

**IITG Project Outcomes Form - Report Outcomes :
Entry # 887****Name of person reporting outcomes**

Edward Bever

EmailBevere@olwestbury.edu**IITG Project Title**

2019-Old Westbury-Bever-Scaling Computer Sim

In 1-3 sentences, how would you describe how your project helps advance the SUNY mission?

Education is going through dramatic changes because of the impact of technological developments and associated changes in the expectations of students. This project advances an innovative educational approach that exploits educational technology to help SUNY continue to offer the highest quality professional programs that meet the needs of traditional and non-traditional students and shares the expertise of the state university with business to enhance the well-being of the people of New York.

NA

1st Choice:

Instructional Technologies

Instructional Technologies

- Games (Hardware/Software)

2nd Choice:

Faculty Development

Faculty Development

- Faculty Development Programming

3rd Choice:

No further selection

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

Other institutions can use the model of our training program and planned enhancements to similarly incorporate educational simulations into their courses (see attached file).

No

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Entry # 887****Do you wish your current abstract to be used?**

No

If you wish to re-word the abstract to reflect updates or outcomes, you may do so in this text box (please keep it brief – less than 150 words - you can expand on this in your files and links)

One class in our School of Professional Studies, Marketing, had begun using an interactive computer simulation as an integral part of its coursework, and this project successfully built upon this foundation by expanding the use of such games to a second course, Supervision. In the process we developed and refined a training program to help faculty unfamiliar with the educational use of “serious games” to redesign their courses to incorporate them. We also gained further experience with using simulations in classes by employing the simulation for a second year in the Marketing class.

File One Upload and Brief Description

An overview of the project with the training program employed and modifications planned, and assessment materials appended.

File One

- [SimulatedReality-ProjectReport.docx](#)

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

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