



## SME (Subject Matter Expert) Review Rubric for ARISE Serious Games

SME (Subject Matter Experts) Information		
	Design SME (CVTC)	Content SME (FVTC)
<b>SME Name</b>	Kelly Childs	Barbara Timmons
<b>SME Email Address</b>	<a href="mailto:Kchilds1@cvtc.edu">Kchilds1@cvtc.edu</a>	timmons@fvtc.edu
<b>SME Phone Number</b>	715-858-1878	920-996-2834
<b>Expected Qualifications</b>		
<p><u>Nursing Scenarios</u>: Simulation or teaching experience required within the past 3 years.</p>		
<p><b>Credentials related to program area</b> Designations, Certifications Degrees (Include the name of the granting institution), Bachelor's Degree, other post-secondary degrees, (include majors &amp; minors) publications or other achievements</p>	<p>MSN FVTC Dept. Chair of Nursing</p>	
<p><b>Related Experience &amp; Qualifications</b> 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</p>	<p>Faculty teaching at University and Technical College for 15 years. Staff Development Educator for Children's Hospital Fox Valley x 3 years. Works as a pediatric RN for 10 years. Currently working casual call as a Pediatric nurse.</p> <p>PALS, NRP, BLS</p> <p>Currently teaching PN Fundamentals and various other nursing classes/clinical</p>	
<b>Affiliations</b>		
Current position and organization		
<b>Game Title</b>	Wound Assessment 1	
<b>Skill Focus</b>	Assessing Pressure Ulcers	
<b>Discipline</b>	Assessment 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 type 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.	BT		
2	The game is aligned to the curriculum and/or program outcomes.	BT		
<b>Comments:</b>				

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

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

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