

Computers in Medicine Special Interest Group

March 24, 2000

1. Welcome/Introductions

Convener [Christopher Reznich](#) began the March 2000 Computers in Medicine SIG meeting by asking attendees to introduce themselves. There were 25 participants.

2. Election of Recorder:

[James Walker](#) was nominated by Marshall Anderson and was elected by acclamation;

3. Election of Convener:

[Terri Cameron](#) was nominated by Christopher Reznich and elected by acclamation

4. Internet II

Since Maureen Battistella was unable to attend, Chris Reznich led a discussion about Internet II. He stressed that Internet II is not a new Internet, but a large development effort to get people to think about the next generation of applications. These applications can then be ported to Internet I. There is a potentially challenging hardware aspect due to the monstrous backbone necessary to support 2.8 GB per second. The project is extremely exciting and would provide a massive increase in bandwidth. A consortium of 170 universities, Quest and Cisco are also part of effort. Internet II has a website at [Internet II](#).

An Internet II Health Sciences Working Group is developing a list of potential medical applications such as telepresence, virtual patients, and telesurgery. A sign-up sheet was distributed so that interested members could be added to the working group mailing list.

Issues regarding Institutional Participation in Internet II:

- Connection is \$10,000 per month. Current projects are institution-specific; there is a need for collaborative projects. Distance Problem-Based Learning was mentioned as possibility. Development funding will be necessary to make connections possible.
 - Translating materials from one campus to another is difficult because faculty want to develop their own institution-specific programs. This might be alleviated by developing an inter-institutional inventory of web-based educational initiatives that can be used by other institutions.
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5. Other:

- The discussion of inter-institutional curriculum resources stimulated a discussion regarding web-based curricula implementation issues:
An inventory of resource material would also be of great value and might allow faculty to move forward with their own curriculum development.
An important concept is that faculty development is a major component of web-based curricular development so that the curriculum is improved, not just more accessible.
Student ratings of software and web-based curricular materials could assist in quality improvement efforts.
An inventory of online curricular materials is being developed and will be posted on the CGEA web page.
The use of PDAs in the curriculum, particularly in clinical activity, must take into account patient confidentiality issues.
Faculty buy-in is essential, and it must be made clear that online resources will augment, not replace, faculty resources; the value of online resources must be demonstrated, and a reward and recognition system online resource development must be established.
For technology purchases, listserv discussions about the process used to choose a vendor or project would save time for institutions.
Steve Gilbert's TLTR: The Learning Technology Roundtable is another good resource. Information is available at [Teaching, Learning, and Technology](#) and [American Association for Higher Education](#). Results of round table discussions will be posted to the CGEA listserv.
Student involvement is facilitated via research and fellowship projects.
A student-supported student help desk, with a student paid to be on call, has been useful at Mayo.
Providing a stipend for faculty to offset a loss in clinical or research time while faculty develop online resources or work with students who wish to develop online resources increases faculty participation.
A Technology User's Group that includes students, faculty, and staff can help keep projects moving.

Support and resources for faculty who wish to develop online resources increase the likelihood that resources will be developed.
It is important to balance instructional development/design and computer resources.