

**IITG Project Outcomes Form - Report Outcomes :  
Entry # 760****Name of person reporting outcomes**

Stuart Inglis

**Email**[stuartin@buffalo.edu](mailto:stuartin@buffalo.edu)**IITG Project Title**

2018-Buffalo (UB)-Inglis-Immersive Cadaver-Based Human Anatomy Review

**Have you applied for, or received additional funds? (choose all that apply):**

- Other (please specify in text box below)

**Access Keywords: Enrollment, Diversity, Capacity, Affordability**

The project will ultimately be rolled out to other SUNY campuses, as well as be utilized in visits to local high schools. This will give a diverse group of individuals curious about an education within the health sciences an opportunity to engage in a learning experience that simulates one they can expect if taking such a path. It also will allow students in a SUNY program that does not have a cadaver program an affordable alternative to this learning experience

**Completion Keywords: Completion, Persistence, Transfer, Retention**

This project allows students an opportunity to review difficult anatomical concepts in a simulated laboratory environment, at times when it may not be possible to visit the actual laboratory in person. This is expected to help with test scores and all review of important concepts in later courses, which should improve test scores and allow students to be more successful in completion of degree requirements. We are still trying to determine a pragmatic means of collecting data to assess the effectiveness of this learning approach.

**Success Keywords: Applied Learning, Student Supports, Financial Literacy, Career Success**

Many of the concepts discussed in the review are applicable to future healthcare practice, and are the subject of continuing education workshops for those interested in seeking out refresher experiences with gross anatomy. In line with this concept, access to these VR experiences with a SUNY account will assist health care practitioners to remain current with their anatomy education, which will better serve their clientele.

**Inquiry Keywords: Scholarship, Discovery, Innovation, Mentoring**

N/A

**Engagement Keywords: START-UP New York, Commercialization, Workforce Development, Alumni/Philanthropic Support, Community Service.**

This project may be used in areas such as community outreach. For example, there is a possibility of partnering with the Buffalo Museum of Science to provide this VR experience to visitors in the human body experience exhibit.

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There have been some delays in rolling out the project to other SUNY institutions beyond UB. Once the project has been presented to other institutions, there should be opportunities for additional funding to look at additional filming. Collaborators at D'Youville College are currently looking into collaborating with VR productions.

**1st Choice:**

Instructional Technologies

**Instructional Technologies**

- Virtual Assistance

**2nd Choice:**

Instructional Design

**Instructional Design**

- Supplemental Instruction

**3rd Choice:**

Digital Learning Support Environments

**What recommendations would you make to scale-up or share your project more broadly (within an educational sector, or perhaps SUNY-wide)?**

Once the project is further developed and the concerns with sharing digital images of body donors has been addressed, we plan to reach out to anatomy faculty at other SUNY institutions to discuss the prospect of incorporating this learning platform into their own anatomy courses.

**If you would like to create a community of practice within the SUNY Learning Commons, please describe "members of your community" who would be most interested in your outcomes. Please be specific (e.g., math faculty, instructional designers, student services, registrars, administrators, accreditation or assessment specialists).**

anatomy faculty, medical school administrators, allied healthcare school administrators

**Do you intend to create an ongoing "Community of Practice" within the SUNY Learning Commons to continue work and dialog regarding this project?**

Yes

**Overall, how successful was IITG in meeting your project goals? (You may elaborate on your response in the final question if not addressed elsewhere.)**

Extremely successful

**Do you wish your current abstract to be used?**

Yes

**IITG Project Outcomes Form - Report Outcomes :  
Entry # 760****File One Upload and Brief Description**

Student reviews of the VR experience after being introduced to the completed project.

**File One**

- [Crosswater\\_JacobsMed\\_GrossAnatomy\\_Course-evaluation-002.pdf](#)

**File Two Upload and Brief Description**

Audio from a WBEN 930 radio segment on the project.

**File Two**

- [radio-interview.mp4](#)

**Hyperlinks to journal articles or campus/local/national press releases describing your project**

<http://www.buffalo.edu/ubnow/stories/2019/07/digital-anatomy.html>

**Any additional comments or resources you wish to share?**

The project has been temporarily stalled as we determine the best route in which to roll the program out to other SUNY institutions. Once this is accomplished we will be seeking additional funding to record reviews of other regions of the body, in which to create a VR library for the entire body.

**Consistent with the RFP, you must indicate which Creative Commons license you intend to use.**

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