

SME (Subject Matter Experts) Information					
	Design	SME (CVTC)	Content SME (FVTC)		
SME Name	Kelly Childs	Kelly Childs Kari Austin			
SME Email Address	Kchilds1@cvtd	<u>c.edu</u>	austink@fvtc.edu		
SME Phone Number	715-858-1878		920 996 2804		
Expected Qualification		ng experience requ	red 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 achievementsBSN University of WI-Eau Claire 2002 MSN Bellin College of Nursing 2009 Instructor at Fox Valley Technical College for 9 years. Experience as course lead for 6 years, modifying and updating course content and delivery methods.			e of Nursing 2009 alley Technical College for 9 years. Irse lead for 6 years, modifying and updating		
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		Nine years as a lab and clinical instructor at Fox Valley Technical College. Work with students toward the end of their program completion in the acute care hospital setting. Serve as course lead for the Advanced Skills course in the ADN program. Continue to work in the acute care setting as an Emergency Department RN (15 years) in a stand-by role, working with clients across the lifespan. Served as a SME reviewing multiple ARISE scenarios for approximately one year.			
Affiliations Current position and organization		(ED)	se- Thedacare Regional Medical Center Appleton tor- Fox Valley Technical College		
Game Title	Rhythm Game 3				
Skill Focus	Assessment				
Discipline	Cardiac Rhythm Ir	nterpretation Level 3			

## 

This work by the Wisconsin Technical College System TAACCCT IV Consortium is licensed under a <u>Creative Commons Attribution 4.0</u> International license.

Third Party marks and brands are the property of their respective holders. Please respect the copyright and terms of use on any webpage links that may be included in this document.

This workforce product was funded by a grant awarded by the U.S. Department of Labor's Employment and Training Administration. The product was created by the grantee and does not necessarily reflect the official position of the U.S. Department of Labor. The U.S. Department of Labor makes no guarantees, warranties, or assurances of any kind, express or implied, with respect to such information, including any information on linked sites and including, but not limited to, accuracy of the information or its completeness, timeliness, asequacy, continued availability, or ownership. This is an equal opportunity program. Assistive technologies are available upon request and include Voice/TTY (771 or 800-947-6644).

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. Leari	ning 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.	ka		
2	The game is aligned to the curriculum and/or program outcomes.	ka		
Comments:				

B. Learn	ing Environment (on iPad)	Met	Not Met	N/A
1	Instructions for the game are provided.	ka		
2	Introductory information regarding the topic of the serious game is provided to the learner.	ka		
3	The augmented reality (patient videos) is engaging and relevant to the learning experience.	ka		
4	Response rationale for correct and incorrect answers are provided to the learner.	ka		
5	A conclusion is provided with additional resources suggested for the learner.	ka		
Comments: Tutorial helps direct and engage student learner. Rationale when incorrect answers are chosen help provide remediation.				wers are

C. Teaching	g Plan (written documentation)	Met	Not Met	N/A
1	A scenario overview is provided.			ka
2	The purpose of the serious game is addressed.	ka		
3	Instructions for how to use the serious game are provided.	ka		
Comments: No real "scenario" is provided, not needed for this game.				

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