

# Independent Study

**PHAR 7399**

Fall 2019

## Course Description

Independent study in specific areas of pharmacy not covered by organized pharmacy courses.

## Additional Course Information

Pharmacy students will collaborate with engineering and computer sciences students to build educational experiences in virtual reality (VR). Students will learn about VR, including the different types of VR hardware currently available and how these may impact education in the future. They will also learn how to use a game engine to make simple educational activities. Students will then work in interdisciplinary teams to design and build educational pharmacy experiences in virtual reality.

## Course Credit

3 credit hours

## Pre-Requisites & Co-Requisites

None

## Enrollment

Maximum enrollment: 3 students

## Class Meeting Days, Time & Location

This course involves flexible meeting times, dependent on the schedule of students and instructors. All students will be required to attend a meeting during the first and last week of class.

Room: TBD

Time: TBD

## Course Coordinator

Leanne Coyne, Ph.D.; Office: WTB345; [lcoyne@uttyler.edu](mailto:lcoyne@uttyler.edu); Office hours: TBD

## Fisch College of Pharmacy (FCOP) and UT Tyler Policies

This is part 1 of the syllabus. Part 2 contains UT Tyler and the FCOP course policies and procedures. These are available as a PDF at <https://www.uttyler.edu/pharmacy/academic-affairs/files/fcop-syllabus-policies.pdf>

## Required Materials

All required materials will be posted on the classes' Canvas site ([uttyler.edu/canvas](https://uttyler.edu/canvas))

## Course Format

The course may include, but are not limited to, the following activities:

1. Independent study of selected readings and videos
2. Collaborative projects

**Course Learning Outcomes (CLOs)**

CLOs	Related PLO(s)	EPAs	Assessment Methods	Grading Method	PPCP Skill(s) Assessed	AACP Std. 11 & 12
1. Work effectively as a member of an interdisciplinary team	9	-	1, 2	RUB	-	11.1
2. Create an educational activity in VR	7, 14	-	2, 2	RUB	-	11.1

**Course Assessment Methods**

	Assessment Method	Description
1	Projects	The final project will involve submitting an education VR learning activity.
2	Presentation	Teams will present about their experiences of working in an interdisciplinary team, and demonstrate their final project.

**Grading Policy & Grade Calculation**

The grading scale for all graded material is below. The final course grade will be assigned according to the calculated percentage and the percentages will not be rounded upward or downward. For additional information, see the examination/assessment [policy](#).

**Standard Grade Calculation\***

Peer Evaluation	20%
Weekly Progress Reports	10%
Project	40%
Final Presentation	30%

A	90 - 100 %
B	80 - 89.999 %
C	70 - 79.999 %
D	65.0 - 69.999 %
F	< 65.0 %

**Tentative Schedule**

Week	Activity	CLO	Disease State
1	Class meeting, team formation and discussion of course and project.	1	-
2-15	Weekly progress report and independent study	1	-
16	Final presentation and submission of final project	2	-