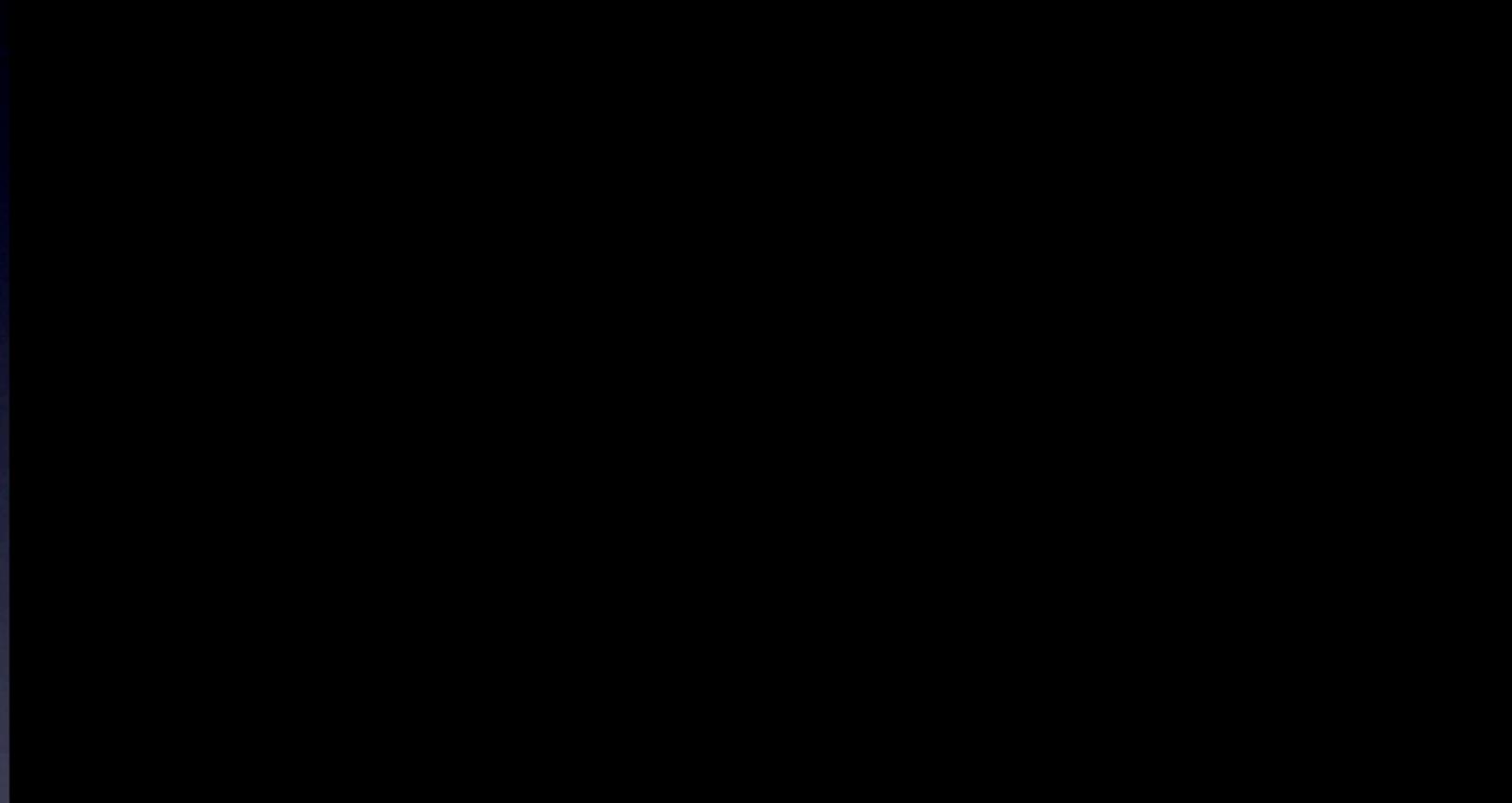


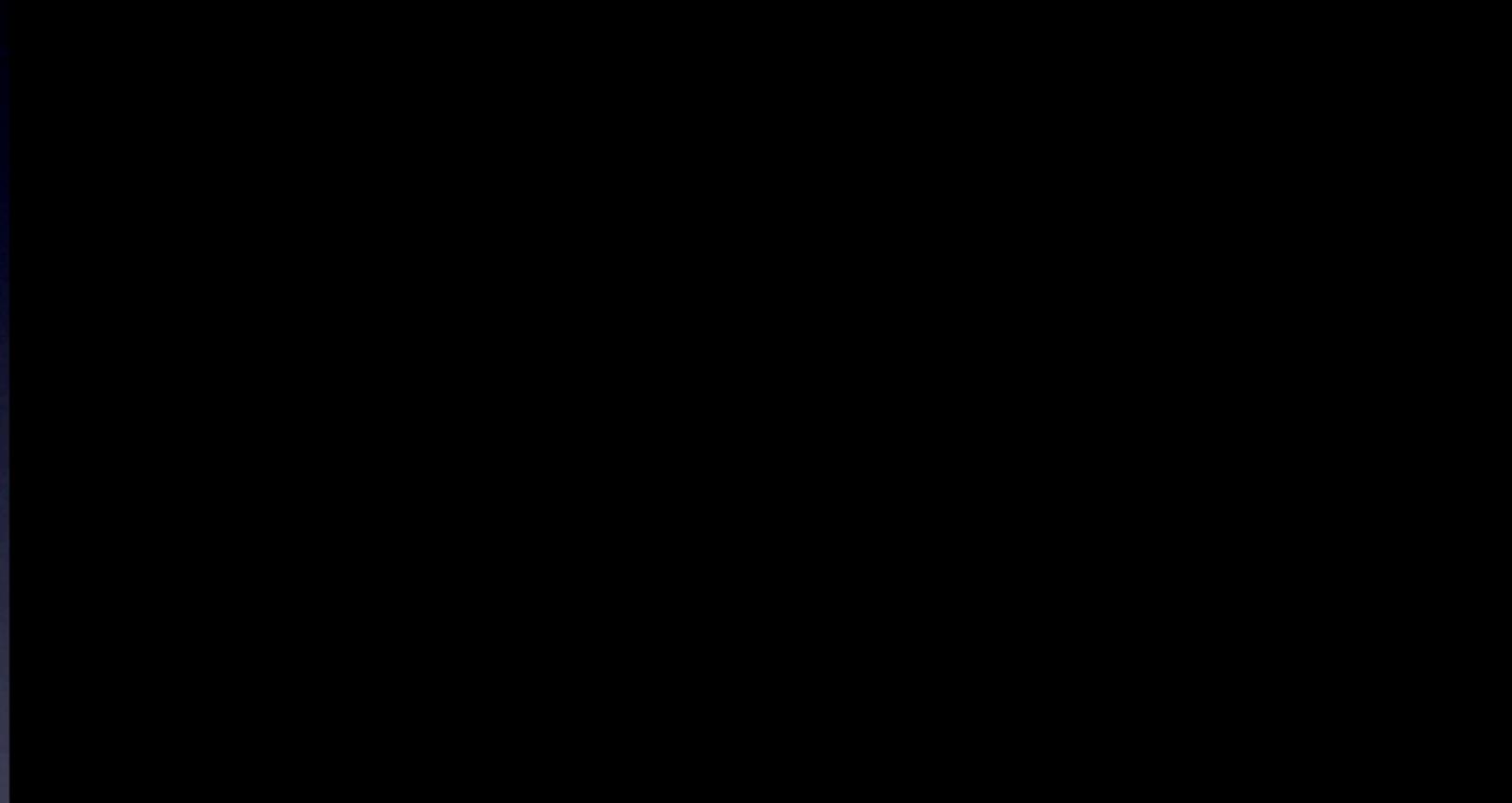


I PRO 329: Health Physics Computer Training

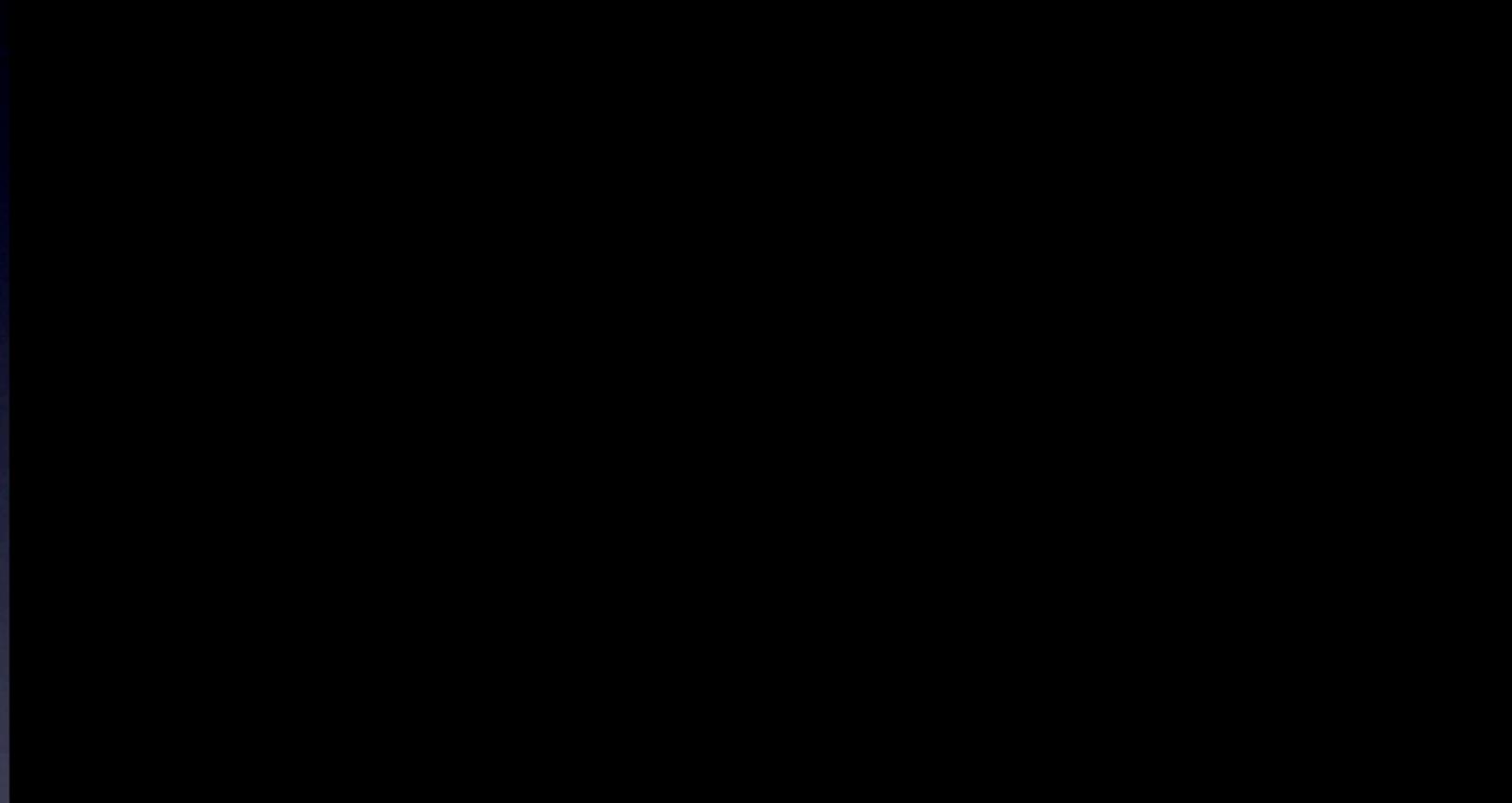
Edutainment & E-Learning



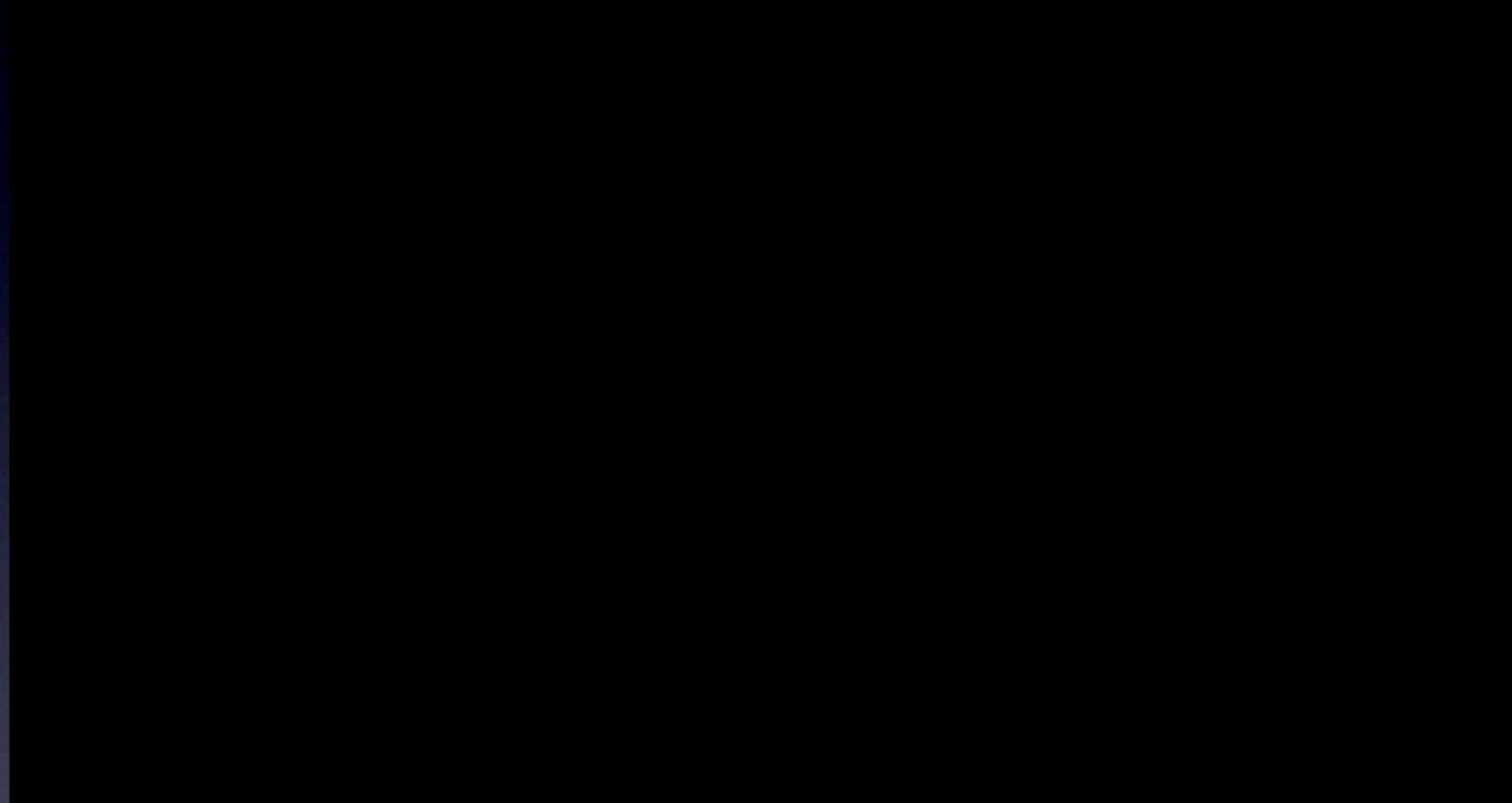
Edutainment & E-Learning



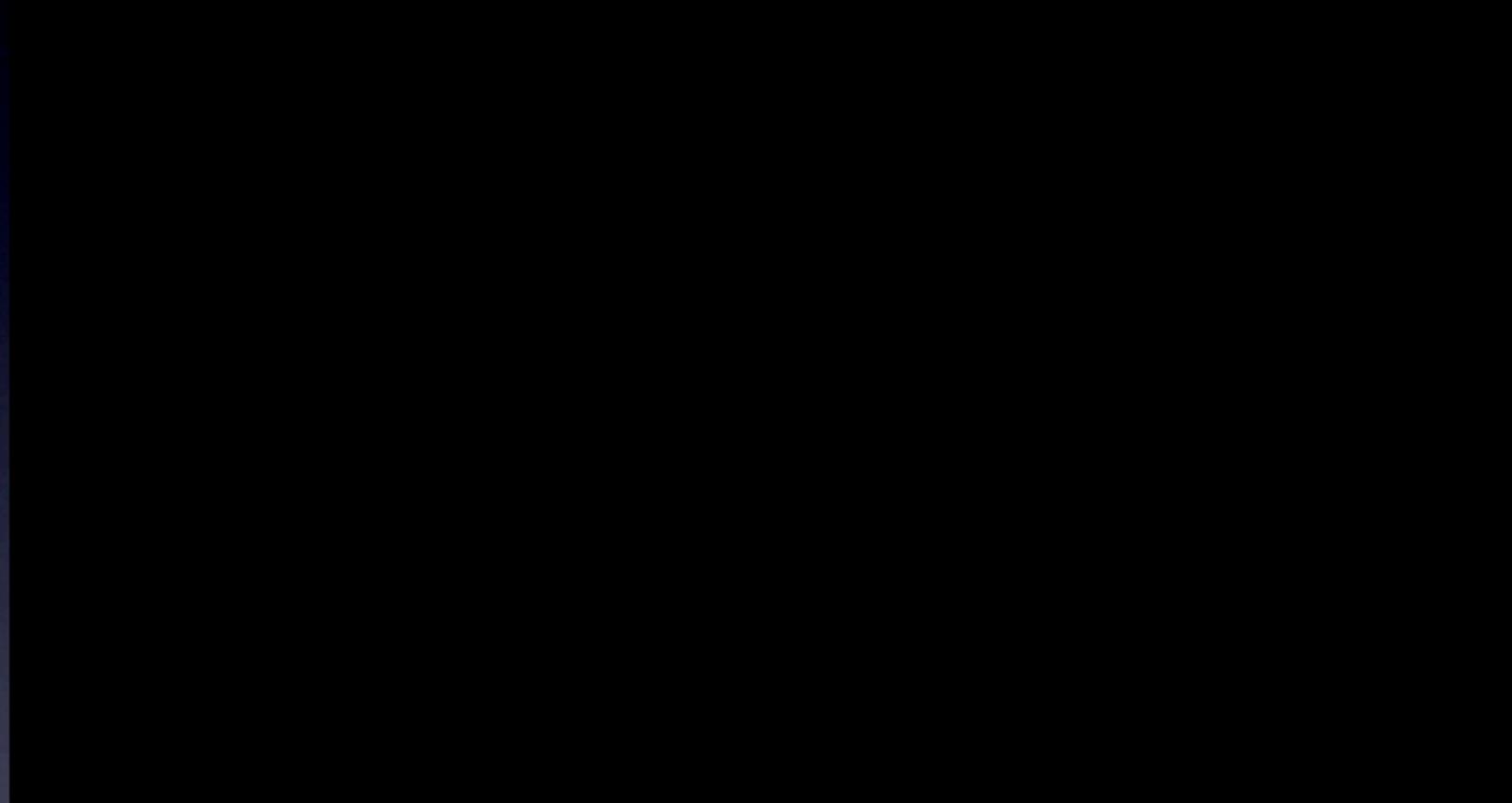
Edutainment & E-Learning



Edutainment & E-Learning



Edutainment & E-Learning



Edutainment & E-Learning

Edutainment & E-Learning

*"How do we provide effective training
for health physics professionals?"*

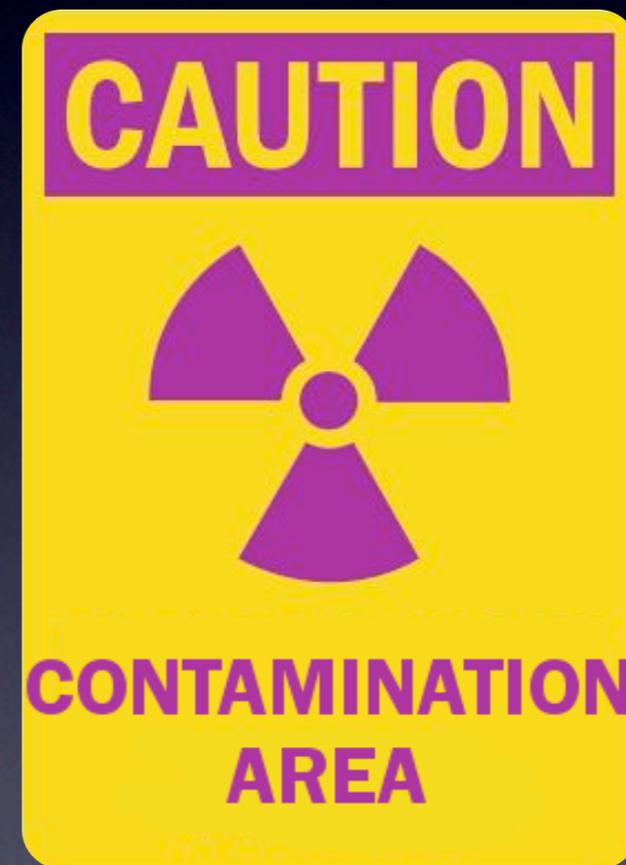
Health Physics

- What is Health Physics?
- Who are they and what do they do?
- Educational and field experience



Proposed Innovation

- IPRO 329 - Training Simulation Design
- Scenarios to assist in training of HPT's
- How to create, design & develop





Hands-on Training



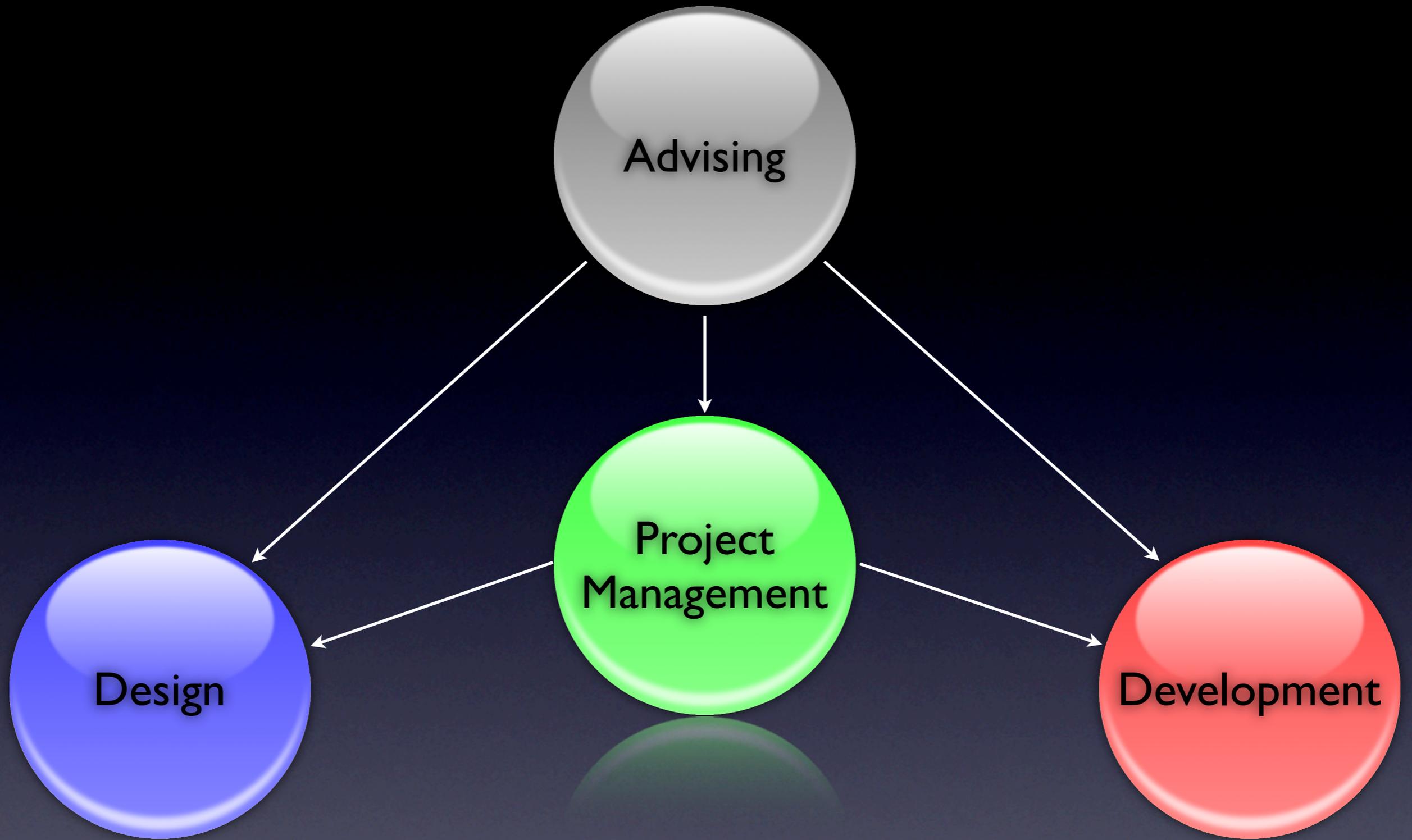
Hands-on Training



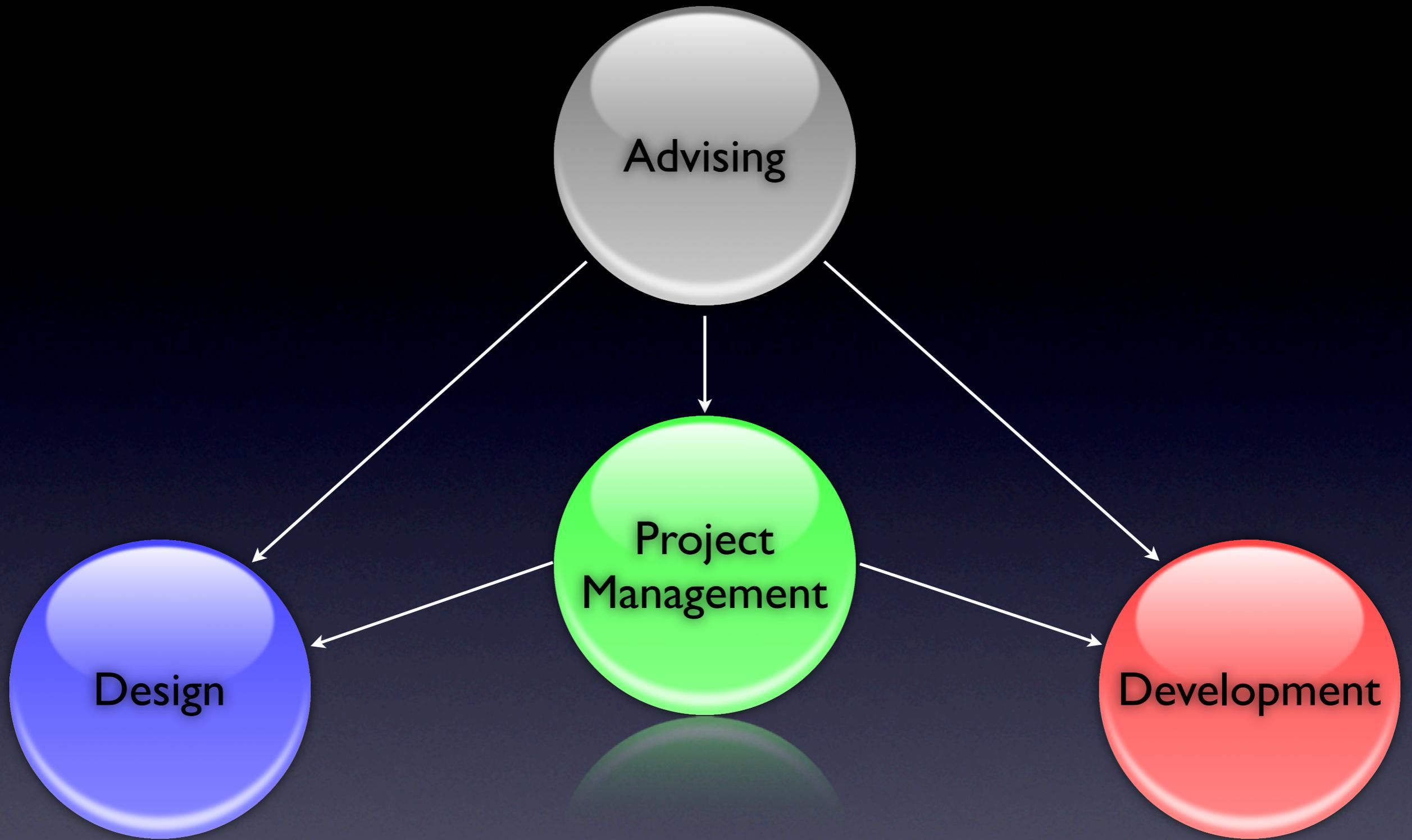
Team Structure



Team Structure



Team Structure



Team Structure

```
graph TD; A(( )) --> B((Project Management)); B --> C((Development));
```

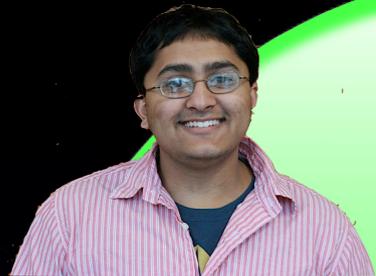
**Project
Management**

Development

```
graph TD; A(( )) --> B((Project Management)); B --> C((Development));
```

**Project
Management**

Development



Project Management



- Inter-team liaison
- Project scope
- Research
- External funding
- Marketability

Development

Design

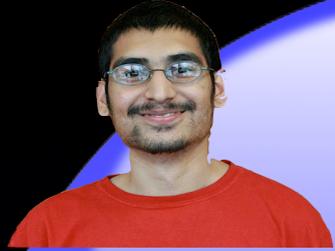
**Project
Management**

Design

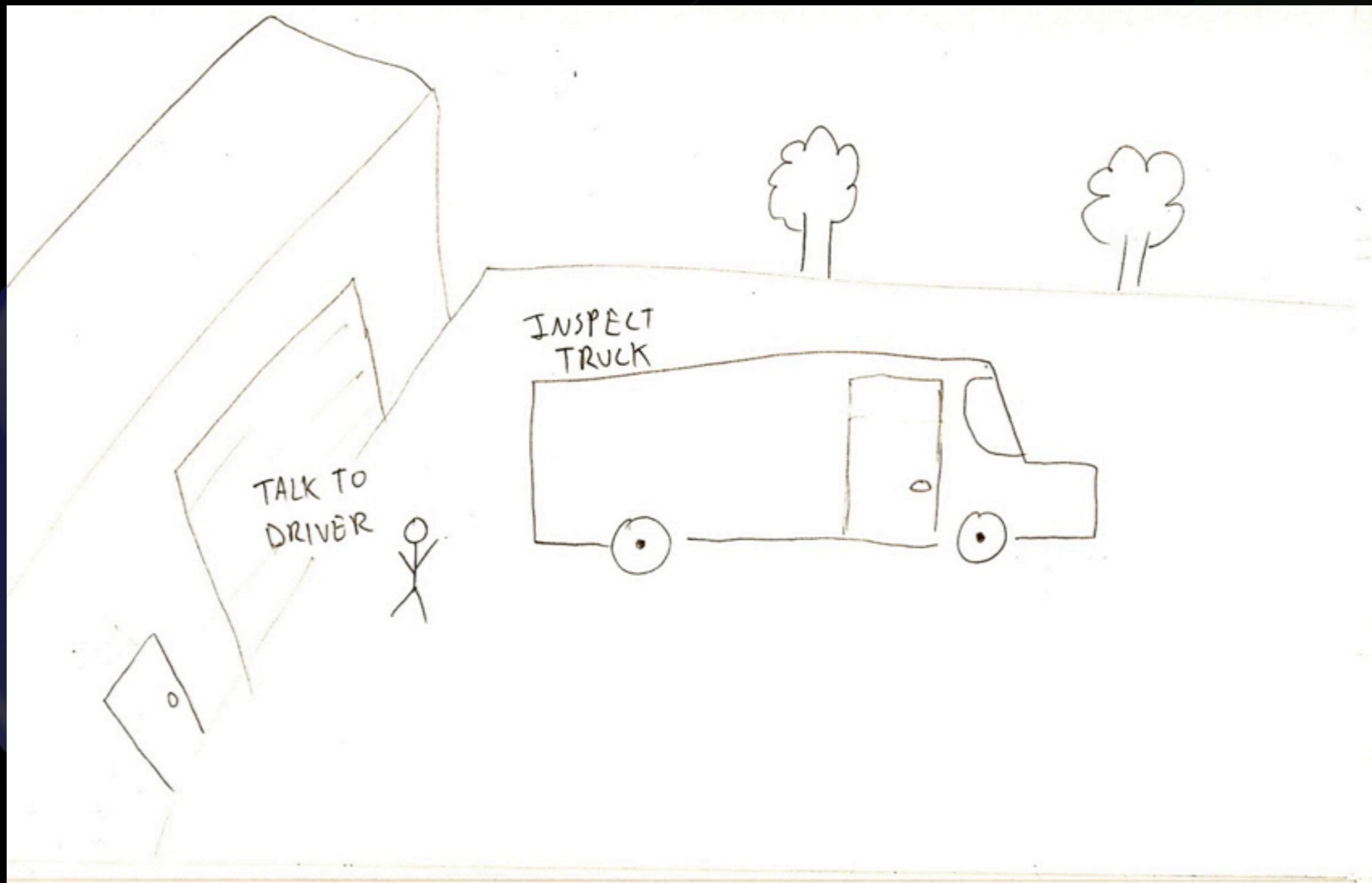
Project
Management

Project Management

Design



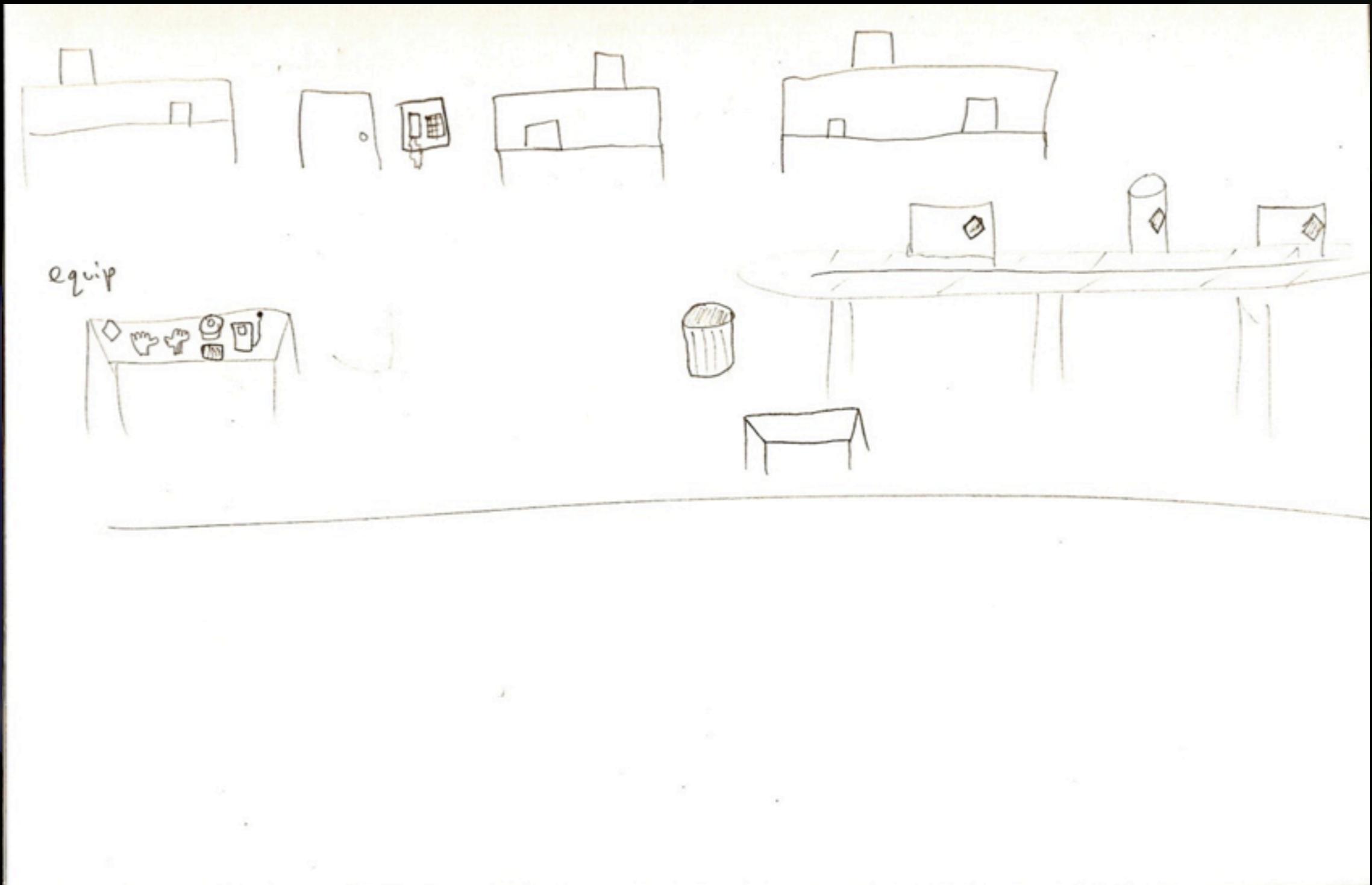
- Interior & exterior designs
- Realism factor
- Expandability
- Federal regulations



Building Exterior



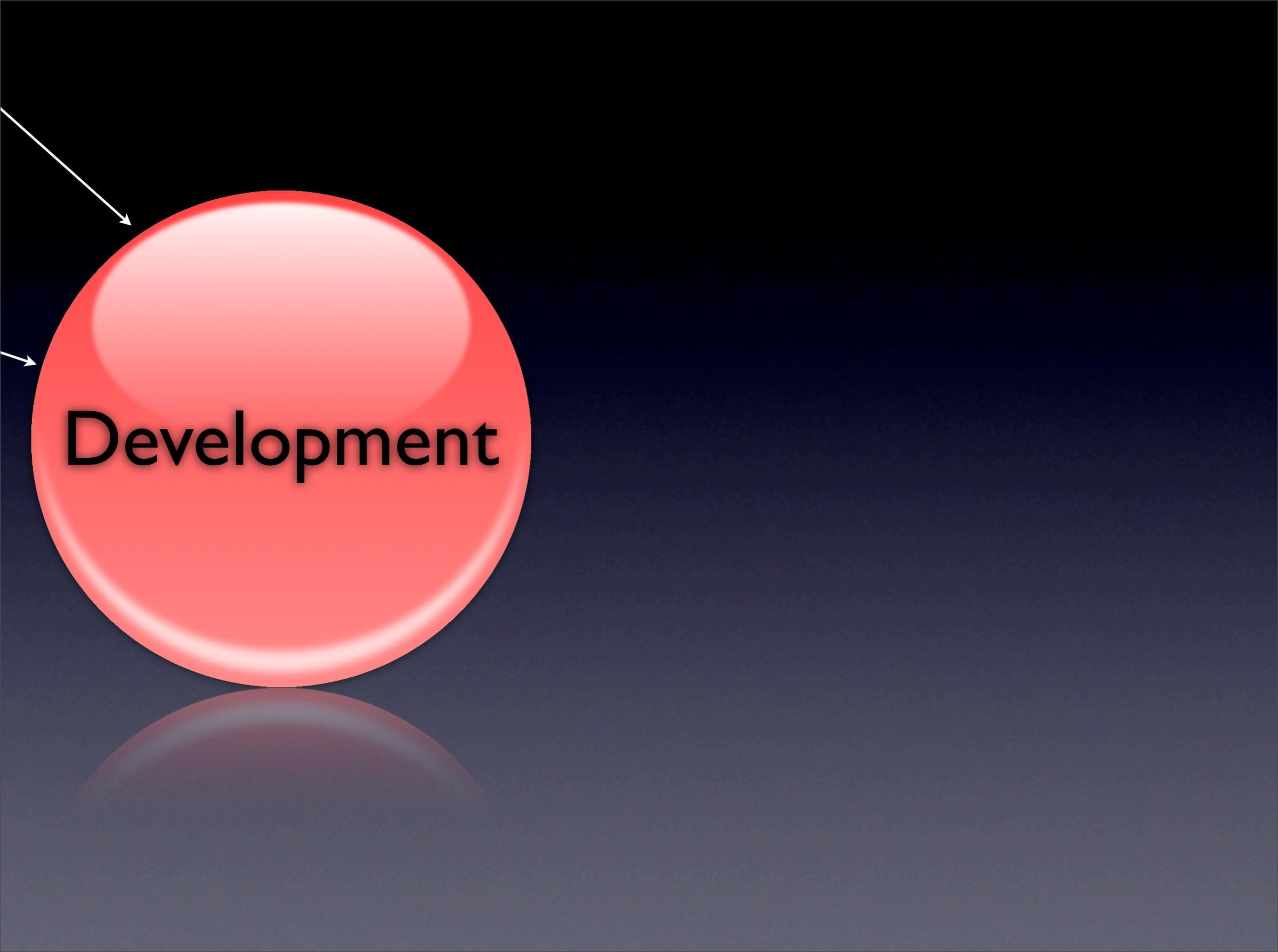
Building Exterior



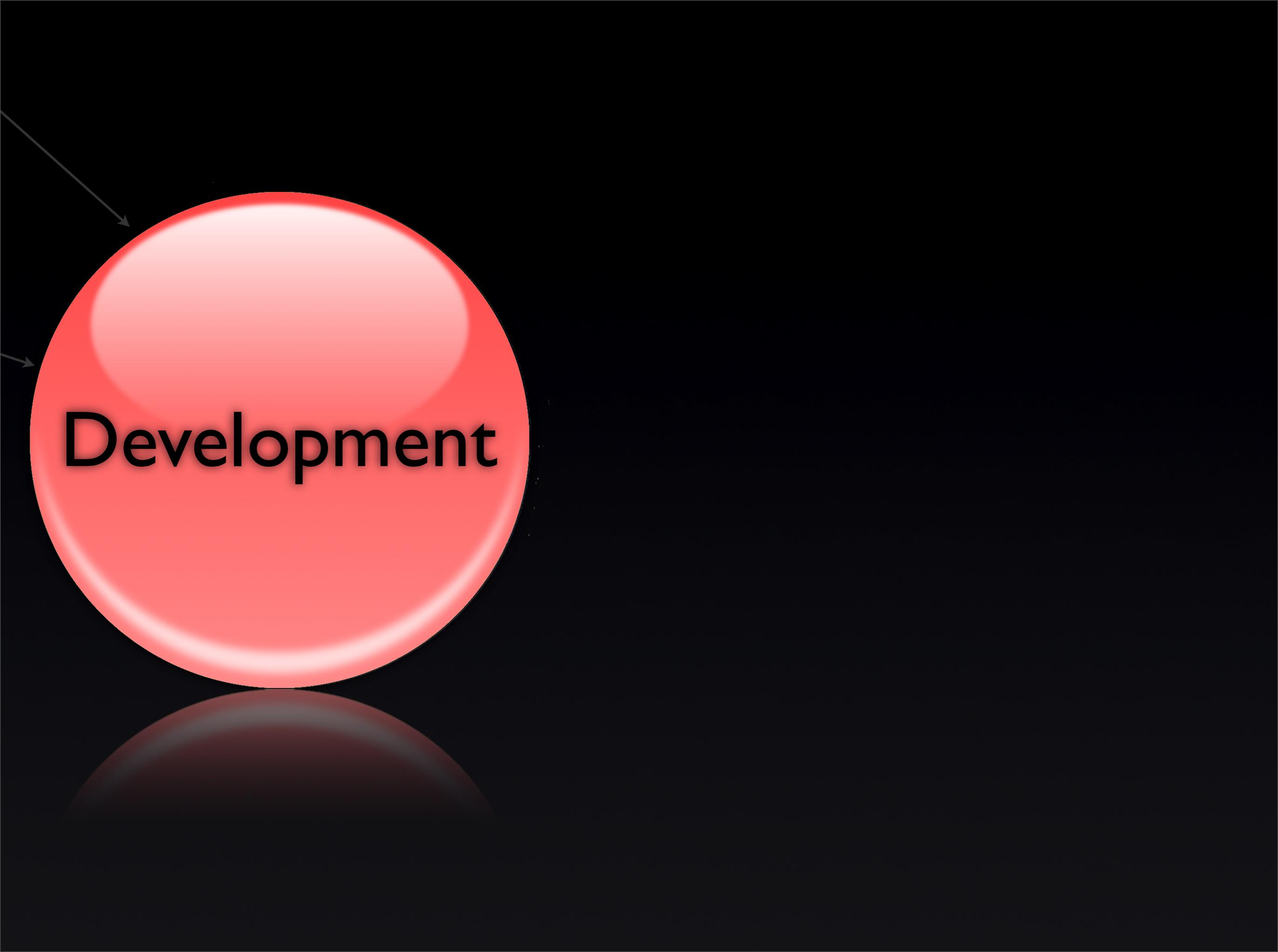
Building Interior



Building Interior



Development

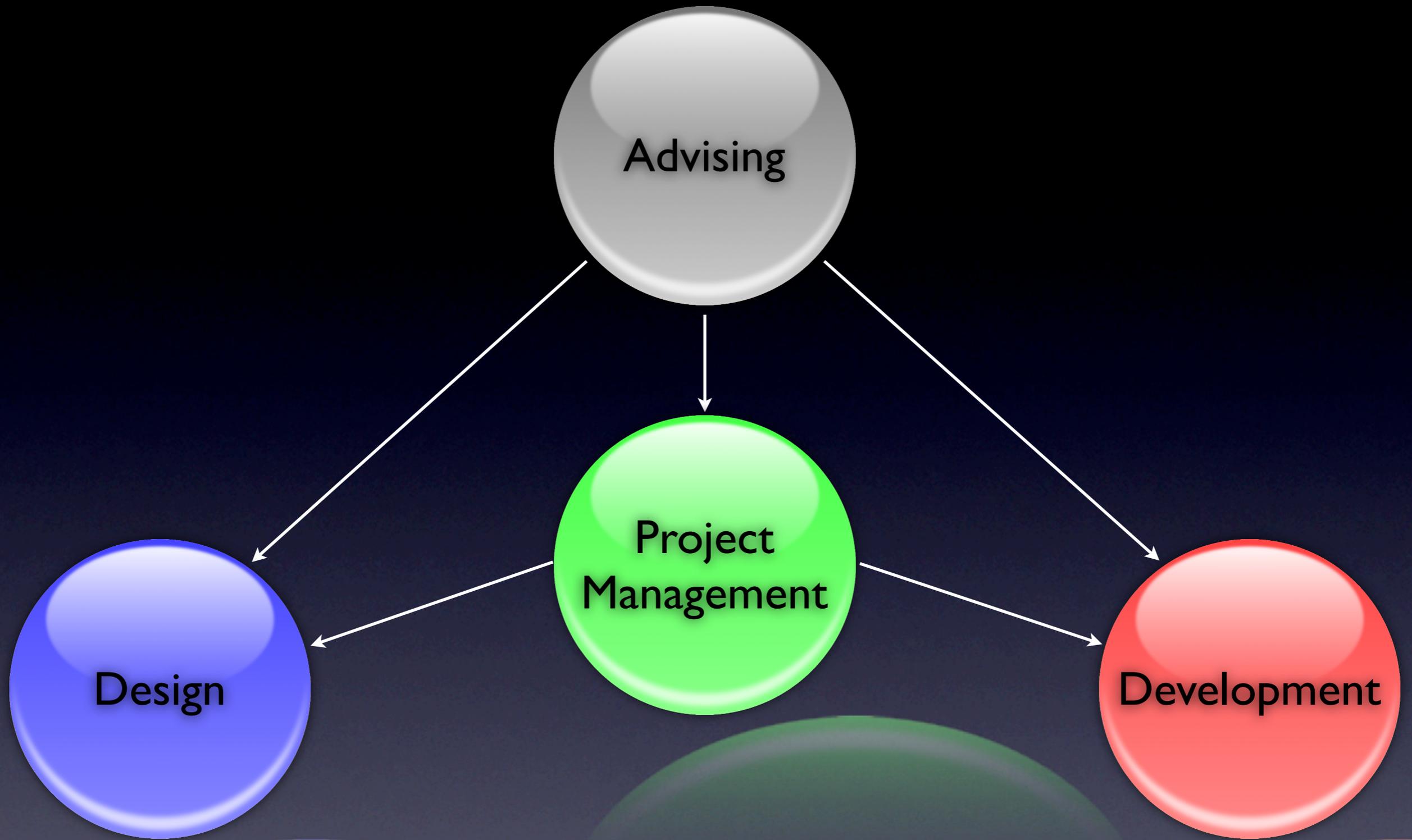


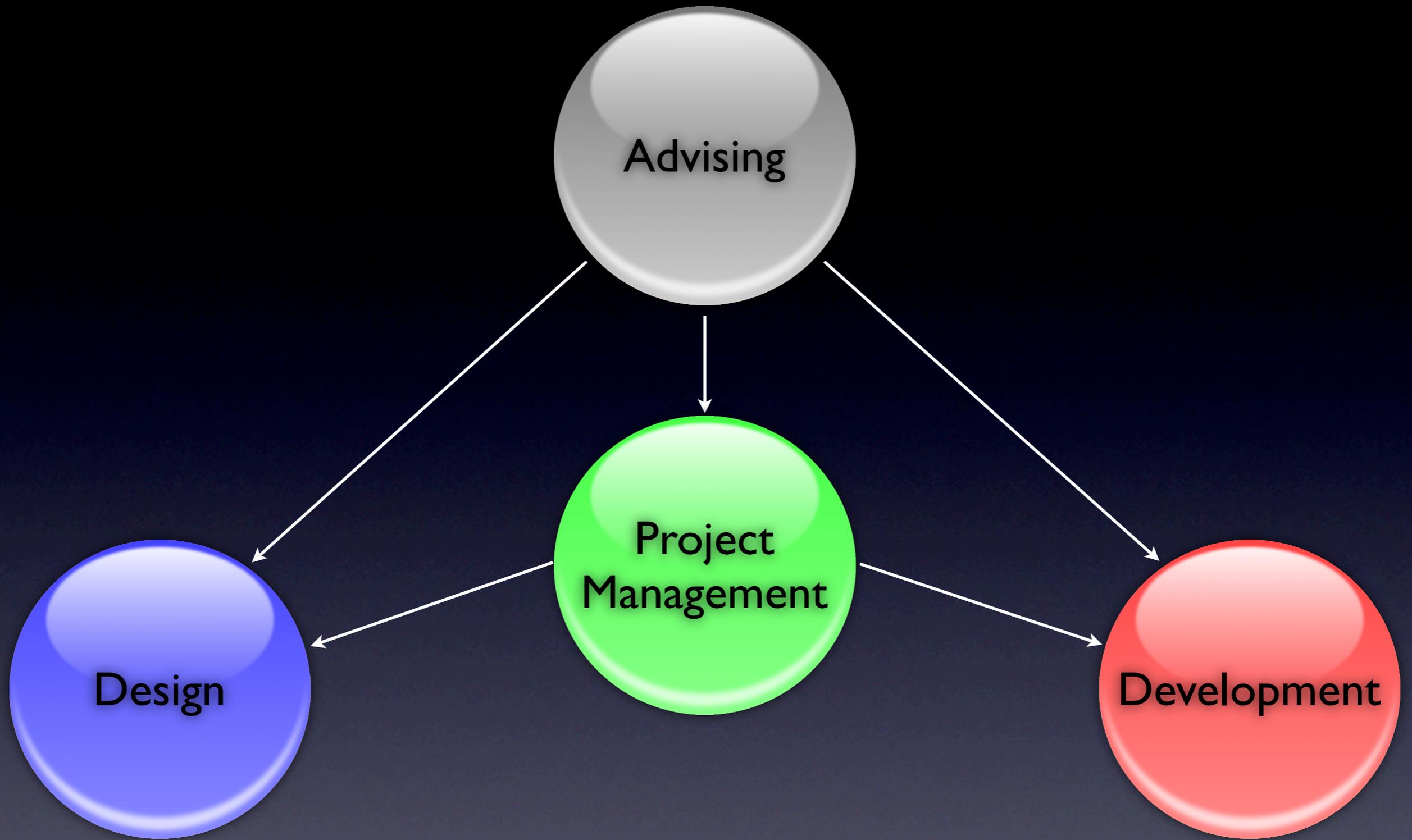
Development



Development

- Game engine
- Storyboard implementation
- User interface
- Tools & equipment







Walkthrough

Usability

- 2 sessions
- Experienced participants
- Feedback:
 - Scenario
 - Navigation
 - Equipment



Looking Ahead

- Finishing scenario
- Additional scenarios
- External funding

