# **IPRO 339**

# Assessing and Improving Interprofessional Education at IIT

# PROJECT PLAN Spring 2006

#### **Faculty Advisors**

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#### Sponsor

Mr. Tom Jacobius Mike Cama Rebecca Peel Abhinav Pamulaparthy

#### **Students**

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## **Objectives**

The goal of IPRO 339 team is to create and select IPRO proposals, develop online training materials for IPRO Learning Objectives and develop teamwork building games.

## **Developing the online training materials**

IPRO 339 plans to revise previous training materials and methods used for the instruction of the IPRO learning objectives (Ethics, Project Management, Leadership, Teamwork, Communication), to develop the tools to evaluate students on the IPRO learning objectives, to test and document all of these programs and make the process faster.

#### **Creation and Selection**

In the sphere of the **creation and selection** of IPRO proposals, we plan to facilitate the creations of IPROs that are exciting, innovative, and beneficial to all parties involved. These IPROs will embody the basic learning objectives of the IPRO program. To aid our understanding of the IPRO process, we will perform benchmarking of similar programs at other universities, conducting research and site visits. In addition to the creation of IPROs, we will hold faculty lunches in order to give the faculty of IIT a better understanding of the creation and execution of successful IPROs. Finally, we will support the IPRO Selection Committee as they endeavor to choose the best IPROs for the fall 2006 semester.

# **Teambuilding games**

The major focus of IPRO 339 is to create team building games for other IPROs. The team will develop adventurous games and online training tools that will facilitate team building and test these IPRO team games. The purpose of developing games is to accelerate the team building process in other IPROs so that all team members can communicate effectively and can maintain ongoing relationship with each other.

# **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 semester 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 activity of IPRO 339 was expanded to creation and selection of IPRO proposals and the process of developing training materials for IPRO Learning Objectives was started.

This semester the main contribution of IPRO 339 to the endeavor of improving the IPRO experience of IIT will be in developing the team building games. Corporations successfully use many different games and online tools as team building techniques and IPRO 339 seeks to adopt best of those techniques for other IPROs in order to accelerate the team building process and team member learning.

# **Methodology**

In order to achieve the above-mentioned goals, IPRO 339 is divided into the following sub teams:

- **Training:** Mike Cama (Sub Team Leader), Nicole Trevor, Silvia Mirichev, Meredith Allen
- Creation/Selection: Rebecca Peel(Sub Team Leader), Reginald Curtis
- Building IPRO Games: Thomas Glenon(Sub Team Leader), Younan Fakhouri, Brian Clark

Raj Luxmi will be leading the team for the purpose of coordination and planning of overall activity of the team with the help of faculty advisors.

Sub teams will be using the following methodology to achieve their goals:

#### **Training**

- 1. Advance the Body of Knowledge of the four learning objectives by:
  - a. Finding the resources (like books, online material etc) on the four learning objectives. (Project Management, Ethics, Communication and Team building)
  - b. Discussing with the experts on the Learning Objectives and seek their views on it.
  - c. Adding more questions on the learning objectives to the existing question bank.
- 2. Develop online training program to initiate the body of knowledge and develop learning objective skills.
- 3. Advance pilot training program and student assessments.

#### **Creation and Selection**

- 1. Gather suggestions for new IPROS. These suggestions can be gathered in such ways as:
  - a. Talking to students and professors, sending out mass emails, writing TechNews articles, and holding faculty lunches
  - b. Reviewing previous IPROs to see which were successful in accomplishing goals and in attracting sponsorship
  - c. From the benchmarking of other schools which have similar programs like IPRO program at IIT.
- 2. Having identified possible IPROs, we will ensure all IPROs to be considered are ready for the Selection Meeting.
- 3. Support the Selection Meeting scheduled for October 28.

#### **Building IPRO Games**

To complete this task we will exhaust every resource in regards to team building games and the logistics behind good games and bad games. Develop a judging system for each game that not only rates the performance, but other variables like Teamwork, Leadership, Communications, and Conflict Resolution to give the team a total score and advice on how "score" better when the IPRO kicks into full gear.

# **Expected Results**

IPRO 339 expects to achieve following goals:-

## **Training**

- 1. Develop and Implement training program.
- 2. Develop proposals for future training programs.
- 3. Develop real IPRO-based case studies
- 4. Documentation on how to use the tools

#### **Creation and Selection**

- 1. Successful creation of IPROs
- 2. Successful completion of 4 faculty lunches
- 3. Successful conduction of university benchmarking
- 4. Successful conduction of Selection Meeting

### **Building IPRO Games**

- 1. Design and implement the IPRO Games
- 2. Cut down the time it takes on IPRO team to get to know each other.
- 3. Test a dry run of games to be played in Fall 2006.

# **Budget**

All the costs in the following plan are approximated to the nearest figure. The costs are based on estimation made in Fall 2005.

Reason		Amount(\$)
Prizes given for the Learning Objective (Project Management) Training.	6 teams X \$20.00	\$120.00
Prizes given for the Learning Objective (Teamwork & Communication) Training.	6 teams X 20.00	\$120.00
Prizes given for the Learning Objective (Ethics) Training	6 teams X 20.00	\$120.00
Trip to Purdue University, to benchmark EPICS program.	3 Students	\$200.00
Trip to Michigan Tech University, to benchmark Enterprise Program	2 Students	\$500.00
	1 Faculty	
Appointing 16 Judges for the IPRO Games	16 Judges \$X 50.00	\$800.00
	Tota	\$1860

# **Milestones**

Below is the simplified tasks schedule for IPRO 339. The individual assignments for the Sub team individuals on the weekly basis are as follows:

# Testing and Training: - Mike Cama

Week	Task	Person	Deliverable
4	Project Management reading	Meredith	Project Management
4	Communications	Silvia	Communications
	reading		summary
4	IPRO LO website	Nicole	List of
			possibilities/price/etc
5	PM BOK	Meredith	PM BOK
5	Communications BOK	Silvia	Communications BOK
5	IPRO 339 website	Nicole	None
6	Ethics reading and PM questions	Meredith	List of PM questions
6	Teamwork reading and Communications question	Silvia	Communications questions
6	Website	Nicole	None
7	Ethics BOK	Meredith	Ethics BOK
7	Teamwork BOK	Silvia	Teamwork BOK
7	Website	Nicole	None
8	Ethics questions	Meredith	Ethics Questions/practice test
8	Teamwork questions	Silvia	Teamwork questions/practice test
8	Website	Nicole	BOK and practice tests online
9	Online trial of practice tests	Meredith, Silvia, Nicole	None
10	PM test bank	Meredith	PM test bank
10	Communications test bank	Silvia	Communications test bank
10	Website	Nicole	Modified practice tests
11	Ethics test bank	Meredith	Ethics test bank
11	Teamwork test bank	Silvia	Teamwork test bank
12-14	Test IPRO games	Meredith, Silvia, Nicole	None
15	IPRO Day Prep	Meredith, Silvia, Nicole	IPRO day presentation and exhibit

# Creating and Selection: - Rebecca Peel

Week	Rebecca	Reginald
1	Examine Criteria for Selection	Readings as assigned by team
	Meeting	leader
2	Update Selection Criteria	D 1 C D 1 1
2	Semester planning	Research for Benchmarking
3	Project Plan	Plan Benchmarking trips
4	• Choose departments for Faculty Lunches	• Choose departments for Faculty Lunches
	Work w/ Mr. Jacobius on Selection	<ul><li>Continue Benchmark planning</li></ul>
	process	Continue Benefithark planning
5	Assign proposals for continuing	Run Proposal development
	IPROs	Benchmark planning
	Work w/ Mr. Jacobius on Selection  process	
6	• Faculty Lunch 1	Faculty Lunch 1
	• Work w/ Mr. Jacobius on Selection	Proposal development
	process	
7	• Faculty Lunch 2	• Faculty Lunch 2
	Assign IPRO proposals	Proposal Development
	Work w/ Mr. Jacobius on Selection	Complete Benchmark planning
	process	
8	• Practice Presentations	• Practice Presentations
	• Distribute Proposal Binders	• Final preparations for Selection
	• Finalize details for Selection	Meeting
-	Meeting	
9	Selection Meeting	Selection Meeting
10	• Tally Voting Sheets	Plan final Faculty Lunches
	Support other subteams	Support other subteams
11	Update Selection Checklist	• Support other subteams
10	Support other subteams	
12	• Support Faculty Lunch 3	• Faculty Lunch 3
	Support other subteams	Support other subteams
	IPRO Day Preparation	IPRO Day Preparation
13	Support Faculty Lunch 4	• Faculty Lunch 4
	Support other subteams	• Support other subteams
	IPRO Day Preparation	IPRO Day Preparation
14	Support other subteams	• Support other subteams
	IPRO Day Preparation	IPRO Day Preparation
15	• IPRO Day	• IPRO Day

# **Creating IPRO Games:** - Thomas Glenon

Week	Thomas Glenon	Younan Fakhouri and Brain Clark
1-2	• Examined the criteria for creating	<ul> <li>Readings as assigned by team</li> </ul>
	IPRO games by reading previous stuff on Igroups and Iknow	leader
3	Lecture from Dr.Bruce Fisher	• Research for games and come up with 20 games
4	Lecture from Mr. Michael Terrain	• Discuss with the team what are the objectives of the games
5-6	Complete planning for the games should be done and documented	• Discuss with the facilities on the campus and help setup the games
7-12	• Play and test a dry run of games to be played in Fall 2006.	Help the leader in analyzing the games.
13-14	Support other subteams	Support other subteams
	IPRO Day Preparation	IPRO Day Preparation
14	Support other subteams	Support other subteams
	IPRO Day Preparation	IPRO Day Preparation
15	IPRO Day	• IPRO Day