

WORKSHOP AGENDA:
From Zero to Hero: VR Design and Assessment for Novice-to-Expert Progression

I/ITSEC 2024

1. Draft agenda

- Part 1: Objectives, Definitions, and Foundational Concepts (8:00 am-8:30 am)
 - Introductions of facilitators
 - Review of workshop objectives
 - Definitions
 - Context: We will develop a simulation called “Measuring Deterrence”
 - Evidenced Centered Design for Assessments
 - Agenda overview
 - Questions

- Part 2: Assessments and Task Analysis (8:30 am – 9:00 am)
 - Introduce the design and assessment task: *Measuring for Deterrence* (healthcare sim or other, e.g., military, EMT)
 - Provide that a requirement is to have the trainee measure something with an instrument (could be temperature or a precision measurement tool).
 - Provide a high-level outline of tasks or competencies to assess.
 - Provide a learner persona that we are designing for is to transition the novice to a journeyman in their proficiency.
 - Explain how to use a Pedagogical Agent (PA) in the design as a way to teach and assess.
 - Working in groups, participants will fill in what they want to assess for their simulation.
 - Have participants create a Task Analysis where they articulate training and learning objectives based on tasks and competencies they want to assess.
 - Things to consider: How to design a good assessment (summative vs. performative).
 - Share with other groups their work.

- Part 3: Storyboarding for VR (9:00 am – 9:30 am)
 - Participants create an initial storyboard showing what they expect trainees to experience in the simulation and how that will be assessed.
 - Working in groups, participants will create a storyboard of at least one of the tasks and either a summative or performative assessment from their Task Analysis.
 - Share with other groups their work.

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- Break (9:30 am – 9:45 am)

- Part 4: Prototyping (9:45 am – 11:15 am)
 - Define roles within the group.
 - May use materials to mock up props.
 - Record a playthrough with phones.
 - Pair and share with groups to do a first-level review of the designs.
 - Get feedback from other groups on design to integrate in the next iteration.
 - Return to groups and discuss feedback, identifying elements that can be incorporated into the design.
 - Volunteer group to share with the whole group.
 - Revised Prototype
 - Share with a group that an assessment interaction is complete, but it does not function in the simulation as designed in the storyboarding. It will take too long to engineer.
 - Provide different measuring tools and inform the participants that they must use the interaction already designed based on the real-world asset they are being provided with. Importantly, there are limitations to the interactive element of the asset that has to change the assessment design.
 - Have groups rethink their design and create a modified assessment.
 - Share their modifications between groups and get feedback.
 - Integrate feedback from the review and then do one more design iteration.
 - Work with measuring tools to determine how real-world assets can change the design and whether it changes the assessment design.

- Optional Break/Catch-Up (11:15 am – 11:30 am)

- Part 5: Socialize and Reflect (11:30 am – 11:45 am)
 - Share design and process.
 - A volunteer group should walk through their simulation and explain how their table's assessment measure is aligned with the design of the training.
 - Reflect on the Learning Engineering process.

- Part 6: Close out and Final Thoughts (11:45 am – 12:00 pm)

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2. Brief statement summarizing how we will promote our workshop:

- Our workshop will be promoted via LinkedIn and Twitter.

3. Desired room setup (classroom v. team tables); we cannot guarantee but are collecting preferences:

- The desired set-up is team tables with room for people to get out of their seats and move around.

4. Anticipated equipment and preparation for your participants (read-ahead, laptops or mobile devices, pre-loaded software):

FOR ATTENDEES:

- A mobile device or laptop is used to take notes and memorialize design.

FOR FACILITATORS:

- Printouts as indicated in slides
- Different measuring instruments.
- Art supplies
- Blank paper
- Markers/Pens
- Laptop to present slides and show video