Applied AI Fluency in the Classroom

2026 Faculty Summer Institute Track | Build an AI-ready assignment and reusable course agent

Stipend	$1,500 after all deliverables are submitted by the deadline
FSI Day	Full-day, hands-on lab on May 5, 2026, plus a two-week build sprint
Showcase	Short virtual share-out on May 29 (option to prerecord ~5-minute presentation)
Leave with	A Summer 2026-ready module plus an AI agent students can use and a template for students to build their own

Objective

Students are stepping into a workforce where AI is a normal tool. This track helps you give them a clear path: use AI with purpose, follow guardrails, test outputs, revise work, and explain decisions. This is an AI beginner-friendly workshop. No coding required. You bring the discipline expertise, and the track provides the AI skills.

Project description

Qualifying FSI projects will embed structured AI practice into an existing UVU course. The core goal is simple: students use a course AI agent and build their own agent as part of the learning, then improve their work through feedback loops. Student projects should align with course learning outcomes and include a recommended minimum of 10 hours of independent, AI-enabled practice for each student, across the module or assignment. Similarly, you (the faculty) will spend up to 10 hours testing and refining your AI agent after the full-day, hands-on lab on May 5, 2026.

Note

This track will function as a guided project-development lab, not a lecture series. You will get examples, checklists, and templates, but you decide the project format that best fits your students and discipline.

The central theme: development of AI agents

An AI agent is a reusable assistant with a set of steps, guardrails, and a clear definition of "done." In this track, you will (1) build a course agent and (2) teach students how to create their own agents for a specific task in your discipline.

What you will build

- A course-aligned AI agent you can reuse (prompt, guardrails, and quick test cases)
- A student agent-builder activity that teaches task definition, constraints, testing, and improvement
- A ready-to-run assignment or module that includes checkpoints for human judgment and revision
- Student-facing AI use guidance plus a simple way to document AI use (prompt log or brief appendix)

How the experience works

1. FSI Day is a hands-on build lab: design your assignment, build your agent, and get peer feedback.
2. Join a Microsoft Teams space for collaboration, chat, shared templates, and continued refinement.
3. Use the Teams support channel after the event, including an AI agent that helps you build your agent.
4. Finish with a short showcase presentation of what you built.

What success looks like

- Students can explain what AI did, when they used their own judgement, and why.
- Students produce better drafts through feedback loops, not one-and-done submissions.
- Students leave with a reusable agent they can adapt for similar use cases.

Examples across the UVU curriculum

12 course examples with agent ideas. Your project can be different, but it must stay tied to course learning outcomes.

Course	Example agent-enabled learning task
Any course with group work	Teams use a "group work analyzer" agent. They record segments of their group work when making an important decision, then feed it to the agent and receive feedback on how the group can perform better together.
Any course with physical performance of a skill	Students build or use a specific "performance analyzer" agent. They record themselves doing the specific skill, upload to the agent, then receive personalized, iterative feedback, improving their score.
CHEM 3025 Environmental Chemistry Laboratory	Students use a lab assistant agent to plan sampling and interpret soil or water results with data-quality notes.
NURS 2410 Nursing Care of Adults with Specific Health Needs	Students practice clinical judgment with safe, de-identified scenarios (or HIPAA compliant AI) then manually cross check all outputs, suggesting interventions that align with official heal care standards.
ACC 2120 Principles of Accounting II	Students use a financial statements coach agent to improve budgeting and costing, then annotate what they accepted or rejected.
ENGL 2010 Intermediate Academic Writing	Students use a research partner agent to brainstorm questions, integrate sources, add an AI-use appendix, then evaluate/grade the final paper. Finally, they work through iterative improvements to improve their grade.
COMM 1020 Public Speaking	Students use a speech rehearsal agent to evaluate and score tone, energy, and facial expressions of their video file of themself rehearsing, then iteratively apply the feedback, rerecord, and generate another score.
HIST 1700 American History	Students use a primary source analysis agent to strengthen evidence trails and corroboration.
CS 2420 Introduction to Algorithms and Data Structures	Students build a debugging coach agent and submit a prompt log plus a revision reflection.
SW 1010 Introduction to Social Work	Students use a policy and practice agent to map system impacts and connect to course concepts.
EDEL 1010 Introduction to Education	Students use a field observation agent to turn observations into evidence-based notes and questions.
ENGR 1000 Introduction to Engineering	Teams use a design review agent to critique CAD models and systems analysis before peer review.

Next steps

- Apply when FSI applications open in January 2026. Name one Fall 2026 course and one SLO you want to measure improvement on, from one semester to the next.
- If selected, you will receive Teams access, the pre-work checklist, and workshop logistics.

Questions? Contact the Applied AI Institute team: AIInstitute@UVU.edu