

IPRO 339

Assessing and Improving Interprofessional Education at IIT

PROJECT PLAN

Fall 2006

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Sponsor

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Objectives

The main goal of IPRO 339 is to continue to improve upon the IPRO program experience by creating and selecting IPRO proposals and also developing teambuilding games, both of which are to adhere to the IPRO Learning Objectives of teamwork, communication, project management, and ethics.

Creation and Selection

The main objectives of the Creation and Selection Sub-team are to create and select IPRO proposals in support of the IPRO Selection Committee. In our efforts to propose new IPRO project ideas, our focus is on projects that would be exciting, innovative, and beneficial to the students, faculty, and participating sponsors. The IPRO selection criteria also requires the project to actively engage teamwork, communication, project management, and ethics among all members of the team.

Teambuilding Games

The major focus of the Teambuilding Games Sub-team is to create team building games for other IPRO teams. Our sub-team will develop adventurous games and online training tools that will facilitate the team building process of other IPRO teams. The purpose of these games is to accelerate the team building process in other IPROs so that all team members can communicate and work together effectively as a team. Corporations successfully use many different games and online tools as team building techniques, and our IPRO 339 Team Building sub-team seeks to adopt the best of those techniques in our efforts to enhance the communication and teamwork skills of IPRO teams.

Background

Since Fall 2003 IPRO 339 has been working on the assessing and improving the interprofessional education at IIT. IPRO Learning Objectives have been identified and IPRO assessment process has been started by previous IPRO 339 teams. Last year for the first time the full cycle of assessment was completed (collection of pre- and post-semester data, analysis and delivery of the results to the IPRO Faculty and the IPRO Office). Also, the activity of IPRO 339 was expanded to the creation and selection of IPRO proposals and the development of training materials for IPRO Learning Objectives.

Methodology

Creation and Selection

To achieve our goals in the creation and selection of new IPROs, we will perform research by benchmarking other universities with academic programs similar to our IPRO curriculum. Individual team members are to gather project ideas from these schools and in turn evaluate them according to IPRO course criteria. By analyzing other schools' project ideas, we will gather together our own IPRO ideas and select the best ones to propose to faculty. The proposal of new IPROs will initially take place during individual department faculty lunches which we will schedule and host. During these lunches, our main goal is to recruit faculty sponsors for the IPROs we propose. Once we have proposals lined up with faculty sponsors, we will be ready to partake in the IPRO Creation and Selection Meeting, a meeting that is coordinated by Tom Jacobius in the IPRO Department and will be held a week or two before registration begins for the next semester.

Major Tasks	Task Manager
Project plan	Xiao
Individual student proposals:10 IPRO ideas	Everyone
Benchmarking Research report	Elizabeth
Coordinate Faculty Meetings	JB
Creation and Selection Report	Janel
Coordinate Presentation- Creation and Selection Meeting	Ivan & John

Building IPRO Games

To achieve our goals in designing teambuilding games we will exhaust every resource in regards to team building games and the logistics behind good games and bad games. We will start by gaining a thorough understanding of teambuilding and the teambuilding process. This will be accomplished through a series of seminars and surveys/interviews. A set of new games will be developed for the spring IPRO games based on the criteria established in previous IPRO 339 semesters. We will review and possibly re-structure the judging system for each game, looking at the performance, but other variables like Teamwork, Leadership, Communications, and Conflict Resolution to give the team a total score and advice on how to “score” better when the IPRO kicks into full gear.

Major Tasks	Task Manager
Project plan	Arthur
Understanding Teambuilding	Everyone
Review/analyze TB survey Data	Margaret
Conduct IPRO faculty interviews	Whole Sub-team
IPRO Games creation	Brian, Daniel
Coordinate Presentation- Creation and Selection Meeting	Josh

Expected Results

Creation and Selection

1. Successful conduction of benchmarking research.
2. Successful evaluation and creation of new IPROs.
3. Successful completion of a minimum of four (4) faculty lunches.
4. Successful conduction of the upcoming Creation and Selection Meeting.

Building IPRO Games

1. Design and implement the IPRO Games
2. Conduct Teambuilding Seminars during semester.
3. Cut down the time it takes on IPRO team to get to know each other.
4. Test a dry run of games to be played in spring 2007.

Budget

Games materials..... \$ 300.00

Milestones

Creation and Selection

Week	Date	Major Tasks	Task Manager
2	09/04 to 09/10	Review criteria for new IPROs.	
3	09/11 to 09/17	Sub-team Project Plan.	Xiao
4	09/18 to 09/24	Review individual IPRO ideas.	
5	09/25 to 09/30	Benchmarking Research Report. Select & finalize proposals for the 20 best IPRO ideas from class.	Elizabeth

Week	Date	Major Tasks	Task Manager
6	10/01 to 10/07	Coordinate faculty meetings.	Jean-Baptiste
7	10/08 to 10/14	Faculty meetings.	
8	10/15 to 10/21	Faculty meetings.	
9	10/22 to 10/28	Creation & Selection Report.	Janel

Week	Date	Major Tasks	Task Manager
10	10/29 to 11/04	Prepare for Selection Meeting.	Ivan & John
11	11/05 to 11/11	Creation and Selection Meeting.	
12	11/12 to 11/18	Registration begins for Spring 2007	
13&14	11/19 to 12/03	Preparation for IPRO Day.	

Note: Project schedule subject to change as we progress.

Milestones (continued)

Creating IPRO Games

Week	Date	Major Tasks	Task Manager
2	09/04 to 09/10	Review criteria for new IPROs.	everyone
3	09/11 to 09/17	TB research	
4	09/18 to 09/24	Generate Project Plan.	Arthur
5	09/25 to 09/30	Schedule TB seminars	Margaret

Week	Date	Major Tasks	Task Manager
6	10/01 to 10/07	Team Building Seminars	Margaret
7	10/08 to 10/14	develop interview questions	Josh
8	10/15 to 10/21	Conduct student/Faculty interviews	
9	10/22 to 10/28	Conduct student/Faculty interviews	

Week	Date	Major Tasks	Task Manager
10	10/29 to 11/04	IPRO Games list suggestions	
11	11/05 to 11/11	IPRO Games Selection	Daniel, Brian
12	11/12 to 11/18	IPRO Games Pilot	Daniel, Brian
13&14	11/19 to 12/03	Preparation for IPRO Day.	

Note: Project schedule subject to change as we progress.