College of Education Facilities

I. Physical space.

The College of Education (COE) moved into its present facilities in June 2000. The 104,760 square foot building includes an office wing and a classroom wing. The four-story office building houses faculty and staff offices, work space for graduate assistants, the COE Student Success Center (SSC), a large conference room, and smaller meeting rooms. The three-story classroom building includes a 383-seat Lecture Hall with state-of-the-art technology capabilities, 38 classrooms including two science labs, the Instructional Resources Center, the Counselor Education Training Center (CETC), the School Psychology Training area, the Graduate Academic Services Center (GASC), and a multipurpose Community Room for meetings and guest lectures.

Instructional Resources Center has four computer labs and book collection. The Instructional Resources Center provides students, faculty and staff an opportunity to work in the best possible environment by offering quiet computer labs as well as multi-purpose classroom/training spaces. The IRC also offers up-to-date computers, printers, a children’s book collection, as well as other educational print materials and manipulatives. The Center also provides several dozen cameras, tablets, projectors, and tripods for checkout to faculty and students for video production and teaching.

II. Available technology.

(1) DIGI lab

The College of Education has designed a learning environment that provides a flexible classroom space to maximize engaging, student-centered learning opportunities, and provides a model of technology integration that COE students can apply in their future classrooms. The DIGI lab stands for De-centeredness, Interaction with technology, Group collaboration and Inquiry-oriented instruction.

The lab accommodates 24 students and is especially useful for instruction in mathematics, language arts and social studies methods, but will be available to all faculty. Prominent features include:

- Flexible seating for multiple configurations (small-group, group presentation and traditional lecture).
- Google Chromebooks for online collaboration on Google Docs, Popplet, Wikis, Blogs and other multi-user web applications.
- Short throw projectors (wall mounted) for maximum interaction with interactive whiteboards.
- Standard Level 1 upgrade to provide multimedia access (instructor workstation with PC, document camera, DVD).
- Four wallplate monitors that can be used in conjunction with two whiteboard screens to project and display digital presentations and documents.
(2) Smart classrooms and labs

The College houses over 20 Smart classrooms. The Smart Classroom has a teaching station, which includes teaching computer, Crestron control panel, monitor, connectors for video and audio, and a document camera. Newer Smart Classrooms include connections for HDMI input and AirMedia, which is a method of wirelessly displaying a computer screen or mobile content.

The College houses five Smart Labs. Smart Labs are classrooms with 20-25 individualized student computer stations.

III. Centers/Office that support research

The College of Education has two additional offices that can facilitate faculty research.

1. The College of Education houses the Institute for Interdisciplinary STEM Education. A University wide collaborative of faculty who are committed to the improvement of STEM Education from K-20. The STEM Institute provides outreach opportunities for faculty and students, resources for K-20 classrooms, and expertise in grant writing, developing customized PD, and building relationships with business and industry. The Institute also provides support for faculty across campus in the development and implementation of broader impacts to support funding.

2. The Innovation Studio is a MakerSpace located on the Statesboro Campus. The Studio serves teachers, students, faculty, staff, youth, and local community members through programs such as the Digital Media and Learning Summer Institute, STEM education for pre-service teachers, summer camps for children, and professional development for faculty and staff. The Studio invites interdisciplinary collaboratives, as well. This unique space fosters a culture of innovation and prepares future leaders to learn, make, and play with cutting-edge technologies, while they seek solutions to real world problems. This includes experiences with 3D printing, robotics, electronics, coding, game and app design. Through hands-on approaches with these technologies, teachers can explore ways to integrate them into their curricula. The Innovation Studio is housed in the College of Education Building, room 3157, and accommodates up to 25 people.

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