Beyond Wind River: Fort Chambers Virtual Reality (WRVR)
Boulder Community Media

Support Letters

- Robert Ottinger, Reality Garage
- Dave Blessing, Boulder High School
- Jerilyn DeCoteau, Right Relationship Boulder
May 6, 2019

To Whom It May Concern:

The students in my spring 2019 digital art class were fortunate to be part of a collaboration along with Boulder Community Media (BCM) and Reality Garage (RG). Reality Garage was instrumental in helping develop a curriculum about how to shoot still and motion pictures using 360 degree cameras.

The Boulder High School class “Digital Art & Design” had 56 students enrolled. While there is more demand than what we can meet, the Boulder Arts Commission grant will help us expand the offering. We had over 150 students apply, but can only accept 28 per class.

We learned the Vuze XR, the Vuze 360 and Fusion cameras and basic 360 degree editing which has an entirely different workflow compared to 2-dimensional editing.

The Boulder Arts Commission grant will provide a boost to lead the program towards sustainability. I look forward to introducing a storytelling aspect the class in the upcoming fall semester 2019 and spring semester 2020.

Many thanks are extended to BCM for securing funding from the Best Buy Foundation. As a result of that effort, we were able to solidify the curriculum during the current spring semester 2019. We hope to use student teaching assistants to assist their peers in upcoming classes.

Telling stories in virtual reality will enhance how students learn and provide a more relevant way for stories to be told in an immersive environment.

Sincerely,

/s/ Dave Blessing – approved by email

David Blessing
Boulder High School
dave.blessing@bvsd.org
February 2, 2019

Alan O'Hashi
Boulder Community Media
1650 Yellow Pine Avenue
Boulder, CO 80304

RE: Beyond Wind River: The Arapaho and Fort Chambers

Dear Alan:

It was great to work with you during Indigenous People's Day. Your documentation of the event will help as Right Relationship Boulder continues to inform the people of Boulder and beyond about the efforts being made to develop a stronger and more meaningful relationship with the Southern and Arapaho tribes.

I am very supportive of your documentary project about the Arapaho and Fort Chambers. The finished project will fit in with the mission of Right Relationship Boulder and we will show it various meetings RRB has in Boulder and elsewhere.

I look forward to working with you on this important story that needs to be told from a tribal viewpoint.

Sincerely,

Jerilyn DeCoteau
Co-Coordinator
Right Relationship Boulder
May 7, 2019

To Whom It May Concern:

The Reality Garage (RG) is continuing its collaboration with Boulder Community Media (BCM) and Boulder High School (BHS) on the “Beyond Wind River: Fort Chambers Virtual Reality” project.

Our request to the Boulder Arts Commission (BAC) is for a small grant to teach around 30 students during the fall 2019 and spring 2020 semesters about the specialized virtual reality cameras and editing software. The BAC education request is to apply VR to storytelling.

Students will design a “tour” of Fort Chambers that will be based on actual floor plans and dimensions of the sod fort, which was located generally at Valmont and 61st Street near Boulder where 100 militiamen were trained and deployed to kill Arapaho and Cheyenne at what became known as the Sand Creek Massacre.

The fort will be “built” using a digital “painting” program called Tilt Brush. Viewers will be led through the virtual fort by Arapaho tribal elders telling stories from their ancestors about their Sand Creek experiences.

Previously, BCM received funding from the Best Buy Foundation to develop the four-week curriculum and proved the concept during the spring 2019 semester. RG provided cameras and expertise to the BHS digital arts class taught by David Blessing.

We are committed to introducing more students to the new creative economy and tell stories in different ways using media that is more relevant to young people.

Thank you and I hope you’ll support our collaborative project.

Sincerely,

Robert Ottinger
Reality Garage, CTO
Beyond Wind River: Fort Chambers Virtual Reality (WRVR)
Boulder Community Media

Support Materials

Reality Garage CEO Bob Ottinger assisting a student

Reality Garage Co-owner Brenda Lee assisting students

BHS teacher Dave Blessing and Student Assistant Paul Mealey assisting students

Alan O'Hashi’s Artist Statement
Reality Garage CEO Bob Ottinger assisting a student - Spring 2019
Reality Garage co-owner Brenda Lee assists students in the digital arts class - Spring 2019
Alan O'Hashi Artist Statement

Whole Brained Creative Problem Solver Alan O’Hashi works through Boulder Community Media (BCM) with community based media producers, organizations, and socially-responsible businesses to develop their content via - the written word, electronic and new media, the visual and performing arts in a culturally competent manner.

BCM is a 501(c)3 nonprofit production company.

He’s been involved with community based journalism and story telling since he wrote an article in his elementary school paper, the FairView. He previously worked at the Wyoming State Journal in Lander and plies his journalistic skills in digital form.

Following his work in print media, he moved into digital video and content production with distribution through social media and providing content on behalf of a variety of TV and print news outlets, Wyoming state government agencies.

Alan through BCM has produced and directed a variety of projects:

• Beyond Wind River Series: The Arapaho Covered Wagon Redux (2018); Arapaho, Cheyenne and Fort Chambers (2019) both in production.

• New Deal Artists and Their Public Art Legacy (2018) Wyo PBS.


• Aging Gratefully Series: Gandhi and the Power of Culture and Traditions in South Africa (2017); The Power of Good Health and Neighbors in Nashville, Tennessee (2016); The Power of Community in Boulder, Colorado (2015) Distributed through Fellowship of Intentional Communities (FIC);

• Mahjong and the West – (2013) (Woodstock Film Festival, Amazon Prime).


• Check out movies: https://www.youtube.com/user/bvet22/videos

In addition to filmmaking, Alan provides diversity training to organizations wishing to become more culturally competent and inclusive.