

IPRO 339 / Fall 2006

ASSESSING AND IMPROVING INTERPROFESSIONAL EDUCATION AT IIT







PROBLEMS ADDRESSED..

- Each semester, up to 80% of students are new to their IPROs, resulting in difficulty for any IPRO team to get started and work together effectively.
- There is a lack of student interest and commitment to any one IPRO, again, causing a lack of team cohesiveness at the start of each new semester.

PURPOSE AND GOALS...



- Assess and Improve the Interprofessional Experience by:
 - Participating in the Creation and Selection of IPROs.
 - Working to improve Teambuilding processes in other IPRO teams.



TEAM STRUCTURING – TWO SUBTEAMS:

CREATION AND SELECTION:

Generate IPRO Project Ideas

Support Selection Meeting

John Baranggay, Political Science

Janel Fung, Architecture

Jean-Baptiste Goulain, Computer Science

Xiao-Xuan Hu, Biomedical Engineering

Ivan Martinov, Electrical Engineering

Elizabeth Young, Molecular Biochem. & Biophysics

TEAMBUILDING:

Develop Teambuilding Games

Conduct Teambuilding Assessment

Brian Clark, Computer Science Daniel Dow, Civil Engineering Margaret Kibilko, Psychology Josh Oster, Political Science Arthur Zavala, Physics



CREATION AND SELECTION SUBTEAM – Major Deliverables

- Benchmarking Research
- > IPRO Proposals

Elizabeth Young, Molecular Biochemistry & Biophysics

- ➤ Search for Faculty Sponsors Jean-Baptiste Goulain, Computer Science
- ➤ IPRO Selection Meeting Ivan Martinov, Electrical Engineering





Benchmarking Research







- ▶ IPRO Proposals Criteria for a Successful IPRO
 - o Fulfills IPRO Learning Objectives:
 - Teamwork, Communication, Project Management, Ethics
 - o Addresses Real-world, Contemporary Problem
 - o Engages Student Interests
 - o Engages Faculty Interests
 - o Provides a Multi-disciplinary Scope of Work
 - o Strengthens IIT Image
 - o Creates Collaboration with Other Schools, Organizations





- ▶ IPRO Proposals Top Ten Student Ideas
 - o Hydroponics Gardening Daniel Dow, Civil Engineering
 - o **a Bus System Optimization** Jean Baptiste, Computer Science
 - o Girl Who Got Away Margaret Kibilko, Psychology
 - o **b** Green City Trails Xiao-Xuan Hu, Biomedical Engineering
 - o Social & Info Network Janel Fung, Architecture
 - o Green Engineering Daniel Dow, Civil Engineering
 - o Internet and Phone Infrastructure Ivan Martinov, Electrical Engineering
 - o RFID and Beyond John Baranggay, Political Science
 - o Human Body Energy Harvesting Jean-Batptiste, Computer Science
 - o C Emergency Response System Janel Fung, Architecture



a



b



C





- Search for Faculty Sponsors
 - o Meeting Agenda:
 - o 15 Minutes Tom Jacobius presents IPRO
 - o 15 Minutes Team members propose IPROs
 - o 30 Minutes Open discussion
 - o Faculty Meetings Hosted:
 - o 18 October 2006 Architecture, Civil Engineering, Electrical Engineering, Humanities, Computer Science
 - o 19 October 2006 Applied Math
 - o Problems Encountered
 - o Evaluation and Ways to Improve
 - o Successes
 - o Faculty attendance led to sponsorship of 2 IPRO proposals







- Support & Coordinate IPRO Selection Meeting
 - o 3 November 2006
 - o Streamline presentation of all IPRO proposals
 - o Gain professional experience in formal presentation setting
 - o Perform preparations and rehearsals
 - o Meeting Agenda
 - o 1 Hour Lunch is provided
 - o 2 Hours 50 IPRO Proposals are presented
 - o ½ Hour 30 out of 50 IPROs are voted
 - o Student Initiated IPROs with Faculty Sponsors:
 - Bus System Optimization Prof. Kapoor of Computer Science, Jean-Baptiste
 - Green City Trails Prof. Rohter of Civil Engineering, Xiao-Xuan Hu
 - Emergency Response Systems Prof. Yee of Computer Science, Janel Fung



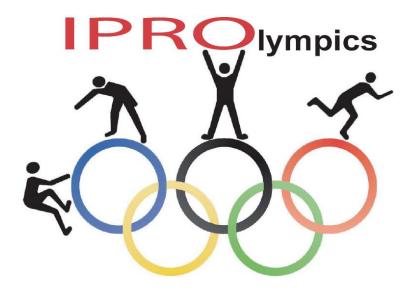


TEAMBUILDING SUBTEAM – Major Deliverables

- ➤ Teambuilding Events Brian Clark, Computer Science
- Games Development & Testing
- Games Pilot Day IPROlympics!

Daniel Dow, Civil Engineering

➤ Teambuilding Research & Assessment — Margaret Kibilko, Psychology





- > Teambuilding Events
 - o IPRO Games Fall 2006 1st Place by IPRO 339 Team
 - o Play for Peace Fall 2006 2nd Place by IIT Team
 - o Pizza Party –
 Casual get-together
 for pizza, fun, & ice-breakers









- Games Development and Testing
 - o Criteria of Games:
 - o Demand Communication, Teamwork, & Planning
 - o Avoid conflicts with religious and/or handicap
 - o Simple and easy to learn
 - o Games:
 - o The Marble Pipeline Brian Clark & Josh Oster
 - o Brainbusters Jean-Baptiste Goulain & Brian Clark
 - o Lego Challenge Jean-Baptiste Goulain & Brian Clark
 - o Toxic Waste Daniel Dow & Elizabeth Young
 - o Zoom and Re-Zoom Margaret Kibilko & Elizabeth Young
 - o Alibi Jean-Baptiste Goulain & Xiao-Xuan Hu







- Games Pilot Day for IPROlympics!
 - o 8 December 2006 Play games!
 - O Game Kits Materials, Setup, Play Instructions, & Judging Matrix
 - O Judges and Players Players learn teambuilding while Judges evaluate Players
 - O Evaluation Planning, Communication, Teamwork, Execution, Debriefing
 - o Prizes for Game Participants Free Movie Tickets





- > Teambuilding Research & Assessment
 - o Conduct IPRO Team Surveys
 - Perceptions on teambuilding?
 - Current quality of teambuilding?
 - o Compile and Analyze Data
 - Use SPSS software for data analysis
 - o Ways to Improve IPRO Teambuilding









TEAM RESULTS

CREATION AND SELECTION

Performed Benchmarking Research

Generated IPRO Project Ideas

Gained Faculty Support for Three of Our IPRO Proposals

Supported IPRO Selection Meeting



TEAMBUILDING

Attended Teambuilding Events

Developed Teambuilding Games for IPROlympics!

Performed Teambuilding Assessment of IPRO Teams





SPECIAL THANKS TO:

- Professor Dan Ferguson, Senior Lecturer of IPRO Program
- Carol Debiak, Librarian
- Tom Jacobius, IPRO Director
- > Stacy Newton, IPRO Coordinator



QUESTIONS AND COMMENTS



