

# EDLAB Education Research Grant 2024-2025 — Project proposal

Please send your project proposal to a.pan@maastrichtuniversity.nl, no later than Thursday 28 March 2024, 12:00 CET.

#### Overview

The aim of this grant is to stimulate both academic and support staff to conduct short-term education research linked to developing understanding of and innovating the problem-based learning & teaching environment at Maastricht University.

Grant proposals are submitted by teams of minimum 2 - maximum 6 members, who represent at least 2 different UM faculties/service centres.

#### Proposals can cover a broad range of topics relating to the following aspects of UM education:

- Educational design
- Educational delivery
- Assessment
- Teaching/learning experience

#### Examples of sub-topics research questions may be related to:

- CCCS in PBL formats
- PBL & Assessment
- Teaching practice
- Educational culture
- Global Citizenship Education for Sustainable Development
- New technologies such as AI and VR
- Student engagement
- Advising & mentoring

#### Deadline: Thursday 28 March 2024, 12:00 CET.

Your application will be assessed by the EDLAB Education Research Sounding Board based on the responses you provide to the questions below.

Results will be communicated in April 2024.



# Applicant and project details

Please note: teams may consist of minimum 2 – maximum 6 members; also, the main applicant and co-applicant must be from 2 different UM faculties/service centres.

	Main Applicant	Co-Applicant
Name		
Faculty/Service Centre		
Email address		
Project title		
Requested budget		
Budget number		
Other team members, if applicable		

1. Project summary Please describe, briefly, the main purpose and goal(s) of the project. (max. 100 words)					

### 2. Full description of the project (max. 1500 words)

Please describe the following aspects of your project:

- How does the project fit in with the development/innovation of education?
- How does the project contribute to themes essential to UM's problem-based learning & teaching environment?
- How does the project provide added value for UM education moving forward?
- A clear and answerable research question(s) grounded in educational literature (please include references in Section 5 below)
- A clearly defined and well-designed methodological approach
- Clear deliverables and/or direct scientific output(s): for example, scientific publications, presentations, workshops for teachers and researchers, input for future research proposals, or a policy brief
- Is there a vision for how the project can be sustainable beyond the current funding, and how the project can grow?
- How does the main applicant intend to develop themself on the basis of this project, and where relevant, in relation to mentoring by a co-applicant?





# 3. Project timeline (max. one A4)

Please provide a project timeline, including project phases, stakeholders involved, and deliverables.

When	What	Who	Additional info

# Budget plan (max. one A4)

Please estimate the total costs of the entire project. The maximum amount of the EDLAB education research grant is 10.000 EUR, to be spent over a period of one year. Note that if your budget includes hiring of student assistants, you must follow all relevant UM Guidelines. Please use one row for each staff member, type of equipment, type of investment or type of material (e.g. data management costs). Additional rows (as many as you need) should be added underneath the bold print headings, listing all persons and items separately. You should not add headings.

**Budget Requested from EDLAB** 

Description				Total
Staff (name/position)		FTE	Total Months	
Student assistant				
Consumables				
Dissemination/publication				
Research communication				
Total requested from EDLAB				

**Contributions 'in kind' (if applicable)** 

Contributing party	Description	Estimated value in Euros	

**Contributions 'in cash' (if applicable)** 

Contributing party	Description	Estimated value in Euros



4	. References			

# 5. Signatures

	Main Applicant	Co-Applicant
Name		
Date		
Place		
Signature		