

MASTER COURSE OUTLINE

Prepared By: Andrea Elliott

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COURSE TITLE SIM by Design

GENERAL COURSE INFORMATION

Dept.: SIM CIP Code: 15.0401 Credits: 3 Total Contact Hrs Per Qtr.: 33 Lecture Hrs:33 Distribution Designation:)

Course Num: 232 Intent Code: 21

Lab Hrs:

(Formerly:) Program Code: 654

Other Hrs:

COURSE DESCRIPTION (as it will appear in the catalog)

By using principles of instructional design and high fidelity simulation standards, students will develop, pilot, revise, and implement new simulation scenarios. These scenarios will be employed in the students' practicum site and be evaluated using a 360 degree feedback process. Student must pass this course with a minimum 2.0 grade in order to be applied to degree completion.

PREREQUISITES

SIM 220 and SIM 221 or Instructor Permission Co-requisites: SIM 295

TEXTBOOK GUIDELINES

As required by the BBCC Simulation Technology program

COURSE LEARNING OUTCOMES

Upon successful completion of the course, students should be able to demonstrate the following knowledge or skills.

- 1. Develop a simulated scenario that adds variety and breadth to the current library of scenarios.
- 2. Construct and apply learning objectives.
- 3. Promote participant interaction, engagement, and support within scenario development.
- 4. Produce instructional support materials.
- 5. Test developed scenarios for realism, reliability, validity, and feasibility.
- 6. Build a feedback and debriefing process that includes assessment and accessibility.
- 7. Incorporate multiple modalities such as SimPads, in-situ training, and role-play.
- 8. Engage in the revision process as a part of quality management assurance.

INSTITUTIONAL OUTCOMES

IO3 **Human Relations/Workplace Skills**: Demonstrate effective decision-making, critical thinking, and interpersonal skills that match the level of responsibility needed in order to function as a member of a team of professionals.

COURSE CONTENT OUTLINE

By the conclusion of this course, students should be able to incorporate the following standards into the design of their scenarios:

- 1. Simulation realism, reliability, validity, and feasibility
- 2. Instructional support materials
- 3. Learning objectives
- 4. Participant accessibility, interaction, and engagement
- 5. Scenario evaluation
- 6. Participant assessment tools and feedback cycles

DEPARTMENTAL GUIDELINES (optional)

Student must pass this course with a minimum 2.0 in order to be applied to degree completion.

DIVISION CHAIR APPROVAL

DATE