

IITG Project Outcomes Form - Report Outcomes

Name of person reporting outcomes

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IITG Project Title

2016-Cornell-Fletcher-An open-source high fidelity veterinary patient simulator (VPS)

Have you applied for, or received additional funds? (choose all that apply):

- Have received funding from a large funding sources (e.g., NSF, NIH)

Access Keywords: Enrollment, Diversity, Capacity, Affordability

The final product of this project is an open source simulator for veterinary training that can be built at low cost, extending access to this new teaching modality to more resource constrained environments.

Success Keywords: Applied Learning, Student Supports, Financial Literacy, Career Success

The simulator will be used to enhance experiential learning in veterinary and veterinary technology training. We will be running a study in the Spring of 2018 to assess the efficacy of this type of teaching compared to traditional lecture teaching.

Engagement Keywords: START-UP New York, Commercialization, Workforce Development, Alumni/Philanthropic Support, Community Service.

Simulation teaching is highly engaging and we're using it for continuing education events at Cornell to help introduce alumni to this exciting new teaching methodology. We believe that this will strengthen our relationship with our alumni and encourage them to be more involved with the teaching program.

USDA Higher Education Challenge Grant - successfully funded at \$120,000 over 2 years.

1st Choice:

Learning Environments (Physical)

Learning Environments (Physical)

- Learning Space (Facility)

2nd Choice:

Assessment, Understanding, Monitoring Student Progress

Assessment, Understanding, Monitoring Student Progress

- Competency Based Education (CBE)
- Outcomes Assessment

3rd Choice:

Instructional Technologies

Instructional Technologies

- Immersive Environment (Virtual Reality)
- Open Educational Resources (OER)
- Open Source Programs and Apps

What recommendations would you make to scale-up or share your project more broadly (within an

educational sector, or perhaps SUNY-wide)?

We are completing work on our web site (<http://vetsim.org>) and are posting our source code on GitHub. Sharing the link to our site within the SUNY system would be helpful.

If you would like to create a community of practice within the SUNY Learning Commons, please describe "members of your community" who would be most interested in your outcomes. Please be specific (e.g., math faculty, instructional designers, student services, registrars, administrators, accreditation or assessment specialists).

Members of our community would include instructors, instructional designers, and assessment specialists in veterinary technology programs within the SUNY system.

Do you intend to create an ongoing "Community of Practice" within the SUNY Learning Commons to continue work and dialog regarding this project?

Yes

Overall, how successful was IITG in meeting your project goals? (You may elaborate on your response in the final question if not addressed elsewhere.)

Extremely successful

Do you wish your current abstract to be used?

Yes

File One Upload and Brief Description

This is a final report detailing the goals and accomplishments during the funding period.

File One

- [SUNYIITG_FinalReport.pdf](#)

Project Website Address (Hyperlink 1)

<http://vetsim.org>

Consistent with the RFP, you must indicate which Creative Commons license you intend to use.

Attribution - Non-Commercial