2nd Quarterly Report
June 3, 2000

User Interaction Team
Background
User Interaction at a glance

The UI Team

Visible Human Database

Applications/Interfaces

Requirements Assessment Evaluation

Students

Faculty
The final user product

- Animations
- Visible Human Database
- Learning Materials
- Visuals
- Text
Goals for the second quarter

- Continue focus group sessions of faculty and students
- Develop rubric for data gathered from focus sessions
- Gather and test tools
- Define user requirements
- Develop collaboration with interface and application teams
- Integrate literature review into rubric and initial user requirements
Progress
Initial Action Items Completed

- Focus group sessions of faculty and students:
  - Sessions for surgical residents, medical, dental and nursing students completed
  - Sessions for surgical, medical, dental and nursing faculty completed
  - Sessions for anatomists completed

- Rubric developed for data gathered from focus sessions
Sample Focus Sessions

- Student Reaction
- Instructor Interaction
- Instructional Design Interaction
- Motivation
- Logistics
- The “Blair Witch” Project style...
Additional items

- Relation with application team started
- Feedback to UMVH Web design started
- Developed internal communication tool, “Visible Verities”
Data

- Findings from literature that inform design process
- Qualitative responses from faculty and students in
  - Gross Anatomy
  - Surgery
  - Nursing
  - Kinesiology
w Continue look at difficulties in Anatomy learning

- Reviewed literature on “Problem Based Learning in health care”
- Discussion with Anatomy Faculty
- Discussion with Nursing, Kinesiology Faculty
Anatomy Faculty:

Course Goals

- Students will know where things are, and how they are related
- Develop students’ mindset toward integration of knowledge for later academic and career use
- Use cases to motivate dissection, lectures, and book work
- Use “quiz cards” to help develop learning
Anatomy Faculty:
Summary of Major Student Difficulties

- Mapping from 2D to 3D
  (e.g. understanding relationship of X-ray to actual anatomy)

- Moving from regional to systemic understanding

- Spatial visualization of symmetry and reflection

- May have to wait for M3, M4 (or later!) to see results...
Problems
Problems

- Need to strengthen interaction and relationship with other project teams
- Better in-project communication tools
- Need to develop early prototypes without “locking” features, requirements
Resolutions
Resolutions

w Need to use surveys to obtain student profiles, not as final outcome measure

n Student background data are needed for learning outcomes assessment

n Questionnaires after tool use are needed for impact assessment
Further Actions
Action Plan

Content will drive the technology, not the reverse

- Identify user requirements
- Use those requirements to develop prototype user interface
- Base the design on that which is most difficult for students
Overview of Process

- Literature Review
- User Requirements Data (results and analysis of focus groups)
- Intended Learning Outcomes
- Visible Human Database
- Animation
- Visuals
- Text
- Other...

Interface Design
Goals for the third quarter

- Finish focus group sessions with Kinesiology (must wait till fall term)
- Test current user interfaces
- Provide initial specs for modules
- Develop prototype navigation maps
- Develop criteria for question development
- Develop integrated data gathering from interfaces