Promoting Research Mentoring and Collaboration
Through Flash-based Role Simulation

Daniel Cabrera
Northern Illinois University
Faculty Development and Instructional Design Center
DeKalb, IL, USA
dcabrera@niu.edu

Murali Krishnamurthi
Northern Illinois University
Faculty Development and Instructional Design Center
DeKalb, IL, USA
mkrishna@niu.edu

Jason Rhode
Northern Illinois University
Faculty Development and Instructional Design Center
DeKalb, IL, USA
jrhode@niu.edu

Abstract: Researchers can encounter a number of mentoring or collaborative situations that can compromise research integrity. This presentation will describe Flash-based role simulation as an effective learning strategy, compared to passive Web tutorials, for promoting research integrity. Implementing the Flash-based simulations involved interviewing content experts, designing storyboards, developing and testing the simulations, and delivering them online as part of learning modules. The role simulations are intended to enable researchers experience and analyze real life scenarios as research mentors/trainees or collaborators and reflect on the possible decision options and their consequences. The role simulations and the accompanying educational modules are currently being used at numerous academic institutions. The presentation will cover the details of developing and implementing Flash-based role simulation as an effective educational medium and the lessons learned in that process. This effort was partially funded by the Office of Research Integrity at the U.S. Department of Health and Human Services.
This presentation describes the interactive module on responsible conduct in Research Mentoring and Collaboration funded by an RCR Education grant from ORI. These modules delivered online are based on the Kolb Learning Cycle and is integrated with easily-readable content, quizzes, and Flash™ based games. In addition, an interactive simulation component was developed to provide users with opportunities to explore common issues compromising both research mentoring and collaborative research. Users can select one of two roles, review challenging situations, access various resources that provide information to assist decision-making, and review feedback to their decisions. Lessons learned from designing, developing, and delivering these online modules for educational use for a wider audience will be discussed.

This presentation describes the developmental process including interviewing content experts, designing the instructional logic in storyboards, conducting beta testing, modifying and revising, and using the original programming template for a second topic

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