UND SMHS Strategic Plan Individual Unit Report for 2020 GOAL 6 for Simulation Center

LEARNING

One UND Strategic Plan Goal 6: Meet educational needs of active duty and reserve personnel, veterans, and their families. Goal by 2022, A 25% increase in credit hours earned by active duty military personnel, veterans, and their families.

UND SMHS Strategic Plan Goal 6: The SMHS will determine how we may better meet the educational needs of active duty and reserve personnel, veterans, and their families.

1. Describe if/how your unit has addressed this goal.

Although the Simulation Center (SC) does not provide a regular curriculum for any specific course intended solely for active-duty military, the SC does provide simulations for all branches of the active military in North Dakota (USAF, National Guard Units) via our Simulation In Motion – North Dakota (SIM-ND). These are provided when the education coordinator for the service calls SIM-ND and requests training. SIM-ND is able to provide scenarios related to many different trauma situations, as well as other medical conditions. All the training is provided free of charge.

2. Describe how your efforts are being assessed.

The learners are given a pre-test & post-test assessment administered via Qualtrics.	

3. Describe how your unit analyzed these data and what assessments were determined.

Qualtrics data are analyzed after the events. The results reveal that a large majority of learners felt that the sessions were beneficial and contributed to their increased knowledge related to the topic.

4. Describe how your unit will implement any further changes and what barriers may exist.

The major barrier is related to changing personnel at the Air Force Base or Guard Units. As new education coordinators take over, we may notice a drop in the requests for training.

SIM-ND teams can and will connect with the USAF and Guard Units twice yearly as a reminder to them that we are available.

Additional Information on Goal 6 (optional):

The Sim Center/SIM-ND is on track for this goal.	