Exhibit 14

LSTA Technology Grant
2016 Abstract Proposal

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2015 LSTA Grant Implementation – In Progress

WVLS has been working on the implementation of the 2015 Technology Grant for several months now. We are nearly complete with the provisioning of new routers/firewalls to the remaining library and branch locations.

A significant portion of funding allocated to Makerspace and Creative technologies has been spent acquiring a 3D printer, 3D scanner, production quality audio/video recording equipment, and Lego Mindstorm kits. We will be polling libraries for specific ideas/requests for spending the additional funding on other capital such as Raspberry PIs, Makey Makies, various software licensing, etc. A workshop for late fall is in early planning stages. This workshop is intended to be an educational opportunity for librarians during which they can learn about some of the technologies we've acquired, about providing access to these resource, and about engaging communities to best leverage some of these technologies.

We are holding on spending funds dedicated to digitization, pending further progress from the ILEAD project led by our own Inese Christman. We have been working on the RDC resources already in-hand, but will leverage Inese's ILEAD group's research and recommendations to invest in equipment and or software in the most efficient manner we are able.

2016 LSTA Grant Abstract – Proposal

In April, the WVLS Library Advisory Committee expressed significant interest in STEAM programming and technologies as well as additional makerspace and digital content creation resources. In 2016 WVLS proposes to use LSTA Technology Block Grant Funds, in conjunction with leveraging its Network and Enterprise Services architecture to significantly enhance the Libraries WIN MinecraftEdu platform. This includes acquiring appropriate licensing to empower each public library and most K12s (public and private) within the WVLS region to utilize MinecraftEdu resources for educational and entertainment programming.

As part of this proposal, WVLS will focus on providing educational opportunities to libraries, to learn more about the Minecraft experience, the specifics of MinecraftEdu, and the myriad STEAM programming potentials those platforms offer in conjunction with ComputerCraft and ComputerCraftEdu. In this, we will plan three in-person workshops (in conjunction with interested partner systems) which will also be live-broadcast via interactive webinar.

Recognizing the expressed desire to enable libraries to access a variety of Makerspace and Creative Technologies, WVLS proposes to expand the breadth and depth of related capital. Additional 3D printers and other STEAM related equipment will be purchased and shared with the regional population through the Public Libraries. Resources on Makerspace management, Creative Technologies programming, and community engagement will continue to be aggregated and made available to the WVLS membership.