

COMPUTER SCIENCE UNDERGRADUATE PROGRAM EVALUATION AND RENEWAL

Strategy 12: Program Redesign

Presenters: Rachel Pottinger (CS Associate Head of the Undergraduate Program) and Eugenie Lai (CS student)

Additional team members:

Alice Campbell (CS Science Education Specialist), Carrie Hunter (CTLT),
Noa Heyl (CS student), Svetlana Sodol (CS student), Sarah Elhammade (CS student)

Strategic
Plan
In Action

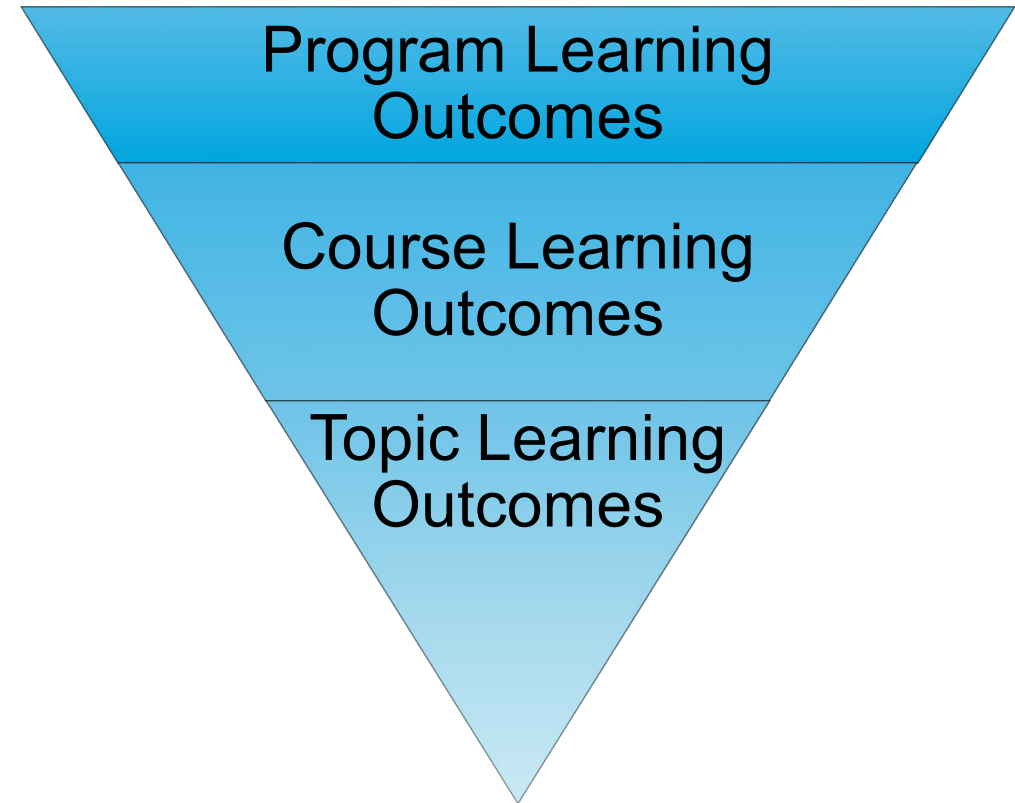


GOAL: RAISE THE DISCOURSE ABOUT OUR UNDERGRADUATE PROGRAM FROM THE COURSE LEVEL TO THE PROGRAM LEVEL

Awarded through UBC's [Undergraduate Program Evaluation and Renewal \(UPER\)](#) Competition

Overall planned outputs:

- Course learning outcomes
- Current program learning outcomes
- Desired program learning outcomes
- Mapping from course learning outcomes to program learning outcomes



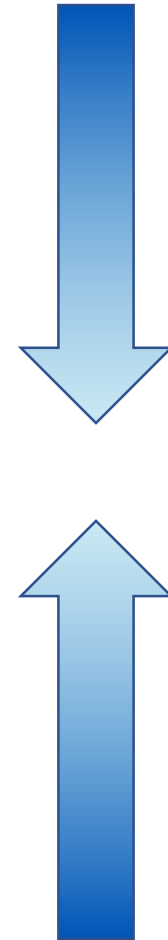
TWO APPROACHES: TOP DOWN AND BOTTOM UP

Top down:

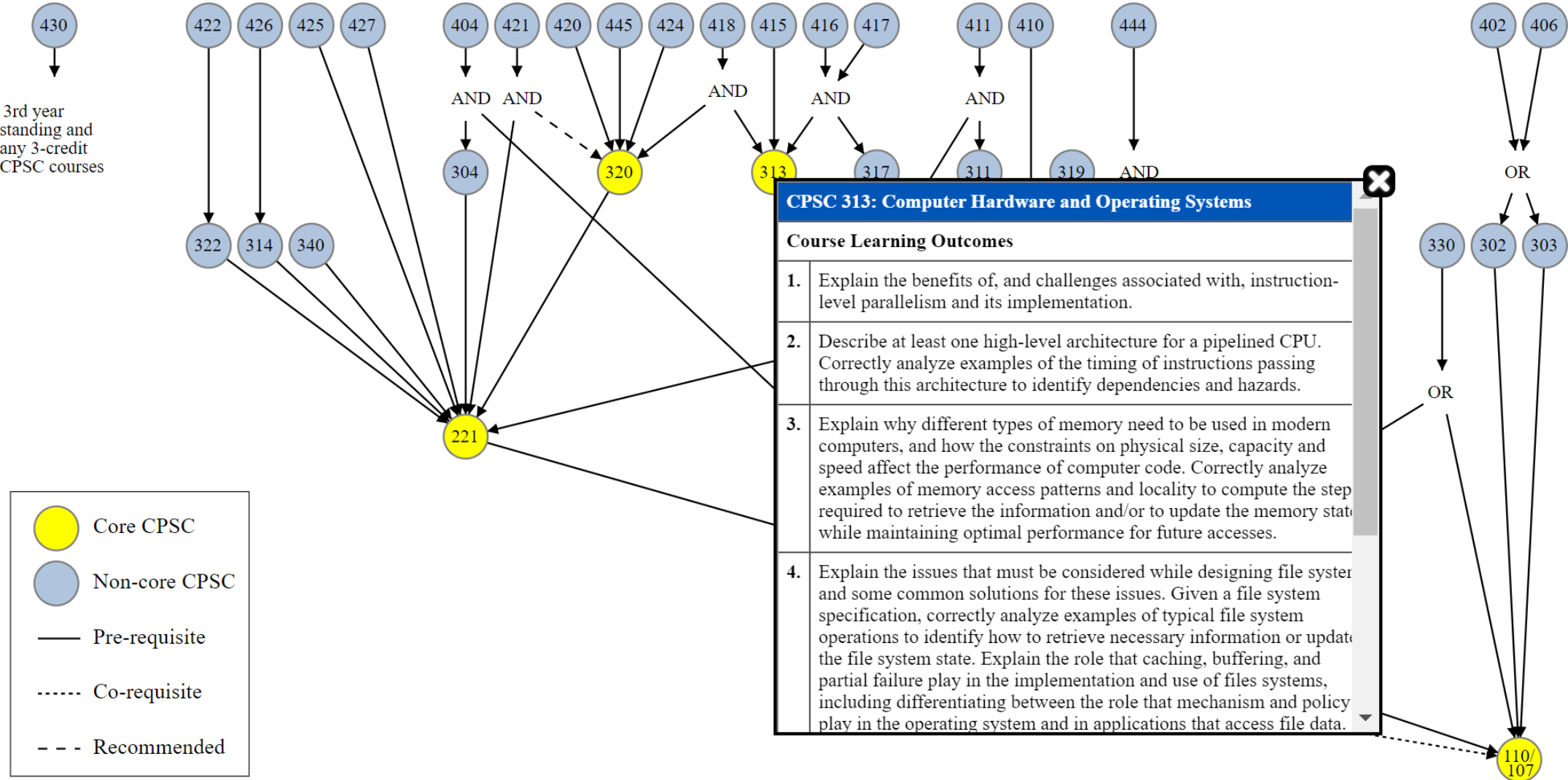
- Led the department to create strawmen draft and desired Program Learning Outcomes.
- Clustered the strawmen Program Learning Outcomes, distilled them, and mapped them to the Course Learning Outcomes.

Bottom up:

- Helped faculty to create Course Learning Outcomes that adhere to best practice for all required courses and 75% of our courses overall.
- Interviewed a representative set of students from across our specializations.
- Visualized our prerequisite chain and course learning outcomes.
- Began working with our required course streams to create stream learning outcomes.



SNAPSHOT OF INTERACTIVE CURRICULUM VISUALIZATION TOOL



CORE IMPACT SO FAR

Enhancing communication:

- Increased communication across streams.
- Improved communication with concerned students.
- Helped sessionals and lecturers prepare their courses.

From courses to curriculum:

- Identified two topics to improve across our curriculum: parallelism and collaboration.
- Prerequisite graph has highlighted problems with our prerequisite structure.
- Discovered some missing course learning outcomes.

MULTIDISCIPLINARY UNDERGRADUATE RESEARCH PROJECTS IN HEALTH (MURPH) UBC - OKANAGAN

Strategy 8: Student Research

Presenter: Nicole Ketter, 4th year BSc student
Biology, Psychology (double major)

Supervisor: Brodie Sakakibara, PhD
Department of Occupational Science and Occupational Therapy
Centre for Chronic Disease Prevention and Management

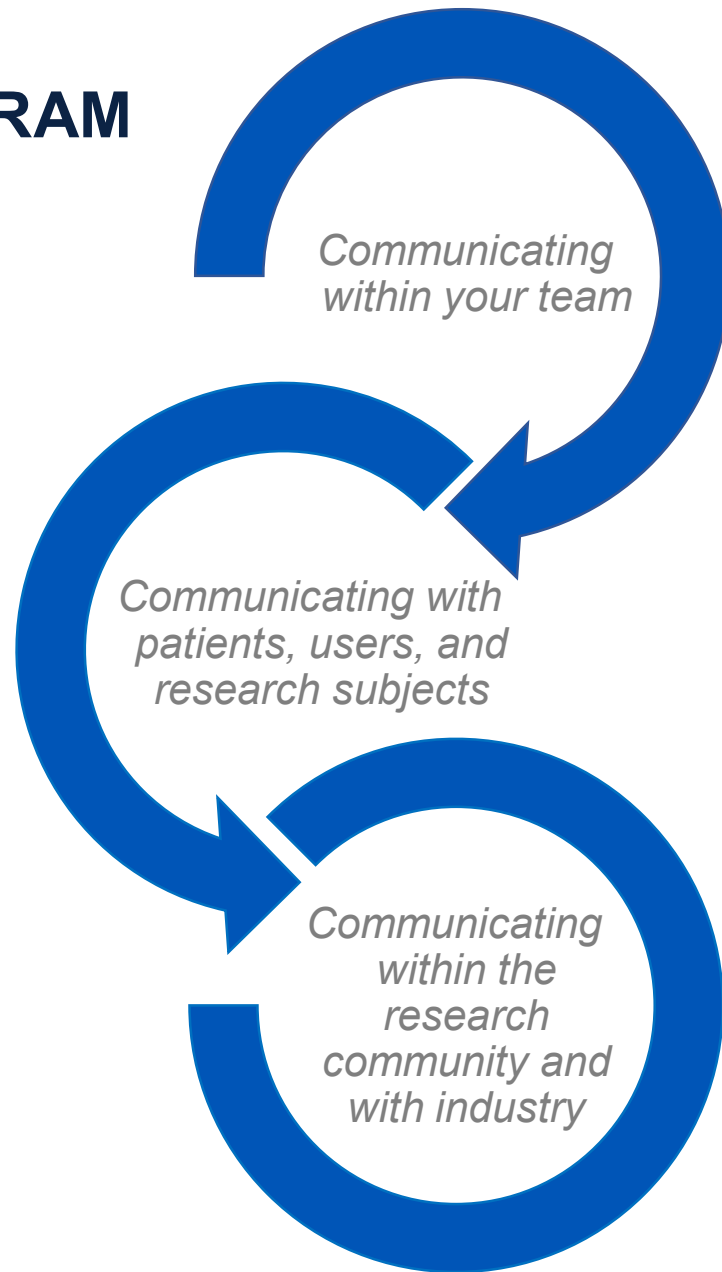
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OVERVIEW OF MURPH PROGRAM

Awarded through UBC's [Program for Undergraduate Research Experience \(PURE\)](#) Competition

MURPH offers a unique cross-disciplinary platform to undergraduate students to engage in applied health research projects and receive professional training through various workshops.



Workshop 1

Multidisciplinary Teamwork and Collaboration

Workshop 2

Patient-Oriented Research and Design Thinking

Workshop 3

Research Presentation and Dissemination

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VIRTUAL REALITY, DEPRESSIVE SYMPTOMS AND SEDENTARY BEHAVIOUR IN INPATIENT STROKE SURVIVORS: A PILOT RANDOMIZED CONTROLLED TRIAL

Research Summary

Primary Hypothesis: The protocol will demonstrate sufficient feasibility to support a subsequent multisite randomized control trial

Secondary Hypothesis: The VR intervention will significantly improve measures of depressive symptoms and sedentary behavior in stroke survivors receiving inpatient rehabilitation

Student Benefit

- Apply knowledge & utilize skills
- Mentorship
- Leadership
- Clinical experience



Dr. Sakakibara
(Medicine)



Ms. Jansons
(Social Work)



Nicole Ketter
(Biology)



Lydia Wood
(Psychology)

INCLUSION, COLLABORATION AND INNOVATION



Increased research opportunities and diverse student backgrounds demonstrate **inclusion**

Multidisciplinary nature and peer learning demonstrate **collaboration**

Uniqueness of MURPH program and novel concepts in research teams demonstrate **innovation**

Strategic
Plan
In Action

