

SME (Subject Matter Experts) Information		
	Design SME (CVTC)	Content SME (FVTC)
SME Name	Kelly Childs	Mitch Luker, MSN, RN
SME Email Address	Kchilds1@cvtc.edu	luker@fvtc.edu
SME Phone Number	715-858-1878	920-831-5642
Expected Qualifications <u>Nursing Scenarios</u> : Simulation or teaching experience required within the past 3 years.		
Credentials related to program area Designations, Certifications Degrees (Include the name of the granting institution), Bachelor's Degree, other post-secondary degrees, (include majors & minors) publications or other achievements	Master of Science in Nursing – Education	
Related Experience & Qualifications What is your demonstrated experience in developing and/or implementing similar deliverables? Examples to include, but are not limited to: number of years of teaching noting the two most recent years, years of industry experience, experience in developing curriculum, experience in reviewing curriculum	I have worked as a nurse for 13 years. I have been teaching nursing for 3 years. I managed a peri-operative department for 3 years. I was an education coordinator for 9 units and over 800 nursing staff.	
Affiliations Current position and organization		
Game Title	Spinal Cord Injury	
Skill Focus	Therapeutic Communication	
Discipline	Nursing Level 1	



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Rating Scale	
Value	Description
Met	Fully or adequately meets expectations
Not Met	Partially met or failed to meet expectations
N/A	Not Applicable
Scoring Standard	
The course must receive a rating of "Met" or "N/A" on each criterion in order to successfully meet the requirements of the grant.	

Directions for SME: Please place your initials in the column and row that applies.				
A. Learning Objectives		Met	Not Met	N/A
1	Learning objectives are provided to outline learning experiences and are applicable and relevant to the subject matter and the audience.	X		
2	The game is aligned to the curriculum and/or program outcomes.	X		
Comments:				

B. Learning Environment (on iPad)		Met	Not Met	N/A
1	Instructions for the game are provided.	X		
2	Introductory information regarding the topic of the serious game is provided to the learner.	X		
3	The augmented reality (patient videos) is engaging and relevant to the learning experience.	X		
4	Response rationale for correct and incorrect answers are provided to the learner.	X		
5	A conclusion is provided with additional resources suggested for the learner.	X		
Comments:				

C. Teaching Plan (written documentation)		Met	Not Met	N/A
1	A scenario overview is provided.	X		
2	The purpose of the serious game is addressed.	X		
3	Instructions for how to use the serious game are provided.	X		
Comments:				

A. TAACCT Grant Requirements		Met	Not Met	N/A
E1	The videos included in the ARIS software are closed captioned.	X		
E2	The course meets Intellectual Property Rights according to the TAACCCT 4 Grant ACT for Healthcare Curriculum Project Requirements (Creative Commons).	X		
E3	Credits and/or References provided.	X		
Comments:				