

IDHS School – (Prototype) Project Plan

Project Name: IDHS School Prototype - Simulation

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Beginning Date: 11 August 2010

Target Deadline Date: Undefined

A Executive Summary

Business Need/Problem

During the IDHS School 3 year curriculum outline review process, a request was made to develop a simulation prototype as a feasibility study. The basis of that request was to determine whether a higher level of fidelity could be achieved than the current practice of using a student in the course during performance testing by case scenario method. Since the student is role playing and is not actually sick, the fidelity of the existing performance test was considered low. It is envisioned that the computer simulation could provide a sick patient that with the aid of graphics can display symptoms that correspond with different illnesses. The first prototype is to show basic ability and framework of what may be feasible for the purpose of making a go/no go determination about further development. Further development would not only depend on the fidelity level of the proposed simulation, but also the ROI of development time and cost.

While the main focus is on higher level fidelity to performance testing, there is also the issue of incoming students who have commonly not worked the process in some time and therefore as a possible side benefit, the simulation may allow them to refresh their skills prior to the course or during the course as additional practice.

Target Audience: Resident Non- Resident Striker

These simulations may be used in IDHS School for possible performance testing, or practice as a refresher or possible homework assignment. This audience consists of individuals who have been in the rate for a significant amount of time usually having the rank of First Class or Chief Petty Officer. The learners will have access to TRACEN Intranet but this should also be made so that it can be housed on a portable format of a CD for the learners to take home and use at their leisure.

Statement of Work/Scope

The desired result of this project is a single prototype simulation taking a learner through the process of a patient workup and finishing with the learner making the correct diagnosis of the patient condition and proscribing an appropriate treatment plan. The learner will be given subjective and objective information as though they actually performed those steps, since those skills were previous taught in HS "A" School and the students have demonstrated mastery of those skills prior to attendance at this course.

Criteria:

- The simulation will allow users to correctly follow desired process steps, using loop branching to return users to correct path as necessary.
- The simulation will be accompanied by an approved storyboard for reviewer's use in evaluating functioning prototype against anticipated design elements.
- The first two steps of the SOAP workup will be already completed for the students as those two steps are previously taught in the "A" School level.
- Multiple students will be able to access the simulation at the same time.
- After a student completes the simulation it can be reset for the next user.
- The simulation will not grade the students.

Project Objectives

The simulation may be a benefit to the IDHS course by:

- allowing the learner to practice the process of a workup of a patient.
- allowing the students to have self paced practice with independent learning events.
- minimizing or decreasing the initial set-up or maintenance time required for IST personnel, if adopted by the customer.
- providing electronic versions of their current required texts allowing users ready access to job aids, procedures, and reference material.
- reinforce awareness of the 10 critical situations where an IDHS must notify the DMOA.
- remind the learners about the importance of asking the three critical questions of
 - 1) Do you need a chaperone?
 - 2) Do you have any known allergies?
 - 3) (For female patient’s only) Are you pregnant or possibly pregnant?

Since this is a prototype development, although Task B.1 is used as content for demonstration, the simulation is not intended to fully meet that Training Performance Objectives at this time.

The main goal for this prototype is to show basic ability and framework of what may be feasible for the purpose of making a go/no go determination about further development”

Project Approach

This will be used as designed at this stage as a practice event without the need of the LMS system to track the true progress of the students. Conversion to a performance testing platform, if further development should occur, may be required.

B Deliverables & Milestones

Deliverable	Due	Sign off Contact	Signature/Date
Simulation Storyboard	18 August 2010		
Functioning Prototype	15 September 2010		

C Agency Points of Contact

Position	Name	Phone
L3 Team Lead	Dave Albaugh	X7197
L3 Project Lead	Beth Chenoweth	X7570
L3 Project Team Member	Julie Zeller	X7856
Subject Matter Expert	HSC Payne	X7529
Subject Matter Expert	HS1 Morrett	X7797
Subject Matter Expert	HSC Whidden	X7296
USCG Project Manager	Paul Robbins	X7010

D Technical Project Components

Requirements:

The software that will be required in order to develop the simulation is Adobe's Captivate, Dreamweaver, Flash and Trivantis' Lectora.

This project will require access to any and all forms that are commonly used by an IDHS in the process of a workup.

This project may require access to Subject Matter Experts to verify the process and information. They may need to provide feedback on current measurement techniques used on students so as to best mirror them in the simulated environment.

Specifications:

This project will result in one simulation of defined task. It was chosen for the first simulation for all of the Task B events in the IDHS course. This totals 220 identified health issues an IDHS corpsman might be faced with while on duty.

Design:

Using the software programs: Captivate, Dreamweaver, Flash and Lectora. This simulation will walk a student through the "S.O.A.P." process with the Subjective and Objective information given. Interactivity is desirable however shall be balanced against cost of development time during the feasibility study.

Implementation:

This simulation will be an aid to the resident course, if customer accepts the prototype, and may be used as a practice element for the students with the possibility of performance testing use if further development is authorized by the customer.

Evaluation:

The customer will be provided a demonstration review of the prototype and make future project decisions after that event.

E Project Scope Statement

Output: One simulation of a patient presenting with a dermatological issue where the IDHS corpsman is given all Subjective and Objective information. They are to be questioned specifically in the areas of Assessment and Treatment Plan

Approach:

Using a combination of Lectora, Captivate, Flash and Dreamweaver.

Content:

To be provided by project lead as per written curriculum.

F Critical Success Factors

- One simulation that can be housed on the Intranet or on a CD for the students to take home as a resource.
- Can run without assistance or maintenance on behalf of IST.
- Is reviewed and approved by the customer as sufficient for making a further development management decision.

G Signatures

Name/Title	Signature	Date
Dave Albaugh/L3 CDT Team Lead		
Beth Chenoweth/L3 Project Lead		
Julie Zeller/ E-Learning Designer		
Paul Robbins/USCG Project Manager		