

## **ANATOMY OF THE CENTRAL NERVOUS SYSTEM – A MULTIMEDIA COURSE; PHASE 2**

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This project involves the development and distribution of a program to provide interactive instruction about the human nervous system structured in a programmed learning format, which uses interactive multimedia to cover the structural and functional interrelationships of the CNS with an approach that emphasizes nervous system interconnectivity. Graduate-level neuroscience student users can follow set lesson plans as if an instructor was leading them through a particular topic area by following a programmed linearly-arranged set of modules. After each block of material, users are prompted to answer questions on the content they have just worked through, much as an actual instructor might using a quiz prior to moving on to the next topic. The program also provides extensive self-testing for the competencies to be acquired through interaction with the software. Phase I student and faculty surveys were used to assess all aspects of the demonstration module in 2004. Survey feedback has caused a rethinking of presentation methods, content and some navigational aspects of the original program, while maintaining the unique organization of the program – setting it apart from existing nervous system programs that tend to function as interactive atlases and databases. The project is supported by N.I.H. grant #2 R44 NS040588-02.