Statistician's Mission

Virtual Interactive Curriculum



Team 5 IE Capstone

Our Team









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B.S. Industrial Engineering M.S. Human Factors Engineering Minor: Entrepreneurship

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Minor: Mathematics

Our Sponsor



Northeastern University Healthcare Systems Engineering Institute



Dr. James Benneyan

Director, Healthcare Systems Engineering Institute

Problem & Background





Goal

Convert common quality control teaching exercises from in person to virtual educational modules

Problem

Modules have historically been conducted via in-person facilitation. Existing virtual versions lack instruction, feedback & evaluation



Scope

Develop, test & iterate learning modules and create sustainability plan for project handoff

End-Users & Purpose



End-Users

Students and professionals with limited statistical thinking knowledge

Purpose

To teach statistical process improvement techniques and how to apply them via streamlined interactive simulation



Solution

Final E-Learning Curriculum



Software Selection



Key Features

- Broad suite of tools to support user interactivity
- Robust assessment system
- Ability to integrate traditional JavaScript code

Solution Composition



Back-End Design and Logic



Evaluation of Solution

Iteration, Analysis, & Impact



Curriculum Iteration



Key Performance Indicators

Success of the curriculum was assessed based on the following:





Content Understanding

t-Test: Two-Sample Assuming Unequal Variances

Content Understanding					
	Pilot	Beta			
Mean	12.6387	18.5333			
Variance	10.9753	5.9809			
Observations	47	15			
Hypothesized Mean Difference	0				
df	32				
t Stat	-7.4138				
P(T<=t) one-tail	9.78E-09				
t Critical one-tail	1.6938				
P(T<=t) two-tail	1.96E-08				
t Critical two-tail	2.0369				

Average score on post-test questions (out of 20 points total)



User Empowerment





User Empowerment





< 30 Minutes

30 - 60 Minutes

60 - 120 Minutes

Compared to the baseline of **3 hours** during in-person facilitation





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Category	Mean Pilot Test Rating	Mean Beta Test Rating
Usability	4.37	4.55
Design	4.32	4.54
Learning Objectives	4.54	4.62

Tracking against a goal rating of 4 out of 5



Future Work

Catapult framework

Industry-specific courses

Various difficulty levels

Sounds & voice over

Multi-player version

Thank You!

Questions?



IE Capstone Team 5 Heather Cheung, Matt Hadeka, Jahaan Saini, Lianna Schuele

Appendix



Exercise Descriptions

DEMING'S RED BEADS

A training tool that Deming used to teach his 14 Obligations of Management; the exercise is to have each worker scoop one time and try to fill all the holes in the paddle with white beads.

DICE FLOW VARIANCE

An exercise that involves rolling dice in multiple scenarios with different scoring rules to simulate environments in which the mean increases and standard deviation decreases. By analyzing the score data, the consequences of variation can be visually mapped and understood.

LLOYD NELSON'S FUNNEL

A simple apparatus that has a moveable funnel suspended over a grid. When a ball is dropped through the funnel it strikes the table and leaves a mark. If 100 balls are dropped without changing the funnel placement, a fairly tight group of marks can be expected.

GEORGE BOX'S CATAPULT

A catapult is used to produce variation in output distances for different sized projectiles, input angles, and other variables. Plotting the results can reveal the strength of effect that each variable has on the output.

Learning Objectives





IE Tools

Software Selection Decision Matrix

Human-Machine Interaction (UX)

Design Reviews

DMAIC Process for Iteration

Poka-Yoke

Standard Operating Procedures

Software Selection Decision Matrix

		Visualization Software: Weighted Decision Matrix							
		Full Stack Development		Articulate		Knowbly		Elucidat	
			Weighted		Weighted		Weighted		Weighted
Criteria	Weight	Score	Score	Score	Score	Score	Score	Score	Score
Functionality	5	4	20	4	20	4	20	5	25
Usability	5	4	20	5	25	3	15	4	20
Interactive	5	3	15	5	25	4	20	5	25
Build Difficulty	4	1	4	4	16	5	20	3	12
Scalability	4	5	20	4	16	2	8	4	16
Accessibility	3	4	12	4	12	5	15	3	9
Cost	2	5	10	3	6	4	8	1	2
Training & Support	2	3	6	5	10	4	8	4	8
Total	-	1	07	1:	30	1	14	1 [.]	17

Software Selection Criteria

Selection Criteria	Description		
Functionality	What features does the software include and how does it contribute to the overall functionality?	5	
Usability	How user-friendly and intuitive of a user design can be created?	5	
Interactive	How dynamic and interactive can the models be created?	5	
Build Difficulty	How challenging and time-consuming will the build process be?	4	
Scalability	How easily can the final product be further developed? Are there any hard limitations?	4	
Accessibility	How accessible is the product across a wide range of platforms and devices?	3	
Cost	What is the total cost that will be incurred including licensing, training, etc.?	2	
Training & Support	How robust is the existing training and support system for users and designers?	2	

Subject Matter Experts



Graduate Research Assistant Teaching Assistant for Quality Assurance

Nicole Nehls

Research Coordinator for Healthcare Systems Engineering Institute (HSyE)

Dr. Jaeger-Helton

Director for Design in Engineering Education Division, ASEE

Dr. Gordon Schiff

Quality and Safety Director for the Harvard Medical School Center for Primary Care

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Quality Improvement Expert Working in Healthcare

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