Cornerstone 3 Reports : Interdisciplinary
Informatics

The Thinkfinity Center for Innovative Teaching,
Technology and Research

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Web-based Microsimulations (Interim Report)

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Status Report - August 2010

Web-based Microsimulations
Cornerstone III

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A) Original Goals
- To program seven microsimulations to be used interactively in an electronic classroom
- To update and modify the supporting cases, programs, and Excel spreadsheets
- To create a knowledge asset with instructions and other supporting information
- To put all the microsimulations on the web and create a login security procedure

B) Progress toward Goals
- Five microsimulations have been programmed, tested, and debugged and are ready for use, two others are in progress
- Three supporting cases have been modified, others are in progress
- All of the five microsimulations have been put on the Web with a login system that can draw class lists directly from Blackboard, the other two will be added
- A random team formation utility has also been added, along with several other new functionalities

C) How project has impacted students
- No students have been affected yet, but the games will all be introduced in Kathy Winsted's BUS 150/CIS 101 learning community in Fall 2010 – 23 students

D) How project has impacted other faculty
- Other faculty have not been affected yet, but we intend to share these simulations with faculty in other sections of the BUS 150 course for more widespread use – up to six faculty

E) Next steps
- Program the other two games
- Add instructions and other parts of the knowledge asset
- Rework some cases and Excel spreadsheets and design new ones for two of the games
- Test the games

Submitted by Kathy Winsted August 2010