

IITG Mid Year Project Report

Name of Principle Investigator:

Tamera Gilmartin

IITG Project Title (truncated)

2018-Maritime-Ramnarais-VR Training... 360 Videos to create Immersive Learning

1) Please consider the original timeline and deliverable targets. How is your project progressing compared with the original estimates?

The project has been proceeding on time in regards to the original timeline.

May-June: 360 Degree Videos were captured onboard the Training Vessel.

June-July: The videos were edited so that they would support the topics and learning outcomes normally achieved in a classroom discussion.

July-August: Although the original plan stated that the videos would be placed on a website, after working with the equipment, it was determined that uploading the videos directly onto the VR Headsets was the easiest for the students to navigate. The videos will eventually be uploaded onto Tamera Gilmartin's website, cadet360.org, so that they can be accessible for view as a part of the IITG deliverables.

May-June: Initial testing of the VR Platform was conducted earlier than expected. This made a considerable impact on improving the overall design of the 360 Videos as students had already contributed information on their use through a small Pilot Study.

September- December: Originally, it was proposed that the videos would be implemented in the fall semester and testing on the design would begin. After conducting the Pilot Study, it was determined that it would be a better study design if we collected data on the performance of students in a normal classroom format during the fall semester, and then compare that data to what was experienced in the spring semester when the videos had been integrated into the standard classroom format.

January-May: We have prepared to integrate the videos into the classroom and collect data on how it impacted the student's ability to achieve learning outcomes.

2) How is spending progressing when compared with the original budget estimates? (You may also choose to detail issues regarding access to funds in the next three questions).

Spending has been very close to what had been projected. Some small items were identified as needing to be added during the process of developing the videos and the training program, however these additional costs were supplemented by the reduction in costs as new products came out on the market.

3) Please provide feedback regarding your experience with the project execution, in particular any issues or roadblocks you've encountered that may have been unexpected.

There have been three issues which have caused issues throughout the project. Although these roadblocks have caused some delays, none of them have impacted the overall project or general project timeline and have been overcome through communication and teamwork. The first issue was that most of the communications have not been directed to the Primary Investigator, Tamera Gilmartin, and have been sent to Julie Ramnarais which has caused significant communication discrepancies. John Rocco has passed on some of the information to help inform Tamera Gilmartin about some of the important notifications. The second issue is that the funds were listed under last year's budget and gaining access to the funds to begin the project became difficult until it was corrected. The last issue was obtaining an IRB to conduct research using student subjects. SUNY Maritime does not have its own IRB, however this was rectified by applying for an IRB with SUNY Empire State College. Dr. Eileen O'Connor and Dr. Diane Gall who are faculty members at SUNY Empire State College, have joined the project in an advisory roll, allowing the IRB to be processed through SUNY Empire State College.

4) What are your positive observations or pleasant surprises about your team's interaction or project process that might be helpful to other PI's?

Everyone has been very helpful and enthusiastic about the project and this has helped our project overcome the obstacles which we faced. The students and other faculty members are also very enthusiastic about the project.

Even individuals who I thought may not be interested or supportive about the use of Virtual Reality technology as a teaching aid, have been very supportive and interested in the project. Students also become willing to go out of their way to volunteer with the study or help with the project when they learn what the project is aimed at accomplishing.

5) Please describe any challenges you've encountered working with your project team that you've found solutions for that might be helpful to other PI's.

The biggest issue we faced was obtaining the IRB. Working with professors from other institutions was not only one way to help remedy this issue, but they were also able to contribute their own experience and expertise to improve the project.