

Spencer S. Eccles Health Sciences Library

November 9, 2006 – Continuing Medical Education
Advisory Board Meeting



The Eccles Health Sciences Library is a **collaborative** player, willing to partner with our communities to meet education, research and service needs. We are experts in **information and knowledge management**, provide access to **resources and tools**, develop and teach **classes**, and post teaching aids and tutorials. Major **digital collection** projects include **NOVEL** (<http://library.med.utah.edu/NOVEL/>), **HEAL** (<http://www.healcentral.org/>) and the **Institutional Repository**. Our director is committed to leading edge technologies and providing support to the health sciences center community; our librarians are available for consultation and teach in the School of Medicine curriculum.

Questions about Video Services can be sent to video@lib.med.utah.edu or Nancy Lombardo 581-5241 (nancyl@lib.med.utah.edu)

Available Education and Distance Technologies

Overview

1. Video-streaming

- a. Internet accessible video; live or on-demand
- b. Presenter needs: video equipment to capture and broadcast
- c. Viewer needs: Players- Read Media, QuickTime, Windows Media
- d. Examples: series lectures, seminars, conferences, curriculum support
- e. URL: <http://library.med.utah.edu/ed/videoresources.php>

2. Video-conferencing

- a. Internet connection; interactive video and audio
- b. Point to point OR multiple sites
- c. Webcam, microphone, headset
- d. Applications: Polycom, Instant Messenger, VOIP, Skype, Festoon
- e. Examples: Utah Academic Library Consortium and Regional Medical Library meetings, distance class with distant teacher, Telehealth

3. E-learning systems

- a. Course development and management tools
- b. Allows for multimedia materials
- c. Synchronous and/or asynchronous
- d. Examples: Breeze, WebCT and WebEx
 - i. LSTA Breeze tutorials
 - ii. Creator learning curve
 - iii. WebCT consultation

4. Online Tutorials

- a. Web-based; self-paced; asynchronous
- b. Examples: Internet Navigator; prepackaged CME courses
 - i. Creator learning curve
 - ii. Instructional design issues
 - iii. Maintenance challenge

5. Internet2 Access Grid

- a. Internet2 connectivity; high-end audio and visual technology
- b. Multi-site---multi-screen
- c. Interactive presentation environment
- d. Use a PIG to connect to a site without an Access Grid (Ours is in the History of Medicine Room)
- e. Examples: large-scale distributed meetings, collaborative work sessions, seminars, lectures, tutorials, training
 - i. Used to teach a BLAST class; expert in Seattle, students here in HMR

6. Satellite

- a. Feed for a fee
- b. Work with IMS (Instructional Media Services)

7. Webcasting

- a. Transmission of audio or video over the Internet
- b. Uses streaming media technology
- c. Examples: Seminars or workshops (Medical Library Association CE; College of DuPage, etc.)

8. Podcasting

- a. Used to distribute multimedia files over the Internet
- b. Content can be played on mobile devices and personal computers
- c. Examples: Grand Rounds, lectures, tutorials, conference meetings

9. Audience Response System

- a. Allows presenter to receive real-time feedback from their audience
- b. Available from Eccles Library: **Turning Point**
 - i. Integrates with PowerPoint & other MS software
 - ii. 120 devices (\$60 per device)
 - iii. 2 receivers (plug in to back of your computer; 200 feet)
 - iv. Software is free

10. Health Sciences Education Building

- a. Distance education classrooms available
- b. Video and audio available
- c. Telehealth bridge

11. Scholarly Communication

- a. Copyright
- b. Creative Commons (copyright)
- c. Institutional Repository
- d. Publishing in the open access arena