HEAD AND NECK HUMAN EMBRYOLOGY MADE SIMPLER THROUGH THE DEVELOPMENT AND USE OF WEB-BASED ANIMATIONS.

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Summary: Our development of head and neck human embryology animations will be shown, and detailed assessment data is presented about their efficacy as learning tools. Anyone with an interest in embryology and/or assessment of educational technology would benefit from attending

Abstract: Web-based animations are ideal for illustrating dynamic events and have compact file sizes that allow for their quick efficient delivery inside and outside the classroom. The authors worked together to prepare a series of head and neck embryology animations for Indiana University 1st year medical students taking Human Gross Anatomy. See: http://www.indiana.edu/~anat550/hnanim. In this presentation, we present our web-based animations and assessment data about their efficacy for understanding human embryology. We discuss the need for and a brief history of the project. Participants will have the opportunity to use our animations and see the online assessments prepared for each animation. We discuss the particulars about assessing these animations, such as acquiring IRB (Human Subjects) approval, developing the pretests and posttests, and how we collected this data. Comparison of online pretest and posttest scores for each animation indicate viewing an animation improved learning of the content material. We present data on sample composition of our viewers, their perceived ease of use of the animations as well as perceived learning potential and comments about improving the animations.