



## MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

MERLOT – SKILLSCOMMONS Peer Reviewer Report	
Name of Learning Material:	CEMD 0920-Basic Manufacturing Skills
SKILLSCOMMONS URL:	https://www.skillscommons.
Learning Material URL:	https://moodle.skillscommons.org/mymoodle/course/view.php?id=30
Reviewer's Name:	nttps://module.skiiiscommons.org/mymodule/codise/view.prip:iu=50
Date Review Completed:	
Review Time Required:	
Rejected? Y/N	
<u> </u>	
Description	"This course focuses on fundamental principles of
Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps	quality based medical device manufacturing process including documentation control, safety training, lean manufacturing concept, clean room basics, measurement fundamentals, data management, and analysis related to medical device manufacturing. Mastery of these skills is key to successful careers in the medical device and bioscience industry. Students will also learn the techniques to use measuring equipment commonly used in the medical device industry, including caliper and micrometer. These core skills will be taught using a hands-on approach in conjunction with class discussions. In addition, student will apply their computer skills, particularly with Microsoft Word and Excel to develop basic data management and analysis skills.  This course will focus on:  o Introduction of the basic knowledge of medical device manufacturing process o Introduction to quality-based product development & lean manufacturing principles o Introduction to GMP, GDP, workplace safety, clean room basics, product assembly basics o Introduction of proper application of basic measurement tools, and Gage R&R o Instruction of proper applications of basic measurement tools, and Gage R&R o Instruction of proper applications of basic measurement tools, and Gage R&R o Instruction of proper applications of basic math & statistics (sum, average, SD & CV) in data analysis and problem solving

2. Type of material: Animation, assessment tool, assignment,	
case study, collection, development tool, drill and practice, e-	
portfolio, learning object repository, online course, open	Hybrid/Blended Course
journal article, open textbook, presentation, reference	27,001.00.00.00.00
material, simulation/game, social networking tool, quiz/test,	
tutorial, workshop and training material.	
3. Technical requirements: Browser, software or	
plug-in, Java, HTML, Flash, etc. You can test how it	
appears on Internet Explorer at http://ipinfo.	
info/netrenderer/ Note type of device if it is an	
app (iPad, Android, phone, etc.)	
4. Identify major learning goals/ curriculum objectives:	
Purpose of site, goal for learner/user.	
5. Recommended uses: In-class, homework, individual, team,	
lecture, etc.	
<b>6. Target population:</b> Level, course or subject matter, other	
user groups	
7. Prerequisite knowledge or skills needed: Course or subject	
matter, computer skills, other miscellaneous skills	
8. Application to industry recognized certification: Name of	
credential or certification.	

Evaluation and Observations: After reviewing the learning material, please indicate your agreement with the following statements by utilizing the scoring scale: 4=Strongly Agree; 3=Agree; 2=Disagree; 1=Strongly Disagree; and 0=N/A.

#1 Quality of Content – The Learning Material	Strongly Agree: 4	Agree: 3	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
<b>3</b>	3, 3, 3, 3	3			•	-
is clear and concise						3
provides a complete demonstration of the concept						3
demonstrates a core concept grounded in the discipline						4
is current and relevant						4
is supported by appropriate research						4
is self-contained (can be used without requiring an assignment or context)						3
provides accurate information						4
is flexible (can be used in several situations)						4
includes an adequate amount of material						4
has strong workplace relevance						4
integrates the concept well						4
Overall, the quality of the content is very high						4

Total: #1 Quality of Content			45

#2 Potential Effectiveness as a Teaching				Strongly		
Tool/This Learning Material	Strongly Agree: 4	Agree: 3	Disagree:2	Disagree: 1	N/A: 0	TOTAL
identifies learning objectives						4
identifies prerequisite knowledge						2
reinforces concepts progressively						4
builds on prior concepts						3
demonstrates relationships between concepts						3
is easy to integrate into curriculum assignments						4
is very efficient (could learn a lot in a short time)						4
can be used to measure student learning						
outcomes						4
Overall, learning material is a very effective						
teaching tool						3
Total: #2 Effectiveness as Teaching Tool						31

#3 Ease of Use – This Learning Material	Strongly Agree: 4	Agree: 3	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
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is easy to use						3
has very clear instructions						3
is engaging						4
is visually appealing						4
is interactive						4
is of high design quality						3
meets accessibility requirements if able to						
assess						4
if an app, can be used on multiple types of mobile devices and						3
platforms						
Total: #3 Ease of Use						28

Combined TOTAL scores (add together the totals as indicated above for #1, #2, #3	104
Optional Information:	
Other comments to be included in the review: (If an app, respects privacy of user, meets PG rating standards, how frequently app is updated)	
<b>Comments to author only:</b> (Any needed improvements or recommendations should be addressed here.)	

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This product was funded by a grant from the U.S. Department of Labor, Employment and Training Administration.

