

Center for Advanced Professional Education

C.A.P.E.

East Vampire College

Endowed by the

State Association of Mortuary Operators (SAMO)

By

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Vision

The Center for Advanced Professional Education (CAPE) of East Vampire College will become:

- a recognized leader in the field of Mortuary Sciences,
- a program and resource for the best applied practices in funeral services and related fields, and
- an institution promoting lifelong learning through its offerings and services.

Mission

The mission of the Center for Advanced Professional Education (CAPE) of East Vampire College is to plan and implement a distance education program to support the continuing professional development of mortuary operators and their staff.



Curriculum and Programs

Recertification Program in Mortuary Science

2 Required Courses

Distance Learning Orientation: CRN 666

This course is a non-credit, self-directed distance learning (DL) orientation course.

The course covers topics such as the DL approach, our standard course structure, VAMP Island (Virtual Access Matrix Platform--our learning management system), online learning techniques, and links to related resources.

By completing this course, you will be able to:

- Find and adhere to important student policies and procedures, including those related to Academic Integrity.
- Participate effectively and appropriately in DL course discussions, with a strong understanding of our DL approach and our expectations of students.
- Navigate a DL course in VAMP to find specific types of course materials and activities.
- Use VAMP Island efficiently to post to discussion forums, track unread posts, submit assignments, retrieve graded work, and edit your profile settings (including your time zone as applicable).
- Access Second Life matrix, develop Avatar, and Dorm room, Mail Box, and Student Account in Life.
- Apply time management techniques and other best practices to increase your online learning success.
- Work effectively within online student groups.
- Find resources and support in the areas of VAMP, online libraries, advising, and other student services.

Mortuary Ethics: CRN 66601

This course provides funeral directors with a detailed overview of the SAMO Code of Professional Conduct, explaining requirements and enforcement procedures. The key areas of ethical conduct covered set forth the goals and ideals of the funeral service profession that every funeral professional should strive to achieve.

Upon completing the course, learners will understand the purpose of the Code of Professional Conduct, its requirements, and enforcement procedures.

This course is currently approved for 3 CE hours by selected state licensing boards.

Current Trends in Mortuary Science: CRN 66602

This course provides the funeral service professional a socio-temporal context for his science. Possible future practices based on understanding of historical record and current trends are discussed.

Upon completing the course, learners will understand the possible trends in mortuary science.

This course is currently approved for 3 CE hours by selected state licensing boards.

Advanced Degree in Mortuary Science

Courses and requirements to be determined.

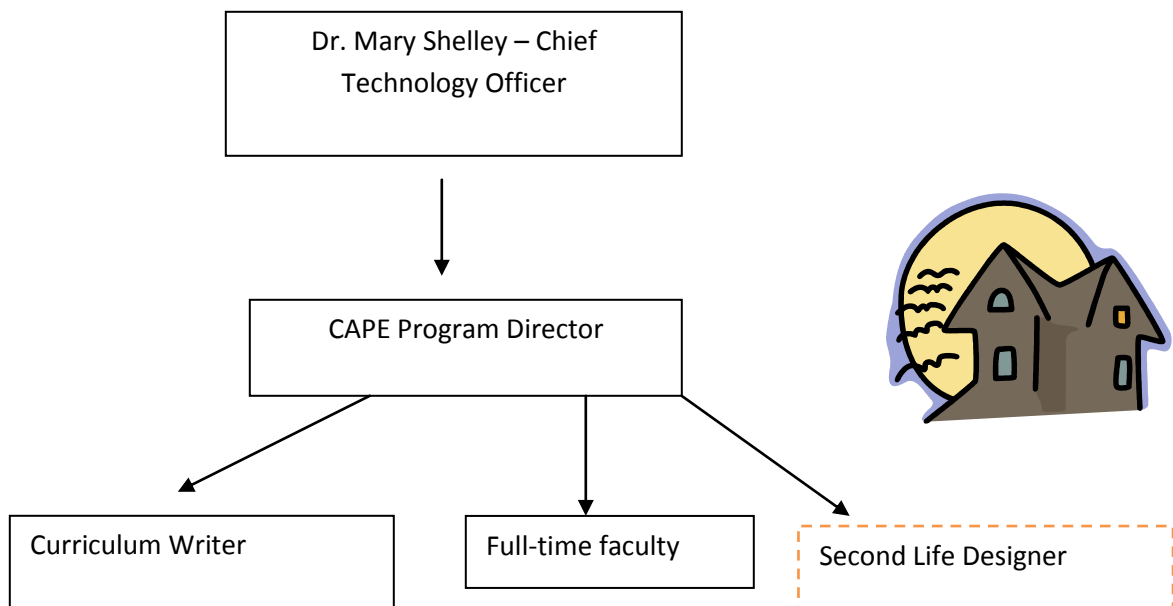
Staffing Plan

CAPE Program Director – Director will oversee the creation of the first two courses being offered: Mortuary Ethics and Current Trends in Mortuary Science. The director will work with SAMO to determine new course offerings. Director will be responsible for interviewing and hiring a full-time faculty member to teach the first two courses and future courses. Director will be responsible for hiring a contract curriculum writer to develop content and the course to be delivered online. \$85,000

Curriculum Writer – Writer will be responsible for gathering content, setting up curriculum in module format, setting up assessments, posting course in the Learning Management System.

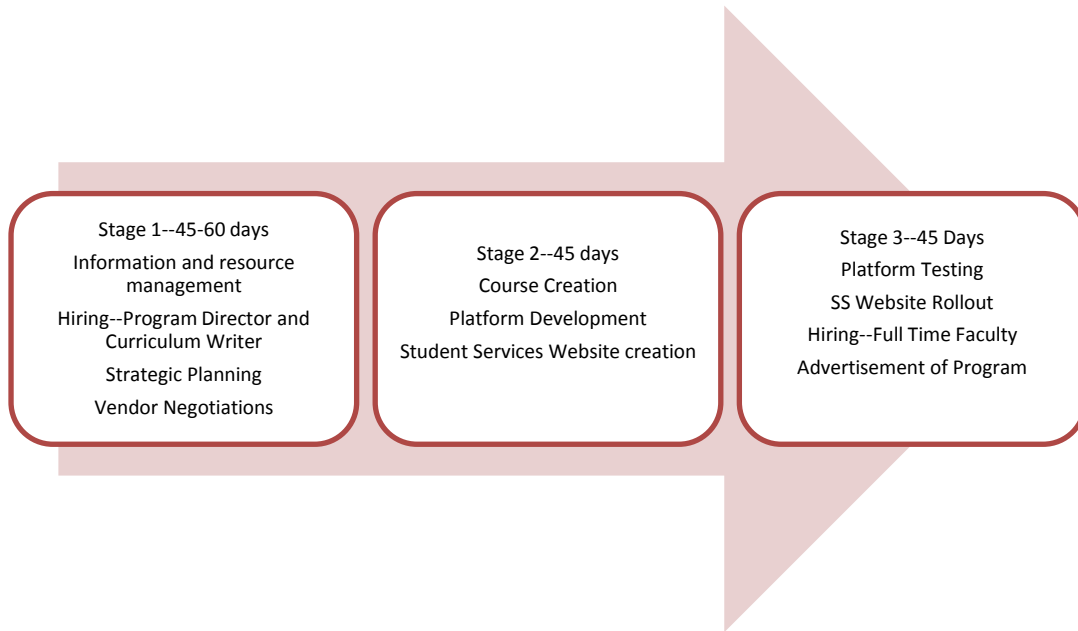
Full-time faculty – This faculty member should be certified to teach Mortuary Science courses. The instructor should be experienced in distance education. The instructor will teach sections of Mortuary Ethics and Current Trends in Mortuary Science the first semester and will expand to teaching other courses as developed. \$45,000

Second Life Designer—Designer responsible for structuring island design, learning spaces, virtual meeting spaces, and content development spaces. \$45,000

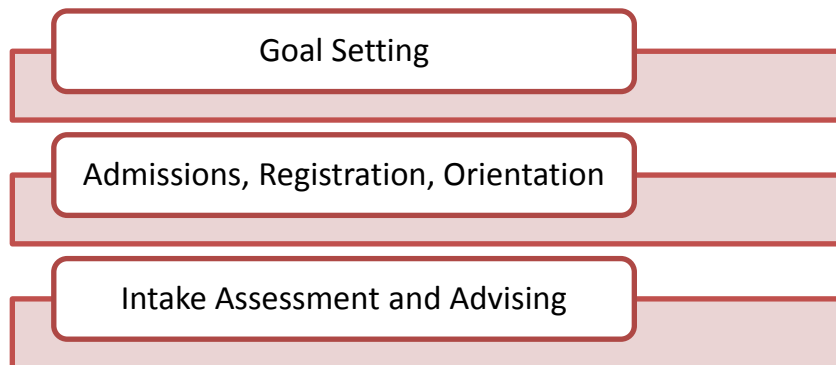


Implementation Timeline

Development Phase—5 Months



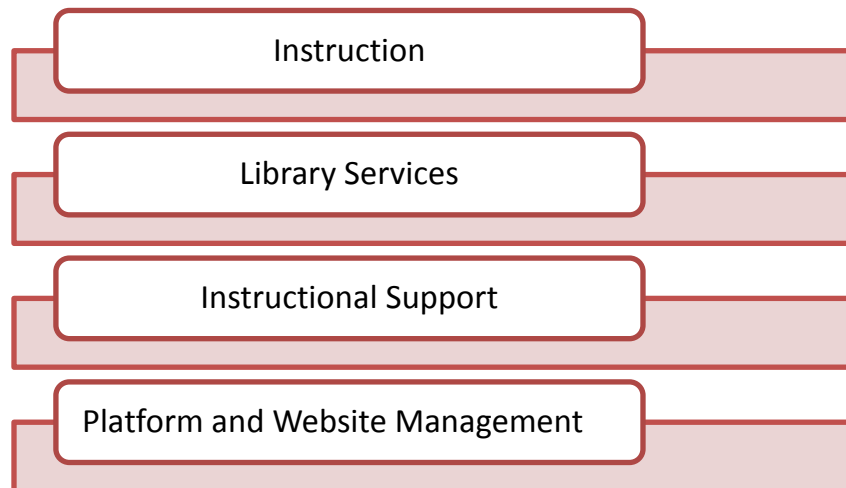
Learner Intake Phase—2 Months



Learner Intervention Phase—1 Month



Learner Support Phase



Measurement Phase



Virtual Access Matrix Platform

Vamp Islands

Linden Lab, the company that created and runs Second Life, has sold more than 100 islands for educational purposes, at about \$700.00 each plus \$150 monthly maintenance.

\$7,000 one time Setup Fee

\$7,000 islands purchase (655,360 sqm, 160 acres)

Yearly maintenance fees 1500.00

Virtual Space Development \$50,000.00

Cost per year 55,500.00

Second Life is a 'multi-user virtual environment' (MUVE) in which users of an online 3d space can interact through avatars using voice and text chat. Also called 'Residents', users can explore, meet other Residents, socialize, participate in individual and group activities, as well as create and trade virtual items and services.

Second Life offers educators and students an online environment to meet face to face, dramatically changing the dynamic of online meetings and education. Since Second Life is used by people all over the world, it presents an opportunity to engage in cross-cultural networking and research within a global community. The Second Life virtual world is a dynamic 3d space and immersive learning environment that can be created and experienced by student or teacher.

The East Vampire College Second Life virtual campus is an environment where students, faculty and staff can begin to explore this interactive, collaborative, online virtual world. The island is always in a state of development as the residents and administrators of the island work together to create a rich environment that fosters education and social interaction.

The intention is to model our virtual campus after the one developed by Bowling Green State University.

See <http://www.bgsu.edu/secondlife/page37986.html>

Research and Development

CAMPUS VISITS

Research on distance programs will be completed by visits to colleges and universities which are currently leaders in distance education.

The following campuses will be visited by Dr. Mary Shelley and the CAPE Program Director:

- **Kaplan University**

Located: New York, New York

Accredited by: Higher Learning Commission (HLC)

North Central Association of Colleges and Schools (NCA)

Degrees: Associate's, Bachelor's, Master's, MBA, Post-Baccalaureate, Certificate

Justification: Both online and face-to-face courses (in four states), good reputation, over 40,000 students enrolled, over 100 degrees offered online

- **Capella University**

Location: Minneapolis, MN

Accredited by: HLC, NCA

Degrees: Bachelor's, Doctorate, Master's, MBA, Post-Graduate, Certificate

Justification: Completely online, "first online academic institution to become a charter participant of the Academic Quality Improvement Program (AQIP) (http://www.capella.edu/about_capella/accreditation.aspx)

- **Nova Southeastern University**

Located: Fort Lauderdale, FL

Accredited by: Commission on Colleges

Southern Association of Colleges and Schools

Degrees: Certificate, Master's, Doctorate

Justification: Both online and face-to-face course, with satellite campuses in various states, experience, good reputation

Budget for one day campus visits:

\$3000 airfare

\$1000 hotels (2 rooms at 2 nights per visit)

\$ 700 per diem (\$56 per person per day)

\$ 500 car rental

\$ 300 incidental miscellaneous (taxis, luggage, etc.)

Total: \$5500

CONFERENCE ATTENDANCE

Continued research will be conducted by sending CAPE Program Director to the following conferences:

- **Distance Learning Administration Conference 2011, May 22 – 25, 2011**

(<http://www.westga.edu/~distance/dla/>)

Good resource for those developing online curriculums. Offering workshops on training and support for distance instructors, marketing distance ed courses, and distance learning ethics.

Cost: From \$310 to \$430 for registration (depending upon date of registration)

Location: Hilton Savannah DeSoto Hotel, Savannah, GA

Budget:

\$ 500 airfare

\$ 900 hotel (1 room for 5 nights at \$180 per night)

\$ 310 registration

\$ 336 per diem

\$150 incidental miscellaneous (taxis, luggage, etc.)

Total: \$2186

- **2011 USDLA 4th Annual Conference** (<http://www.usdla.org/>), May 1 – 4, 2011

United States Distance Learning Association

The theme for this conference is “Distance Learning – Leading the Way,” and there will be 5 tracks addressing management and administration challenges, research and evaluation processes, professional development, best practices, and technology changes and challenges.

Cost: estimate \$300 registration

Location: Hilton Ball Park, St. Louis, MO

Budget:

\$ 500 airfare

\$1125 hotel (1 room for 5 nights at \$225 per night)

\$ 300 registration

\$ 336 per diem

\$ 150 incidental miscellaneous (taxis, luggage, etc.)

Total: \$2411

2011 Distance Learning Conference (<http://online.colstate.edu/dlconference/>), September 29 – 30, 2011

Sponsored by Columbus State University

The 2010 conference included tracks on creating communities online, innovative strategies, and tips for teaching online. Columbus State University could also be visited to talk with faculty and technical staff about their experiences in developing an online curriculum.

Budget:

\$ 500 airfare

\$ 400 hotel 1 room for 3 nights at \$125 per night)

\$ 45 registration

\$ 168 per diem

\$ 150 incidental miscellaneous (taxi, luggage, etc.)

Total: \$1263

References

“DL Orientation Course.” [Webpage]. (2010). Brandeis University. Accessed 17 November 2010 from <http://www.brandeis.edu/gps/dl/orientationcourse.html>

Lagorio, C. (January 7, 2007). “The Ultimate Distance Learning.” New York Times Online. Accessed 17 November 2010 from <http://www.nytimes.com/2007/01/07/education/edlife/07innovation.html>

Second Life for Education (2010). Linden Labs. Accessed 17 November 2010 from http://education.secondlife.com/getstarted/buy_build/