

University of North Dakota School of Medicine and Health Sciences

Joined January 2016

The University of North Dakota School of Medicine and Health Sciences is enhancing medical education through advanced simulation and telemedicine technologies to develop skills specific to the needs of rural or remote communities. This program involves teams of interprofessional students and teaches interprofessional competencies along with rural health care skills.

2019 spring consortium meeting

Poster presented: Badging and Gamification of Medical Education (PDF)

Few guidelines exist for interprofessional education (IPE) or team-based care in rural health care settings with telemedicine.

Domain 7 is based largely on the (IPEC) Core Competencies for Interprofessional Collaborative Practice (IPC), which has driven our IPE efforts throughout the curriculum and which themselves are anchored by our first-year Interprofessional Health Care course (IPHC) and our third-year IPE experience called Interprofessional Student Community based Learning Experience (ISCLE).

While our IPE curriculum is well-developed, the recent addition of an entire IPC domain to our curriculum has necessitated an intensive curriculum design process to formally align these activities with new program competencies and to establish a set of appropriate assessment activities. Domain 8 of our new curriculum is also largely attitudinal in nature and can only truly be demonstrated through the ongoing choices our students make.

Principal investigator: Richard N. Van Eck, PhD, Associate Dean for Teaching and Learning, Monson Endowed Chair in Medical Education