





BUzNet App – an internet aid for veterinary medicine hands-on teaching and learning

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Summary

Teaching-learning practical subjects presents one of the biggest challenges higher education institutions face nowadays. The use of a hands-on contextualize strategy, putting students in real-life situations and allowing them to solve it under a teacher supervision, is the best strategy to achieve this. However, this approach presents several difficulties. The logistics, equipment and teaching personal needed to present each student with enough cases/situations to cover even the most simple and basic aspects are so huge that makes it very difficult as well as expensive. Internet is now almost ubiquitous in the classroom. However, problems and shortfalls are usually present in using internet in teaching/learning and they also don't take the full advantage of all the potentials that an internet system can provide. Taking this into consideration, we developed an application based in the internet and using cellphones in order to create a digital system to be used to increase the efficiency of teaching/learning practical subjects in veterinary medicine. This system, the BUzNet app, was built in a way to take full advantage of all the internet potentialities, maximizing the efficiency of each visit/manipulation/action taken by a student during her/his practical classes as well increase students' motivation in the teaching/learning process.

For veterinary students, acquiring practical competences is essential as this will provide the backbone of their future work. As such, teaching and learning practical skills are paramount in a veterinary degree. In fact, international bodies controlling Veterinary Teaching Institutions stress this by providing minimum numbers of hands-on cases/animals that each student should follow in order to approve the quality of the teaching establishment (SOP of European Association Establishments of Veterinary EDUCATION 2019). Nevertheless, teaching-learning practical subjects presents one of the biggest challenges higher education institutions face nowadays. The use of a hands-on contextualize strategy, putting students in real-life situations and allowing them to solve it under a teacher supervision, is the best strategy to achieve this (PARKINSON 2017). However, this approach presents several difficulties. The logistics, equipment and teaching personal needed to present each student with enough cases/situations in order to cover even the most simple and basic aspects are so huge that makes it very difficult as well as expensive. This is the main reason why medical (human and veterinary), agricultural, etc. degrees are much more expensive to provide compare to the more theoretical (humanities, math, etc.) ones. In addition, there is also the problem of efficiency. In order to make it effective, each contextualize case/situation is in general only used by a very small number of students, sometimes only one, and so, if the strategy is to provide this type of learning experience to all and every student, the expenses are enormous. So it is paramount to increase the efficiency of hands-on contextualize practical learning/teaching (WINDE et al. 2017).



The teaching/learning process of practical competencies can be divided in two parts:

"What-to-do" and "How-to-do". Both are essential to achieve a good practical training. "What-to-do" is the sequence of needed actions to perform a specific procedure (a surgery, a blood analysis, a control in a meat production line, etc.). All these sequences can be transformed into algorithms and thus transferred into a digital environment. "Howto-do" can be defined as the knowledge of each individual action that compose the "whatto-do" sequence and can be further divided in two aspects: 1 - the theoretical knowledge of how to perform each one of those actions, (how to open a dog's mouth or which kind of scalpel to use in a certain surgery, for instance); 2 - the truly practical part of an action, the correct use of sensorial organs and mechanical movements in order to perform that specific action. So, in terms of practical teaching/learning there is a true practical part, and two other aspects that can be more exactly defined as the theoretical part of the practical

teaching/learning process. With this in mind the question now is: is it possible to transfer all the components of practical learning into a digital environment? (WINDER et al. 2018). The practical part of "How-to-do" implies the acquisition of a series of fine mechanical movements and the training of sensorial systems by the students in order to allow them to execute specific actions in the real world. Only by the repetitive execution of these same actions, preferably in initial times under the supervision of a teacher, can these be mastered. This is why it is impossible to teach/learn how to be a veterinarian without a direct contact with animals and their peculiar situations that requires the presence of a veterinarian (PARKINSON 2017). These same situations are the exact ones that should be used to teach and learn the future veterinarian. So the answer to our question is no. It is not possible to teach/learn practical subjects without a direct contact with real cases and so a teaching/learning system with hands-on in contextualized situations is essential to learn how to be a veterinarian. Or to better put it, it is not possible to teach/learn the practical part of "How-to-do" without a direct contact with real cases. But what about the other parts of the practical learning process? Are those possible to learn/teach without a direct contact with real case situations? The "What-to-do" part should not be a problem as it is can be described as an algorithm (computer way of thinking). Also, the theoretical part of the "How-to-do", as it can be transformed in a series of documents (texts, pictures, videos, etc.) that can be posted digitally. So we need a system based on a hands-on contextualized experience by the students that allows some parts of the process of practical learning to be transfer to a digitalized environment, some kind of blended learning.

Internet is now almost ubiquitous in the classroom and the actual pandemic situation only increased its use. In veterinary schools internet is usually used in two ways to teach/learn



practical subjects. The first uses internet as a medium to transmit cases/situations in order

to expose the students to a specific type of procedure (clinical visit, surgery, meat inspection, etc.). In this case, internet acts just like a television and the behavior of the student is completely passive. The only action required is to observe. The second is a development from the first and can be achieved with the creation of cases/situations coupled with a series of questions or comments to be fill by the student (KORICH and KEEFE 2017). This second type can be more or less complex, giving the chance to promote discussions between all the students and teachers or even make it possible to evaluate the students (HARDIE 2017). However, some problems and shortfalls are usually present in these systems and they also don't take the full advantage of all the potentials that an internet system can provide. The main problems can be summarized as follow:

- Students are confronted with cases/situations that they already know are not normal. This is a big shortfall as in the real life work of a veterinarian this is one of the major issues to solve – is this that I'm observing normal or abnormal? So, these systems do not allow for the teaching and training of this fundamental skill.
- The cases/situations are usually presented in a poorly structured way. Students will only look to one or few aspects of the procedure, thus missing the complexity and fullness of the whole system.



- The same to the lack or little contextualization of the cases. This leads to a deficient training of the capacity to relate and integrate all the available information into the case resolution.
- Although the role of the student is more active as she/he must interact with the system, it is nevertheless usually not very interesting and/or exciting as all is already present there on the screen. There is no active collaborative (TUDOR et al. 2017) role for the student on the production of the cases.

Taking all this into consideration, we set a goal of producing an application based in the internet and using cell phones in order to create a digital system that can be used to increase the efficiency of teaching/learning practical subjects in veterinary medicine. This system is built in a way to overcome the problems mentioned previously and also take full advantage of all the internet potentialities.

Work system. The system is based in pathways made up by all the necessary actions that must be taken during a veterinary procedure (KORICH and KEEFE 2017). So, for example in a "Neurologic Examination" of a dog, the pathway includes "Anamnesis"; "General Clinical Examination" and "Neurologic Examination". Each pathway is designed by a team of experts in that area and is build up in the system by a drag and drop of different types of tools. These tools can be images, videos, multiple choices boxes, dropdown boxes, etc., depending on the objectives on that specific step of the pathway. Each pathway is formed by two different sets of tools. One comprises the tools to upload information from the real case; the other the tools used to comment or answer questions derived from the information provided by the first set of tools. So, a pathway will have one set of tolls to build the case and a second set to solve the case.

A student uploads a case, using the specific pathways already built in the system, during a real veterinarian situation witnessed by him using a smartphone with the application installed. This comprises both the uploaded information to build-up the case and also the information to solve the case. After this is completed the student submits the full case to the system by internet. The teacher responsible for that pathway/student checks the submitted case and approves it if it is OK (case approved). After that the teacher checks the comments and answers provided by the student and also sends back to him the evaluation about that case. The case is now complete with the comments and answers validated by the teacher (if originally correct) or corrected by the teacher (if originally wrong).

The complete case will now be available to other students/users to be viewed and solved. However, the solution can only be obtained after the filing and submission of all the comments and answers to the questions of that specific case by the new student/user. Only after that submission, the student/user will get a response from the system with the



correct comments and answers of that particular case, validated by the responsible teacher.

The BUzNet Application. The objective of this system is to provide a digital platform to be use on the teaching/learning process of practical competencies/skills of a veterinary degree. It is formed by a collection of practical, well-structured contextualized cases, uploaded by the students during their own practical experiences on the real world, thus combining the necessary real hands-on experience with the advantages of the digital world (WINDE et al. 2017). After up-loading and validation, the cases will be available to be solve by an infinite number of users from any geographical part of the world improving the low efficiency of practical classes (usually each case can only serve one or a very limited number of students). The results achieved by the students solving the cases will provide a feed-back to the teacher on the success and deficiencies of his own teaching. This will thus provide an opportunity to correct any aspect that may not be clearly learned by the students before their final examination. The collection of cases build up in time will increase the quality of the teaching/learning experience by the inclusion of rare, unusual or uncommon cases from particular locations, making it possible to use cases from far way places dealing with unusual diseases or species not common or present at that given location. Moreover, it is also possible to use these highly contextualize cases in student's evaluations, scientific research or even in improvement of management practices.

It is not possible to provide a full training in practical subjects in veterinary medicine without a direct contact with animals and their peculiar situations that require a veterinarian practitioner. This type of training should be based on a structured hands-on contextualized experience, but these came as very expensive and time consuming activities that should be brought to the maximum of efficiency. However, some parts of the practical training can be done in a digital environment. With this in mind, we built a digital platform in order to retrieve and store, in a structured way, the overall experience of a practical class in veterinary medicine. The advantages of this system can be summarized as follows:

- Production of a collection of structured high contextualized cases from veterinary practice available for anyone to use to train himself anywhere in the world;

- Huge increase in the efficiency of each visit/manipulation/action taken by a student during her/his practical classes as it will be shared among all interested in doing it;

- Students highly motivated as they produce their own studying material. Material that will be use by many others too in a kind of peer-assisted learning (MOLGAARD and READ 2017);

- Knowledge by the teachers and students of the level achieved in the teaching/learning process well before the final examination. Thus giving the possibility of correcting, both to teachers and students, any deficiencies in the learning process well before the end of school time;



- Cases can be used in evaluation systems;

Increased self-knowledge of the highs and lows of the teacher's capacities in transmit the relevant information in order to be apprehended by the students;

- Creation of a database with well structures and highly contextualized veterinary cases that can be used in improving practical teaching/learning, research and animal management.

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BUzNet App

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an internet aid for veterinary medicine hands-on teaching and learning



Augusto Faustino, Pablo Payo-Puente, Luís Pinho, Carla Mendonça and Maria Graça Lopes - UPORTO Sustainable agricultural development regional cooperation for inclusive growth in Central Asia International Scientific Online Conference, 20 – 22 October 2020 | Tashkent, Uzbekistan





BUzNet Project- Overview

- Reference number: 586000-EPP-1-2017-1-PT-EPPKA2-CBHE-JP
- **Contractual dates**: 15-10-2017 » 14-10-2021
- **Granted budget:** 971.852,00€
- **Coordinating Institution**: University of Porto **PORTUGAL**
- **Partners**: Estonian University of Life Sciences **ESTONIA**
- University of Padua & University of Pisa ITALY
- Samarkand Agricultural Institute, Tashkent State Agrarian University, Nukus Branch

Tashkent State Agrarian University & Andijan Agricultural Institute - **UZBEKISTAN**





Main Objective

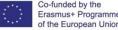
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Improve the quality of veterinary and animal production professionals in Uzbekistan

Improve the learning/teaching of veterinary medicine and dairy production control in Uzbekistan with a contextualized hands-on approach using a B-learning strategy to create a learning/teaching network with all members of the consortium.







Specific Objectives

- Curriculum up-date •
- **Computer Room**
- Equipment purchase
- Up-grade of Libraries
- Training of trainees

• Creation and implementation of B-learning interface (BUzNet)







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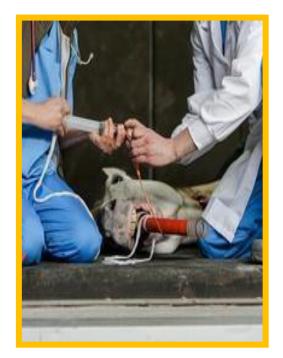
practical competences provide the backbone of future work







practical competences provide the backbone of future work hands-on contextualize strategy - solving real-life situations under a teacher supervision







practical competences provide the backbone of future work

logistics, equipment and teachears to cover even the most simple and basic very difficult and expensive









practical competences provide the backbone of future work

Effectiveness vs efficiency - each contextualize case only used by small number of students, even only one



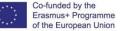




Blended Learning?

To learn/teach practical competences?





Practical competences

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Teaching/learning practical competencies

"What-to-do" - sequence of needed actions to perform a specific procedure

"How-to-do" - knowledge of each individual action that compose the "what-to-do" sequence Theoretical knowledge of how to perform each one of those actions, (how to imobilize a dog)

Truly practical part of an action, the correct use of sensorial organs and mechanical movements to perform that specific action



Is it possible to transfer all the components of practical learning into a digital environment?



Is it possible to transfer all the components of practical learning into a digital environment?

It is <u>NOT</u> possible to teach/learn the practical part

of "How-to-do" without a direct contact with real

cases!



Is it possible to transfer part of practical learning into a digital environment?



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- "What-to-do" Yes can be described as an algorithm (computer way of thinking)
- theoretical part of the "How-to-do" Yes documents (texts, pictures, videos, etc.)



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System based on a hands-on contextualized experience by the students allowing some parts of the process of practical learning to be transfer to a digitalized environment - **Blended Learning**







Internet ubiquitous in classroom Covid increased its use...

BUZ Net



Internet ubiquitous in classroom Covid increased its use...

- internet to expose students to a specific procedure like television or zoom
 - passive behavior action observe or listen

creation of cases with questions or comments to be filled

 chance to promote discussions

- evaluate



- cases known to be not normal in real life one of the major issues to solve is this normal or abnormal? Impossible to lear and train this fundamental skill.
- cases poorly structured only few aspects of the all procedure present, missing the complexity and fullness of the whole situation.
- little contextualization leads to a deficient capacity to relate and integrate all the available information into the resolution.
- lack of active role case already present on screen, no active

collaborative role for student on the production of the cases



BuzNet app

- digital system to increase the efficiency of teaching/learning practical subjects in veterinary medicine.
- take full advantage of all the internet potentialities, maximizing the efficiency of each visit/manipulation/action taken by a student during her/his practical classes.

• increase students' motivation in the teaching/learning process

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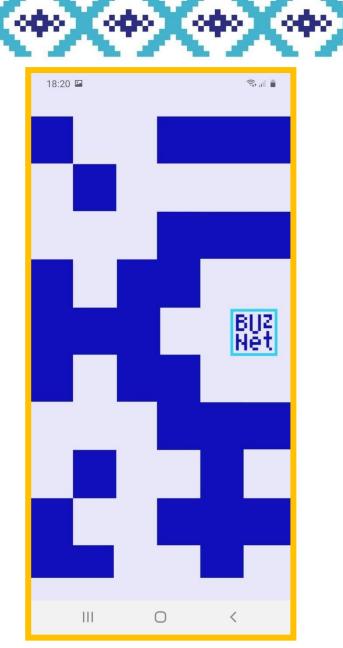




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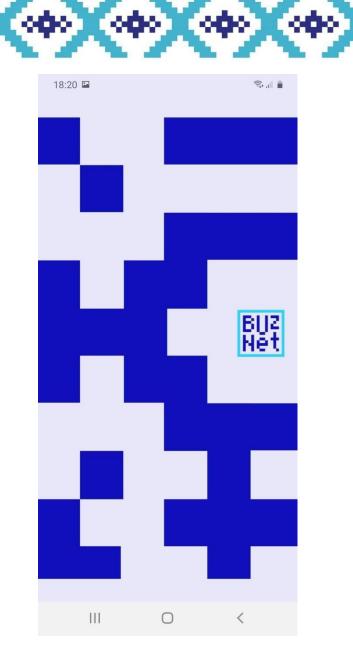




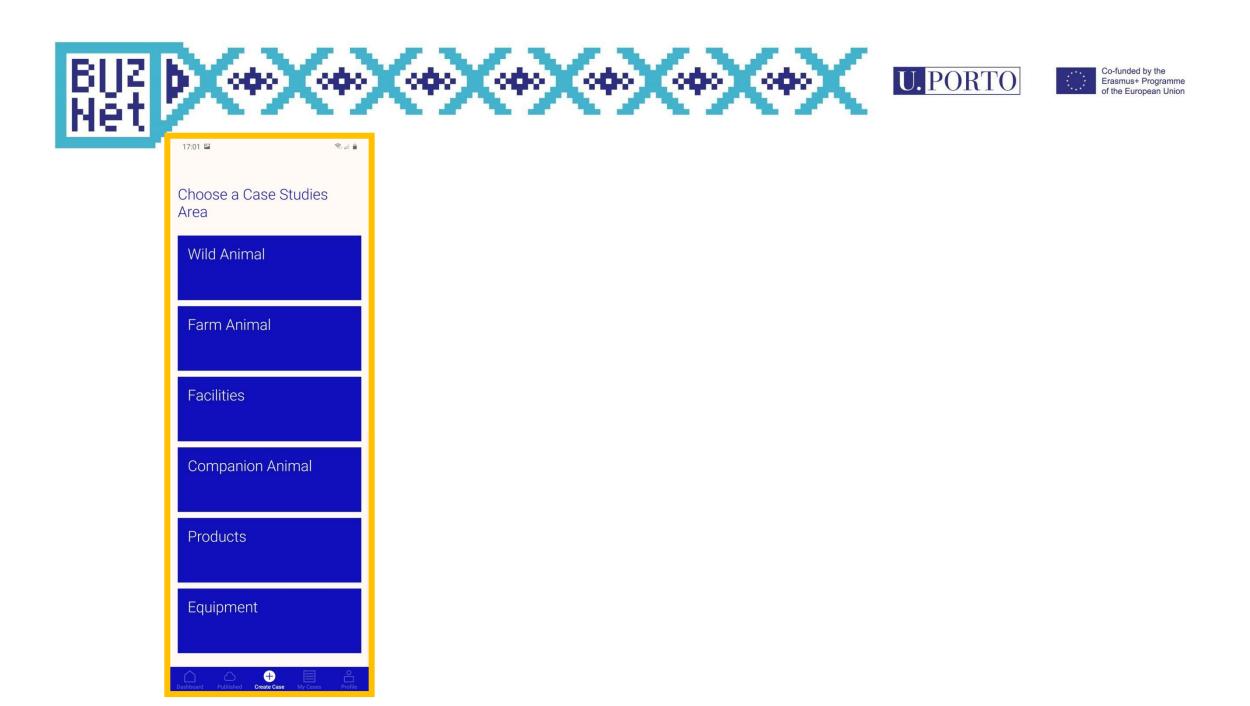




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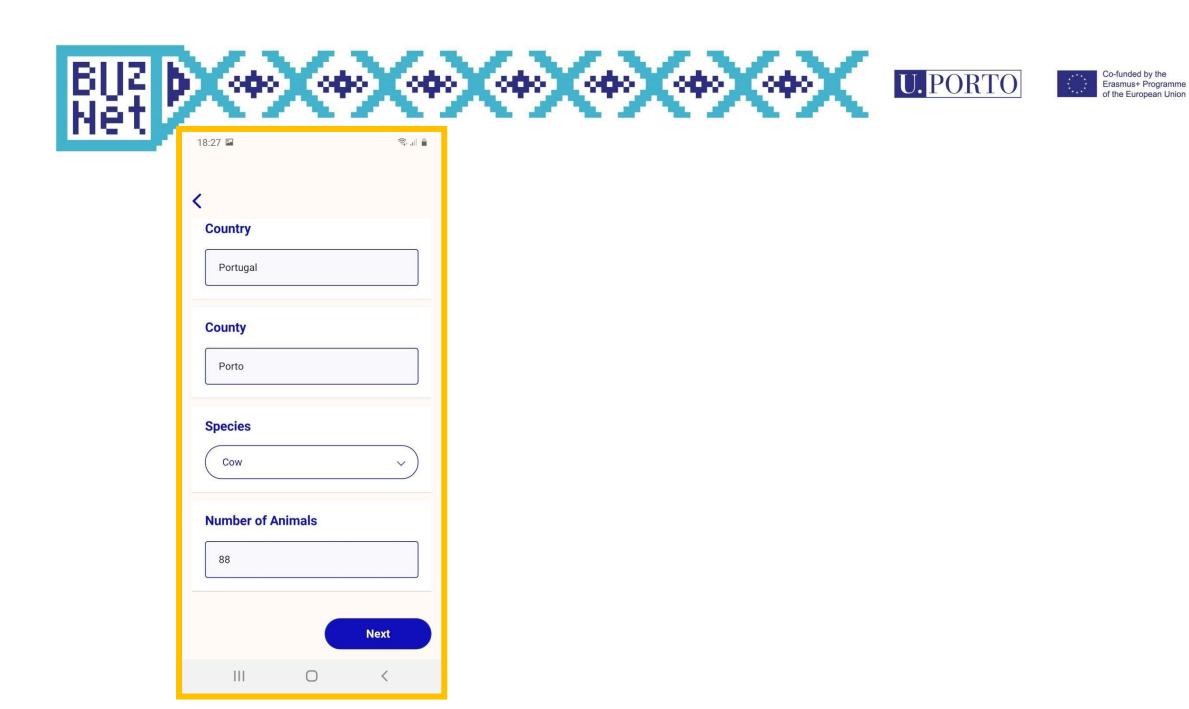
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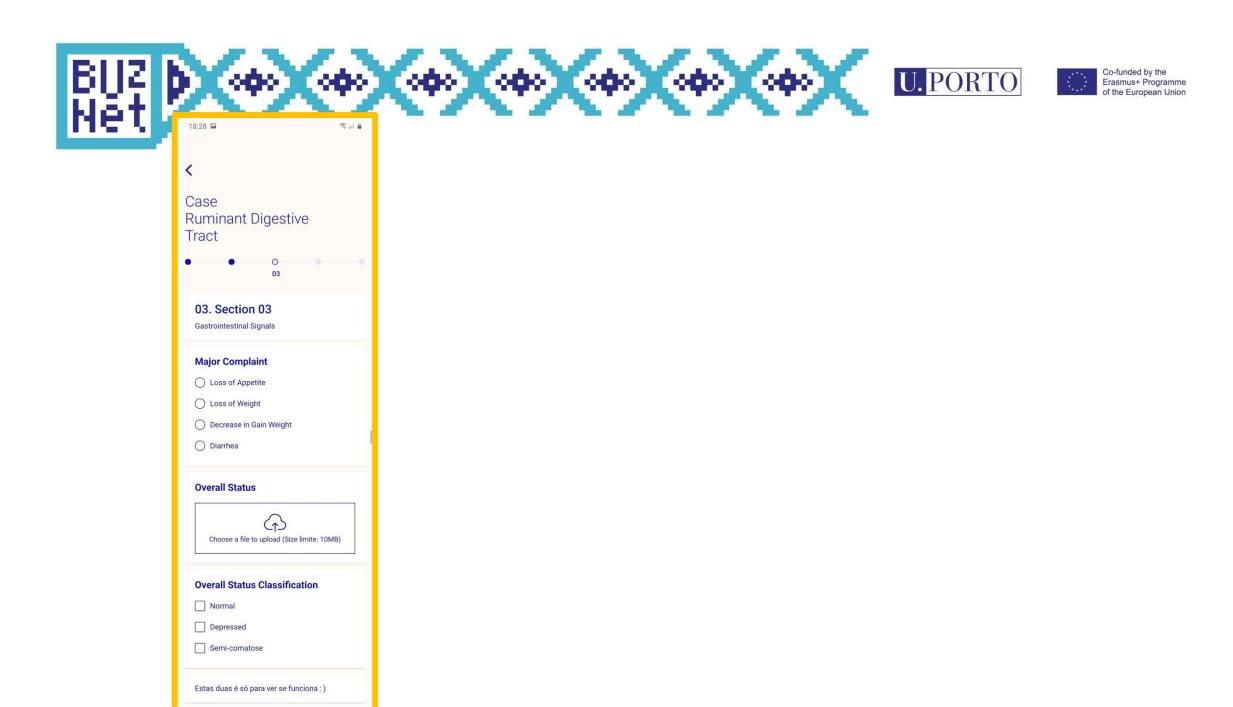
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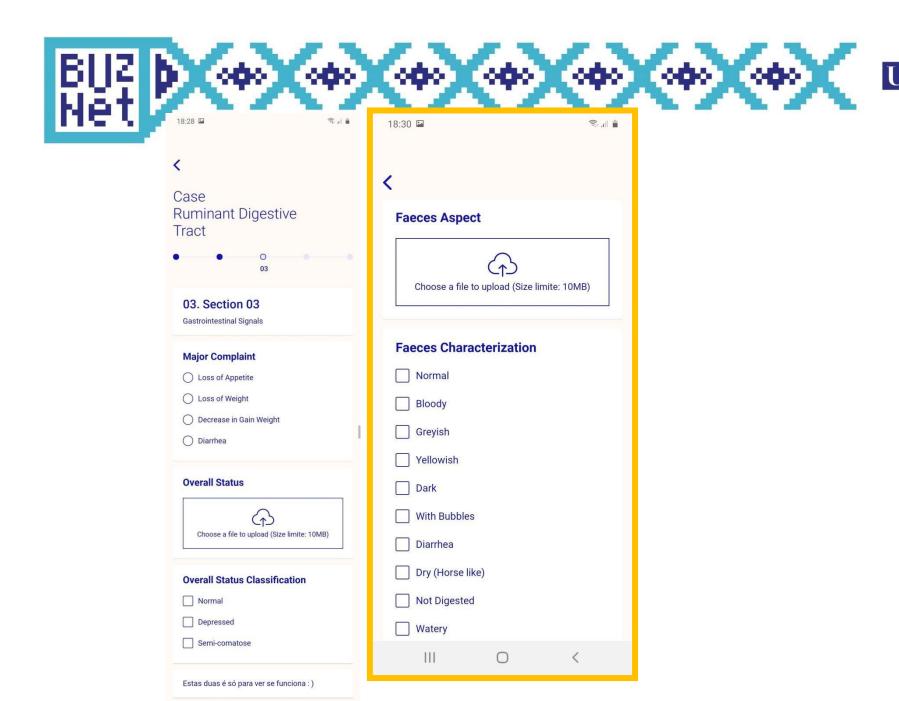


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Tract

03. Section 03 Gastrointestinal Signals

Major Complaint

O Loss of Appetite

O Loss of Weight

O Decrease in Gain Weight

O Diarrhea

Overall Status

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Overall Status Classification

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Normal

Depressed

Semi-comatose

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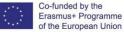
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Faeces Aspect

Take Photo...

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Yellowish

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Case Ruminant Digestive Tract

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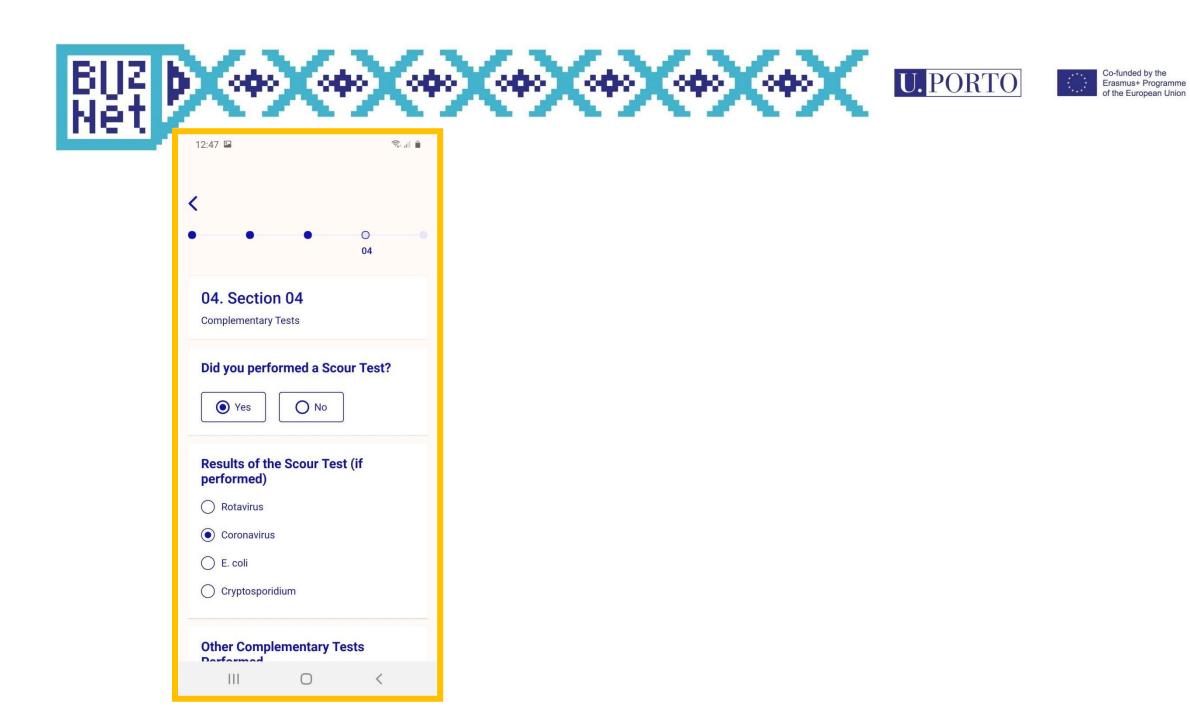


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Estas duas é só para ver se funciona :)



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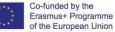
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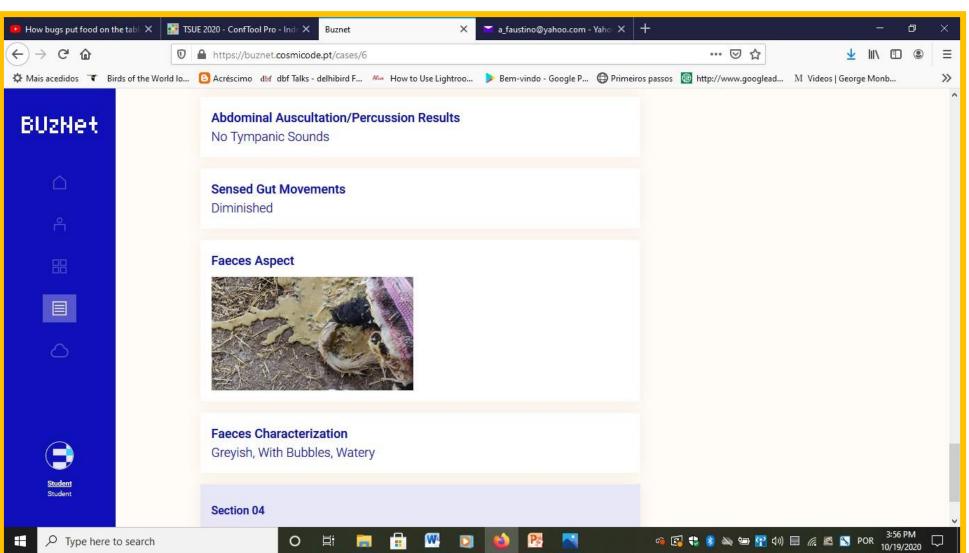


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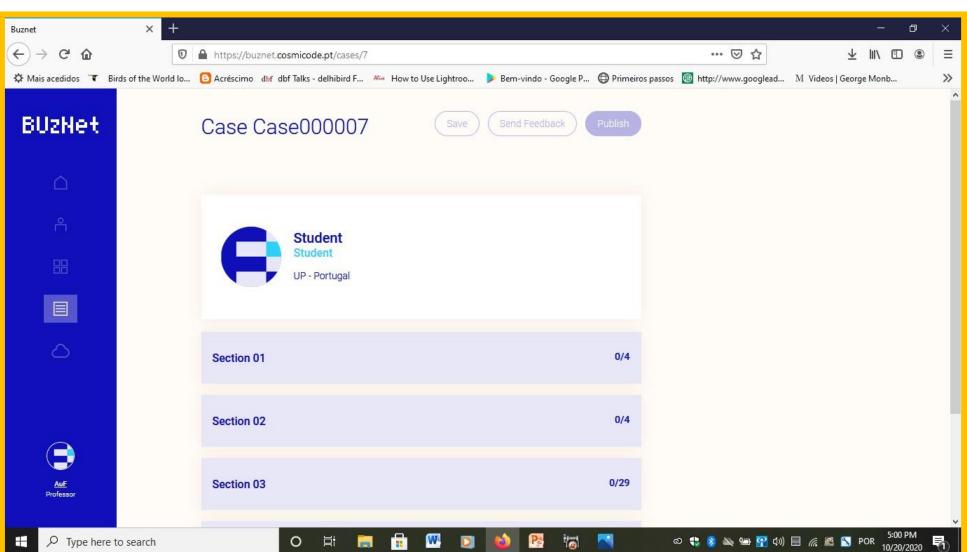


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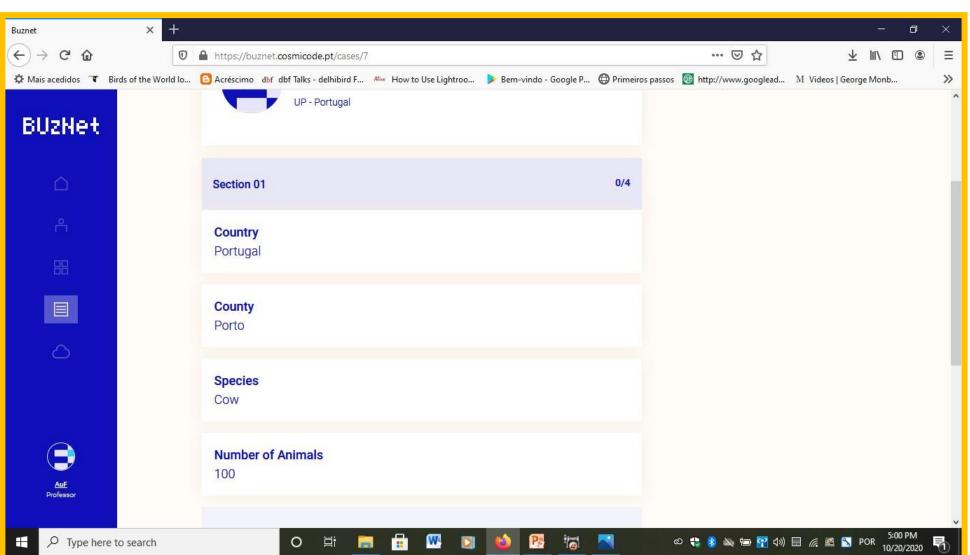














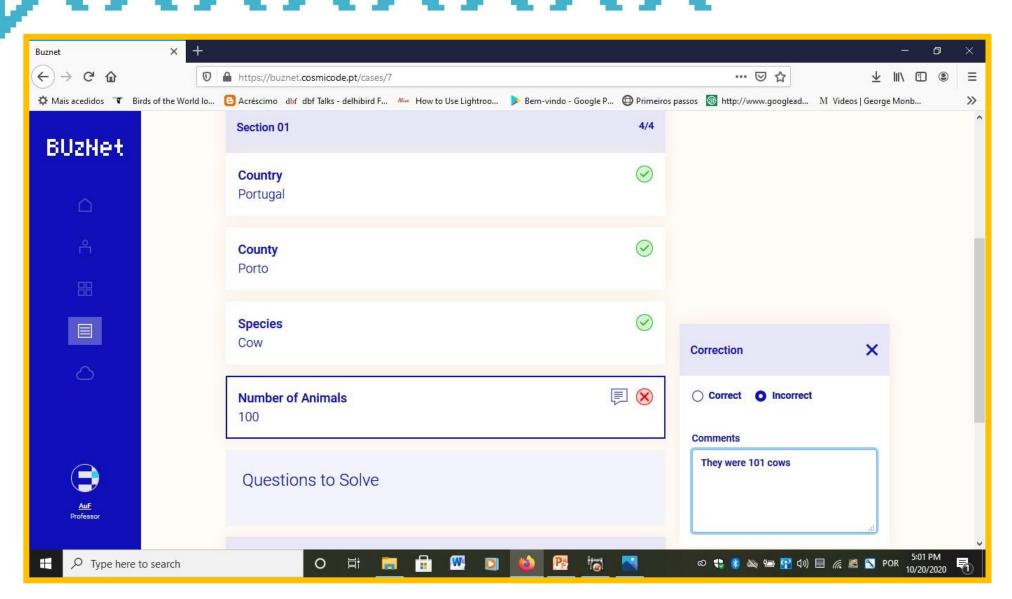




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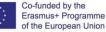




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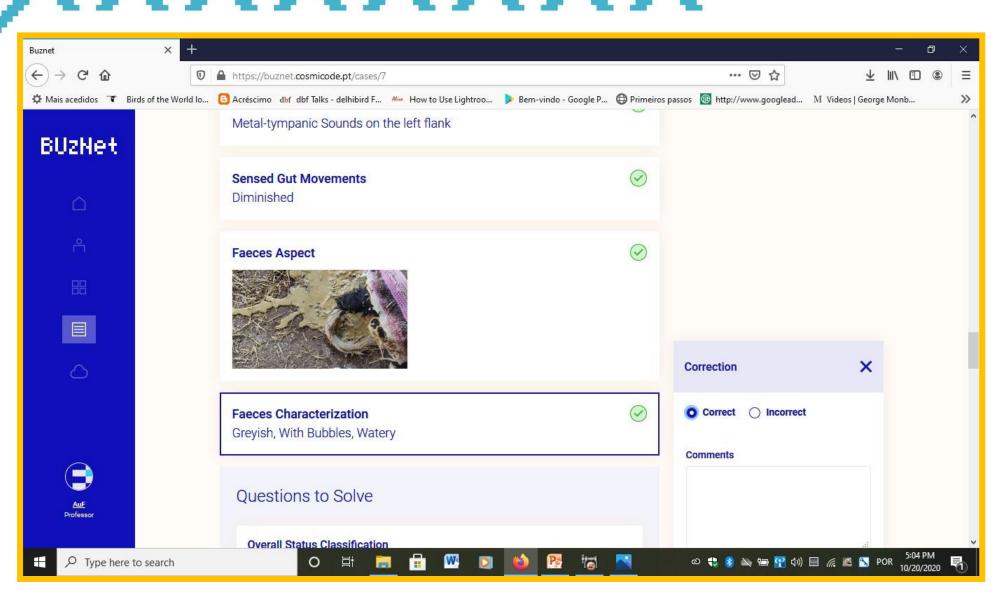




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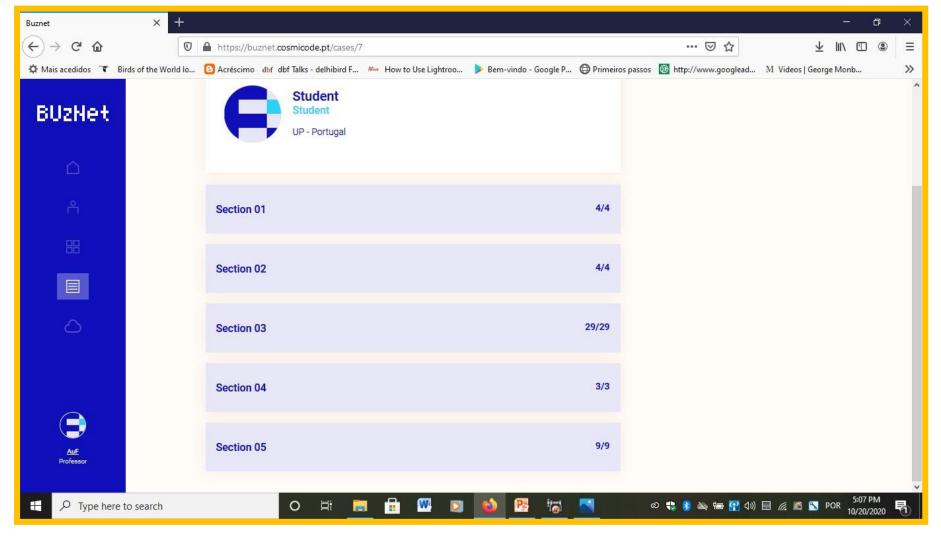


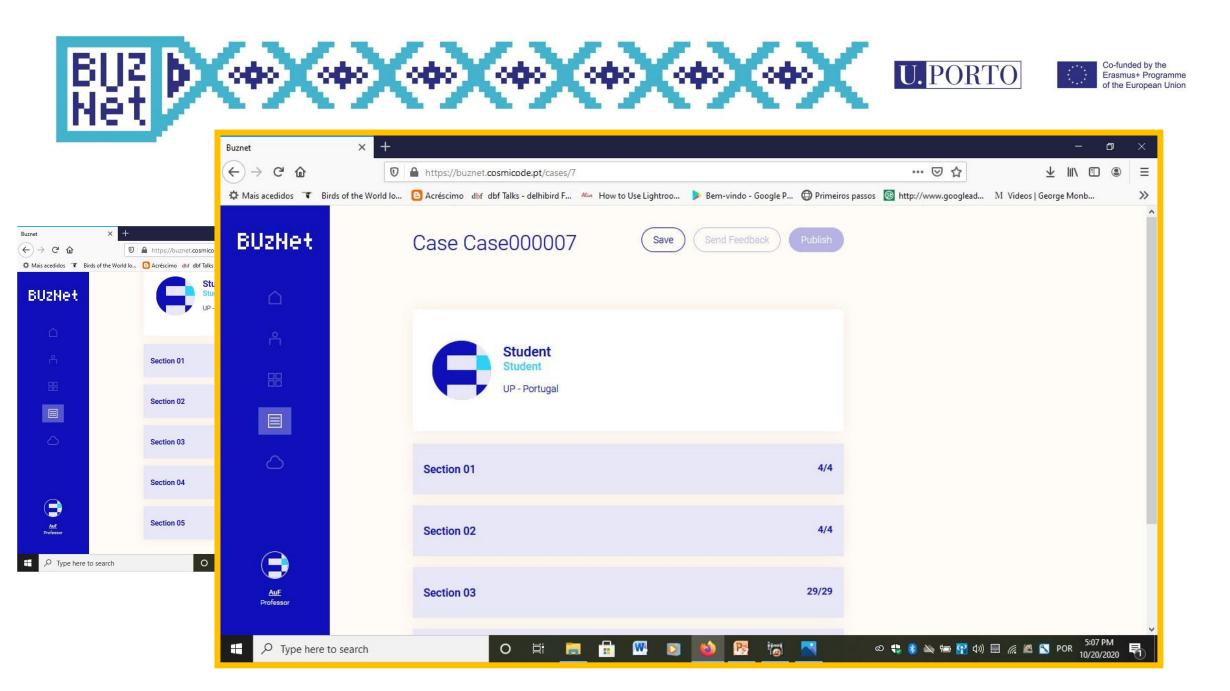




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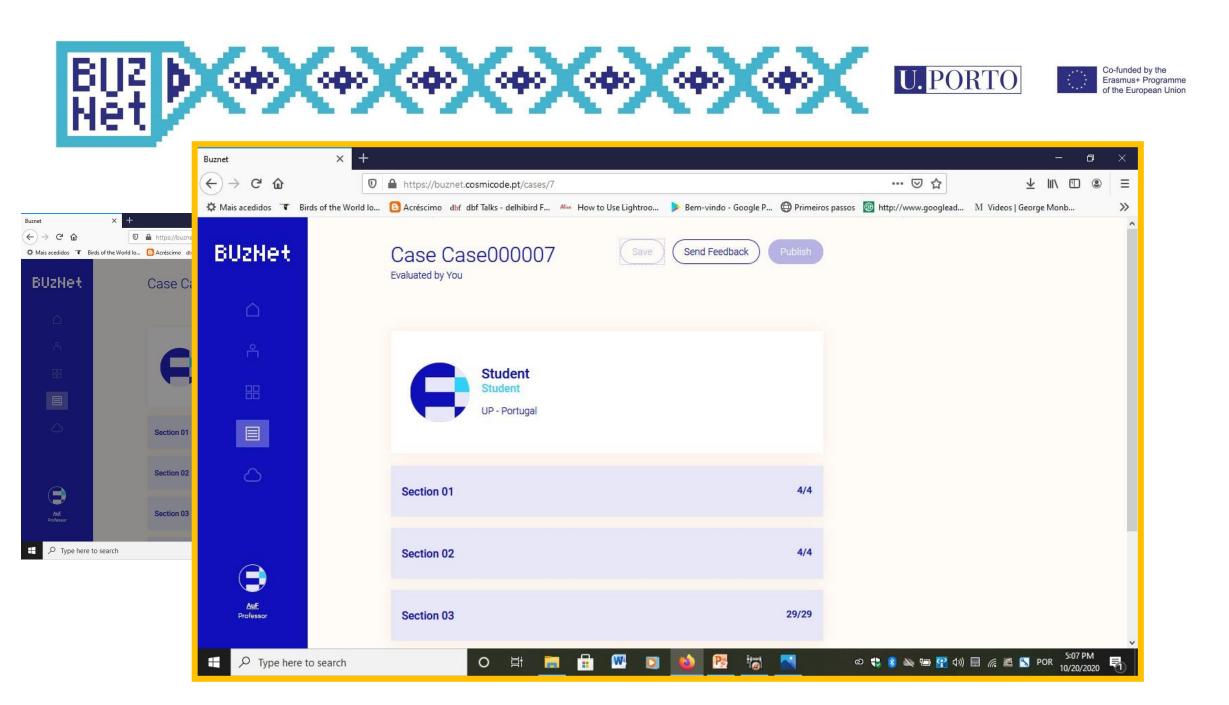


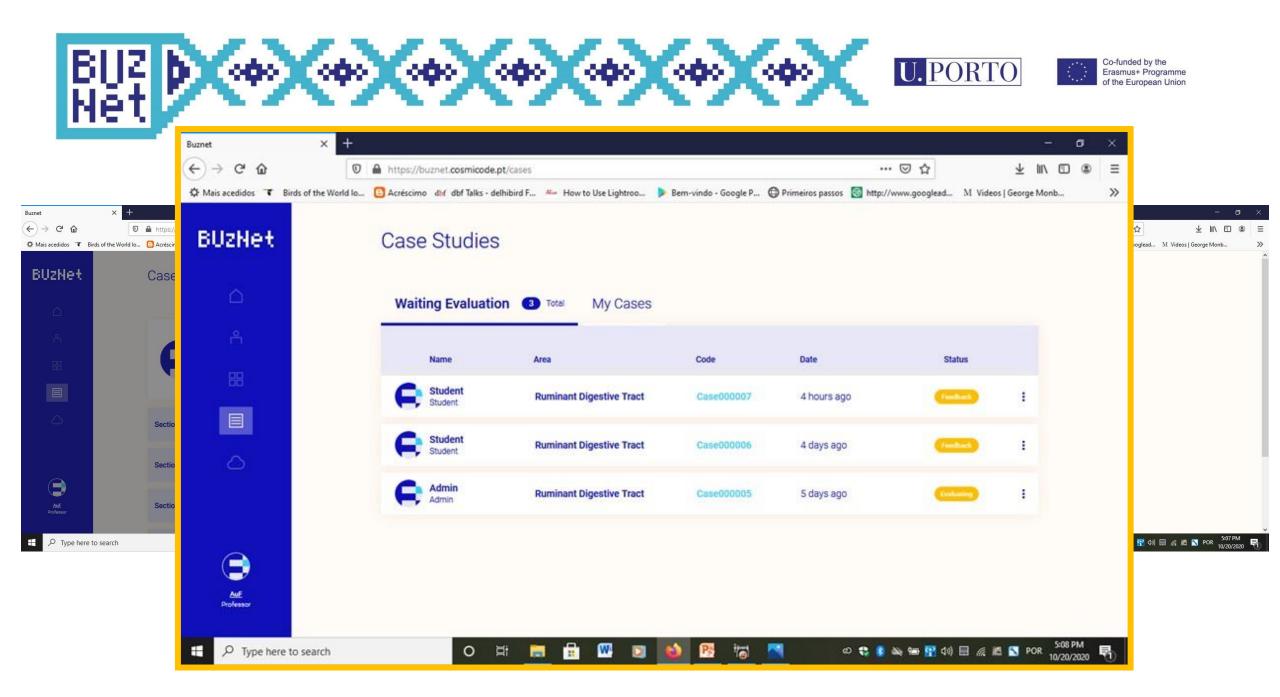






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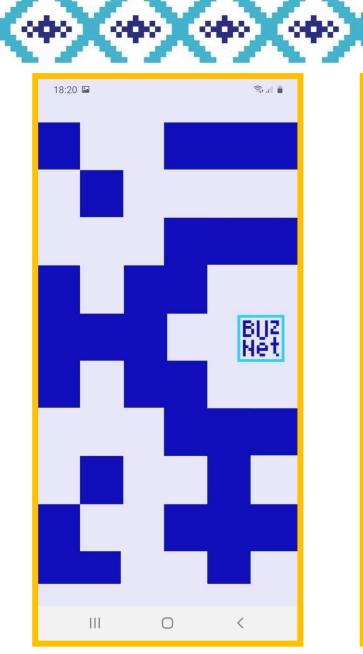






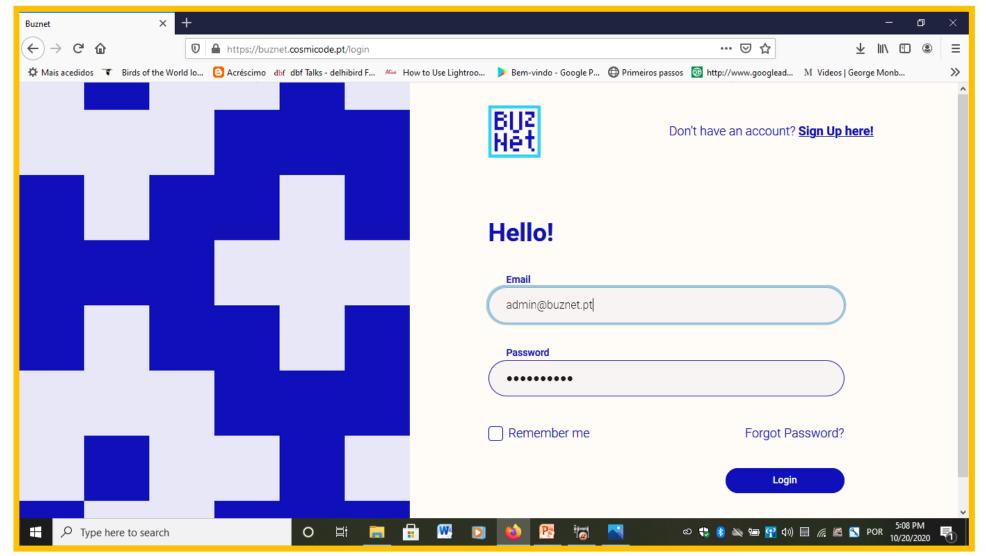
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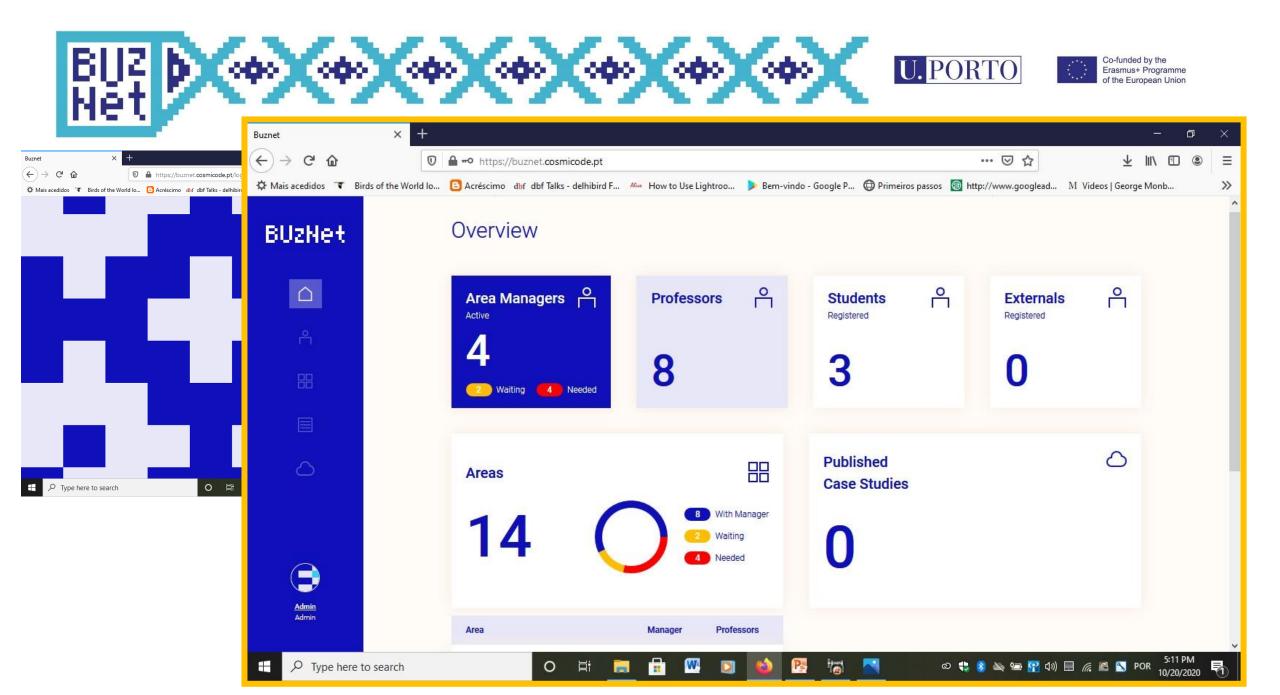
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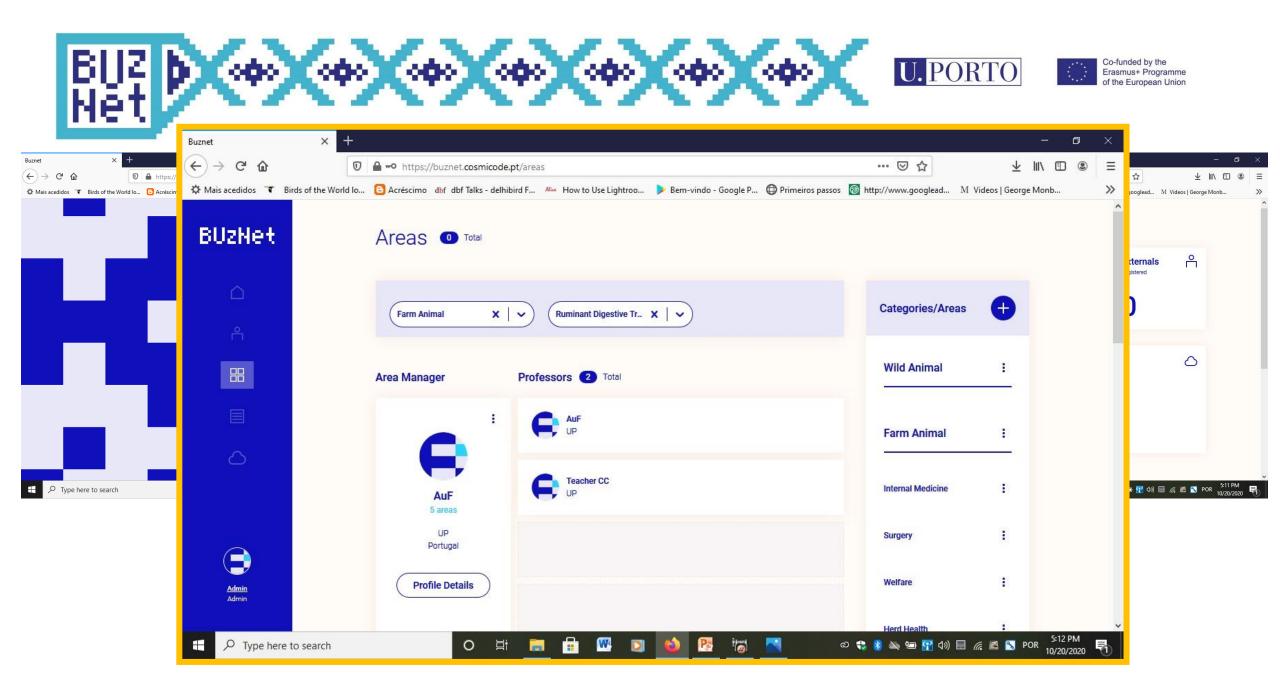


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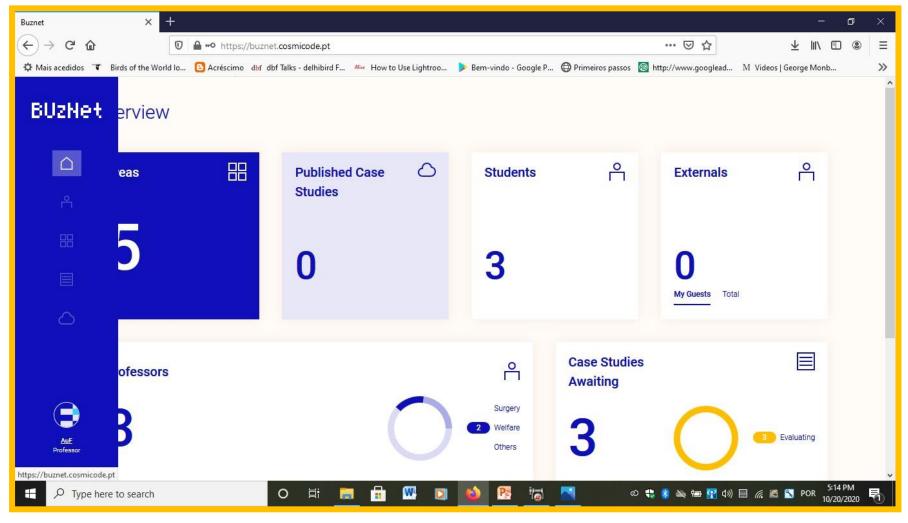


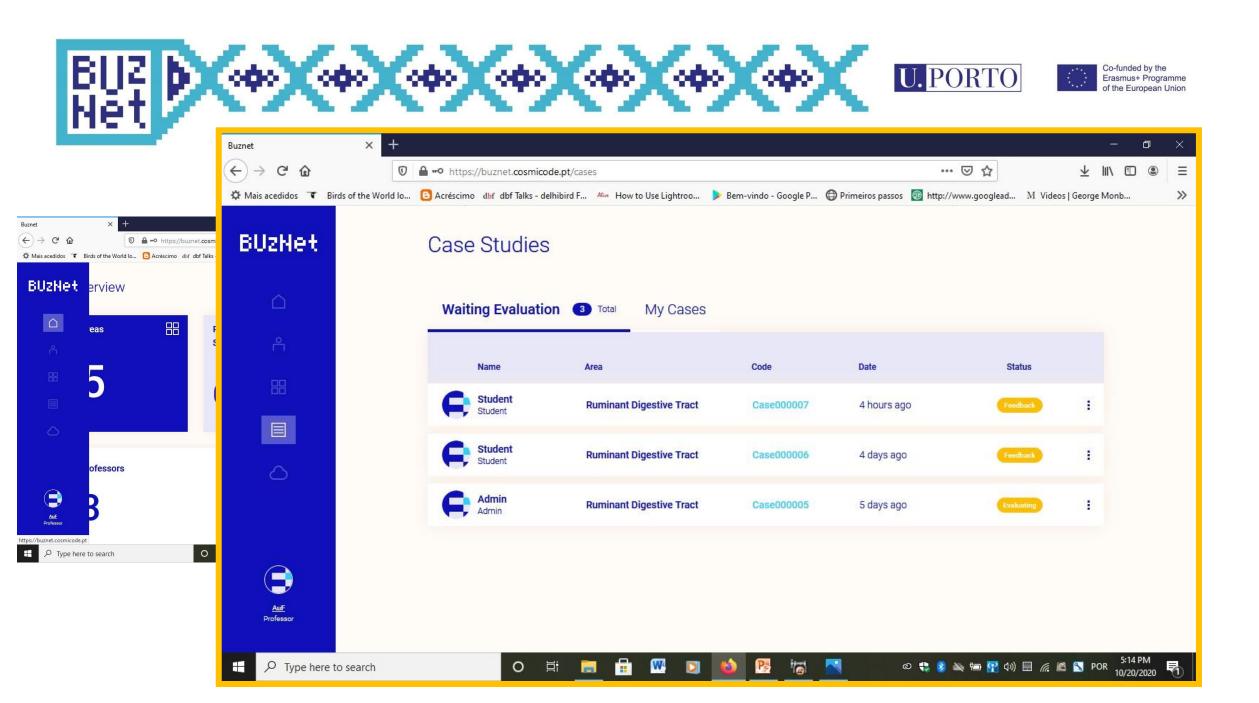


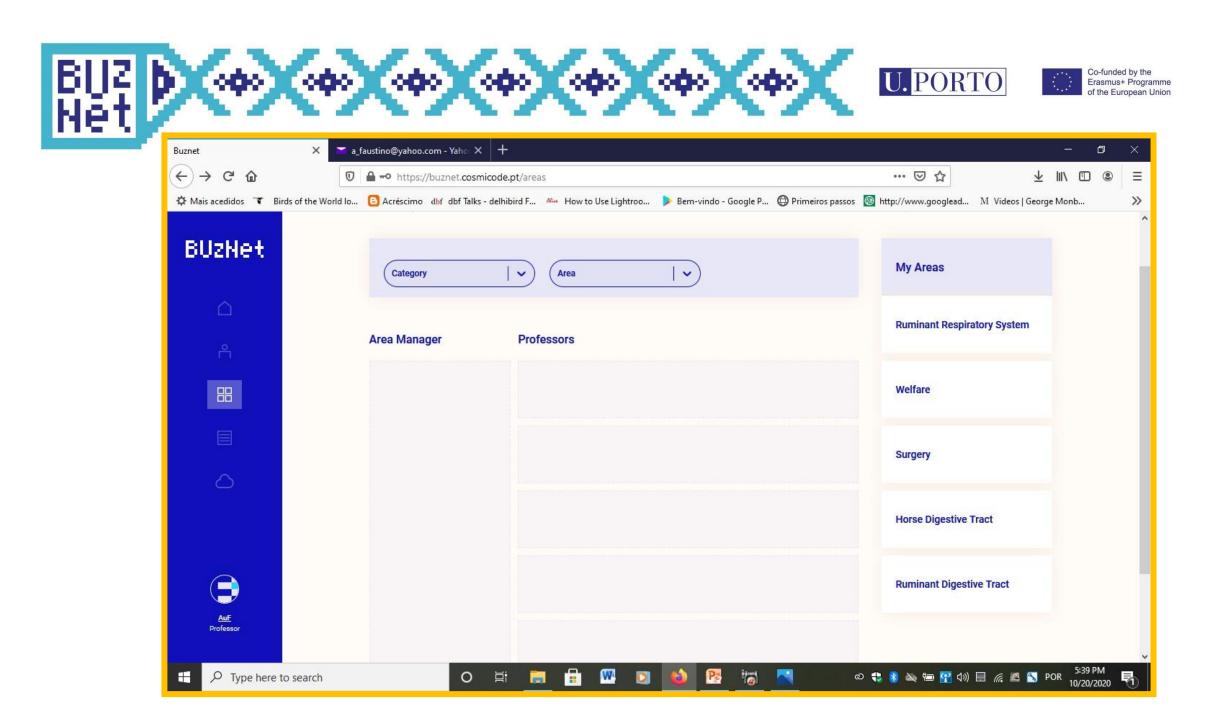




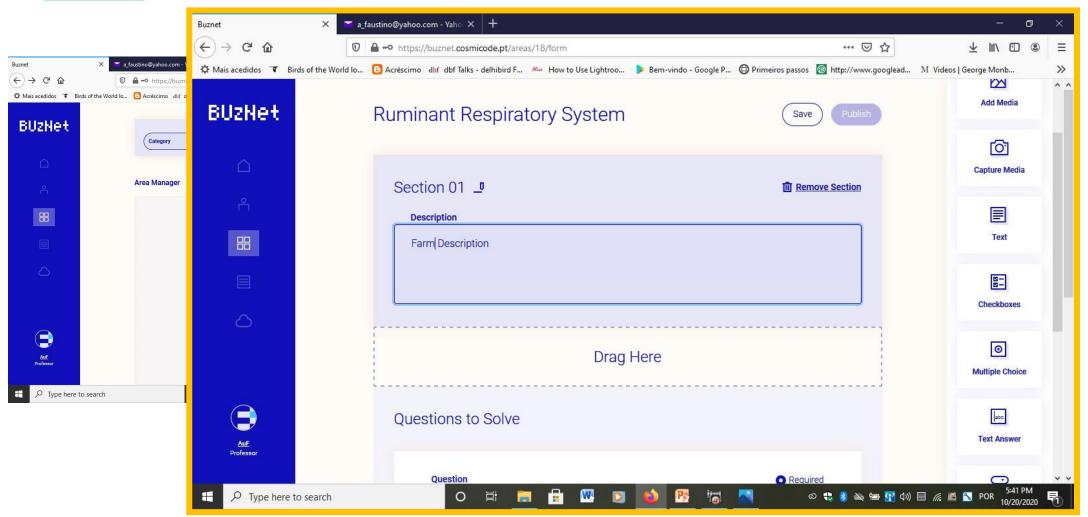




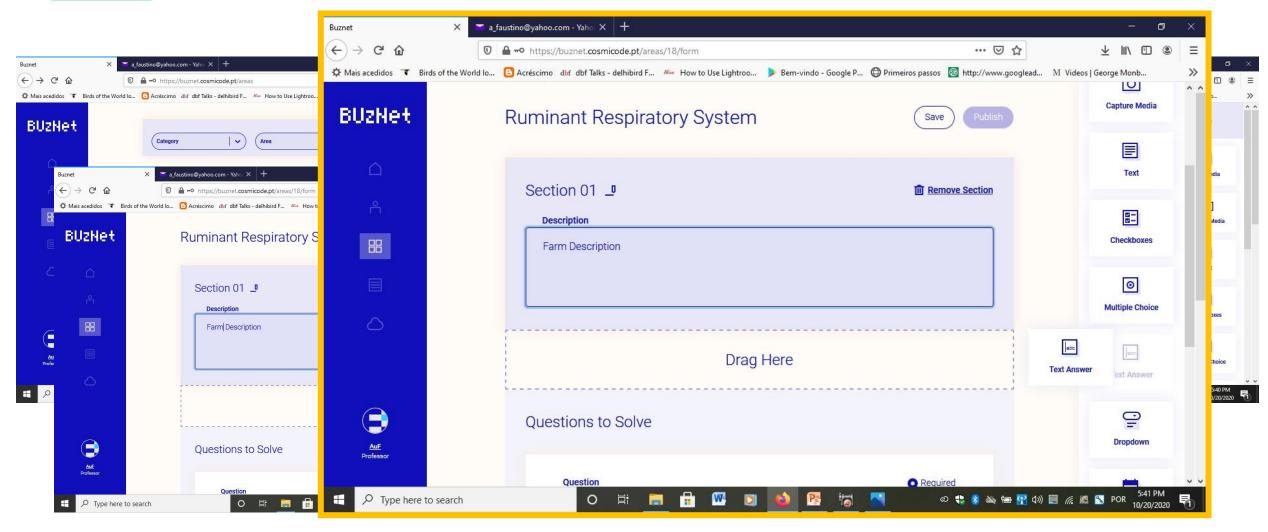


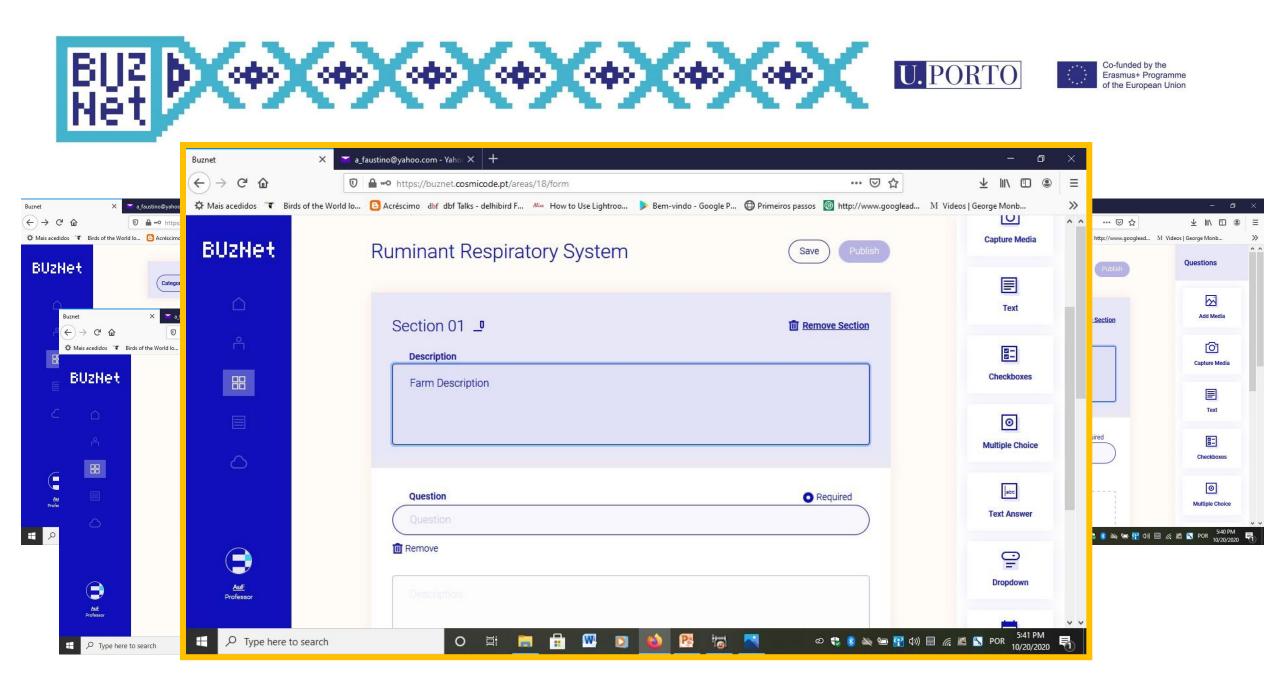


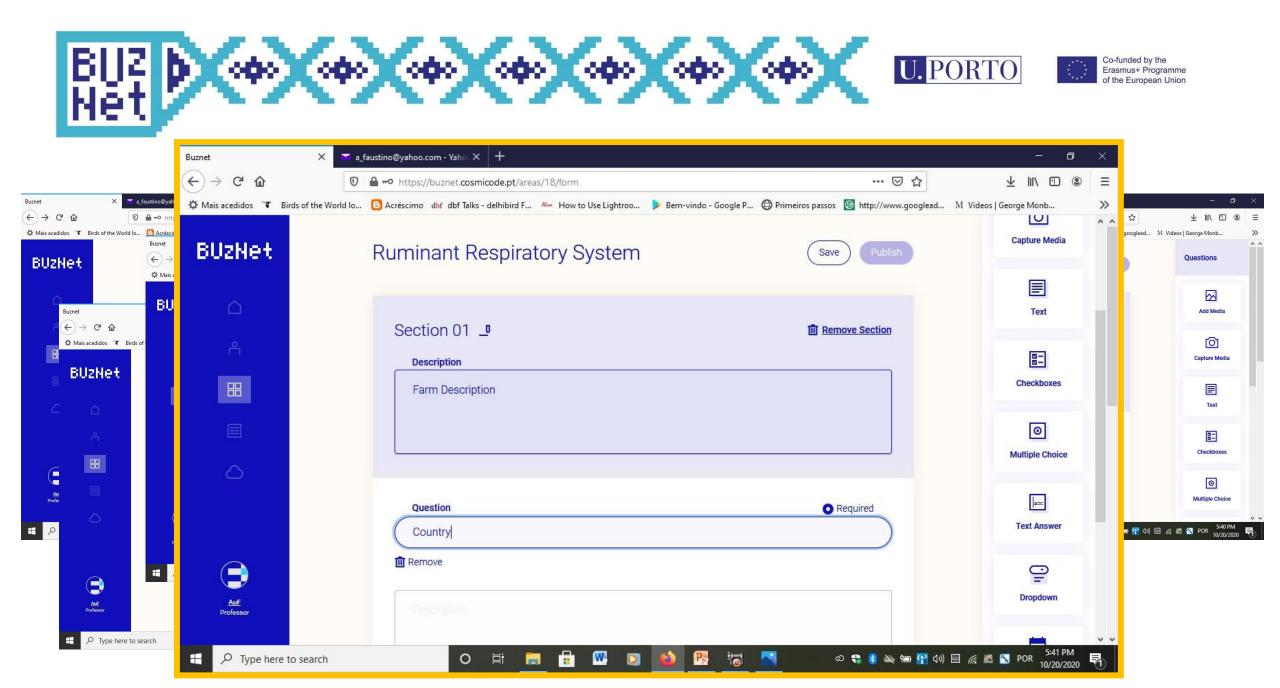






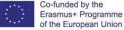




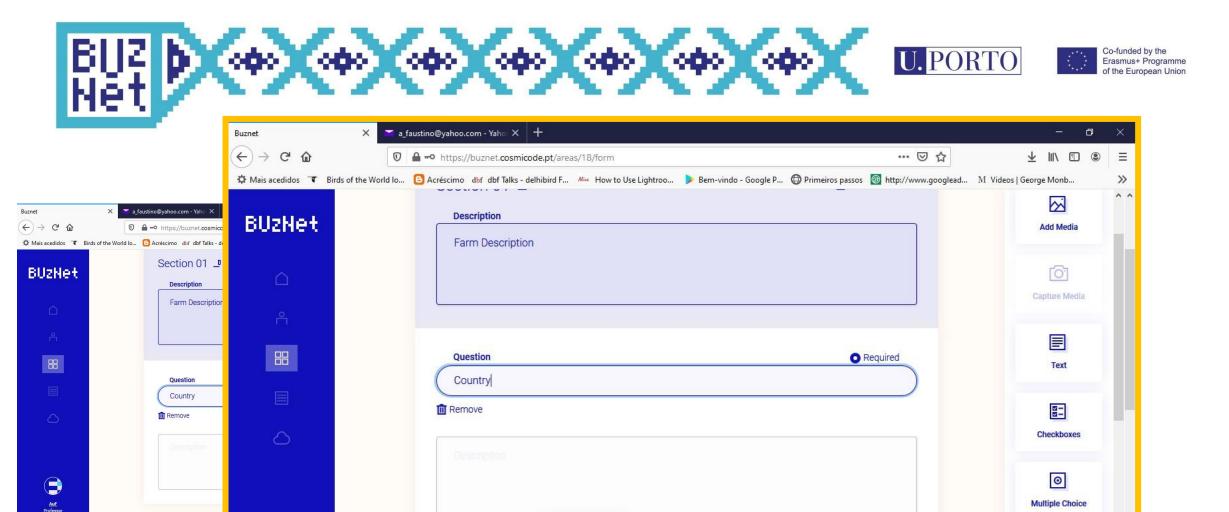








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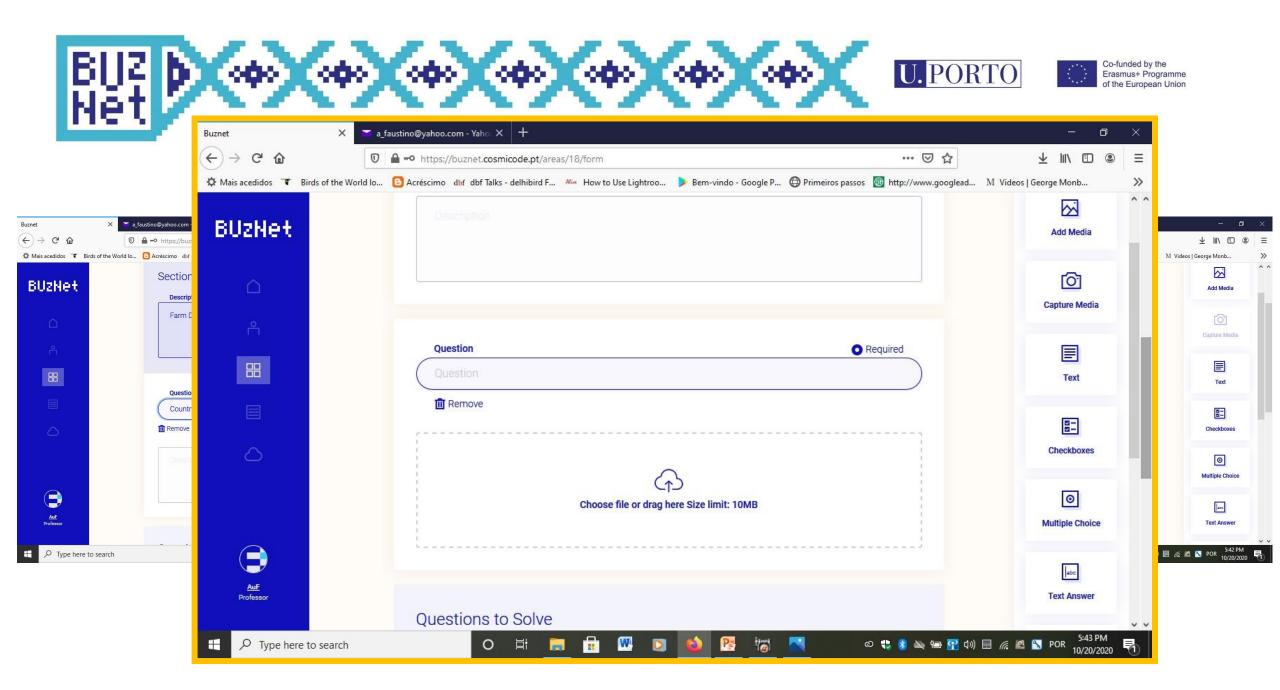
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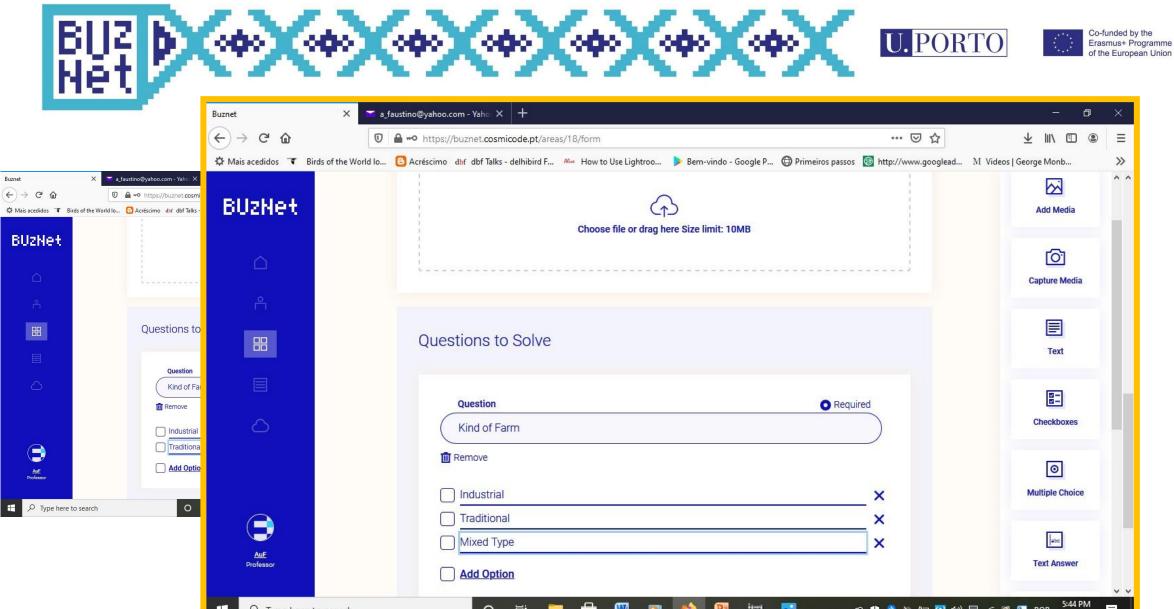
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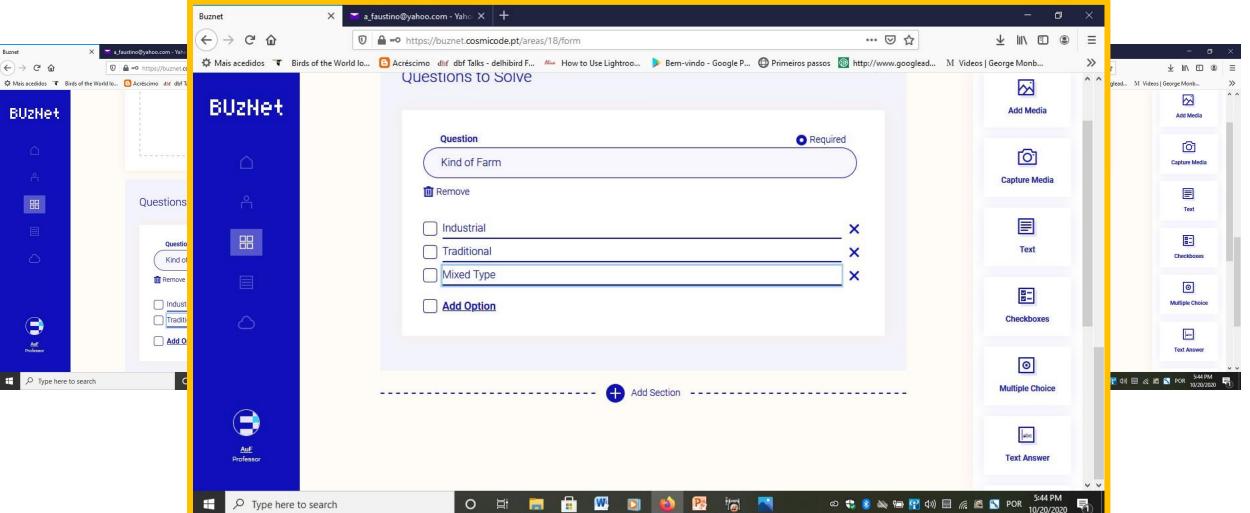
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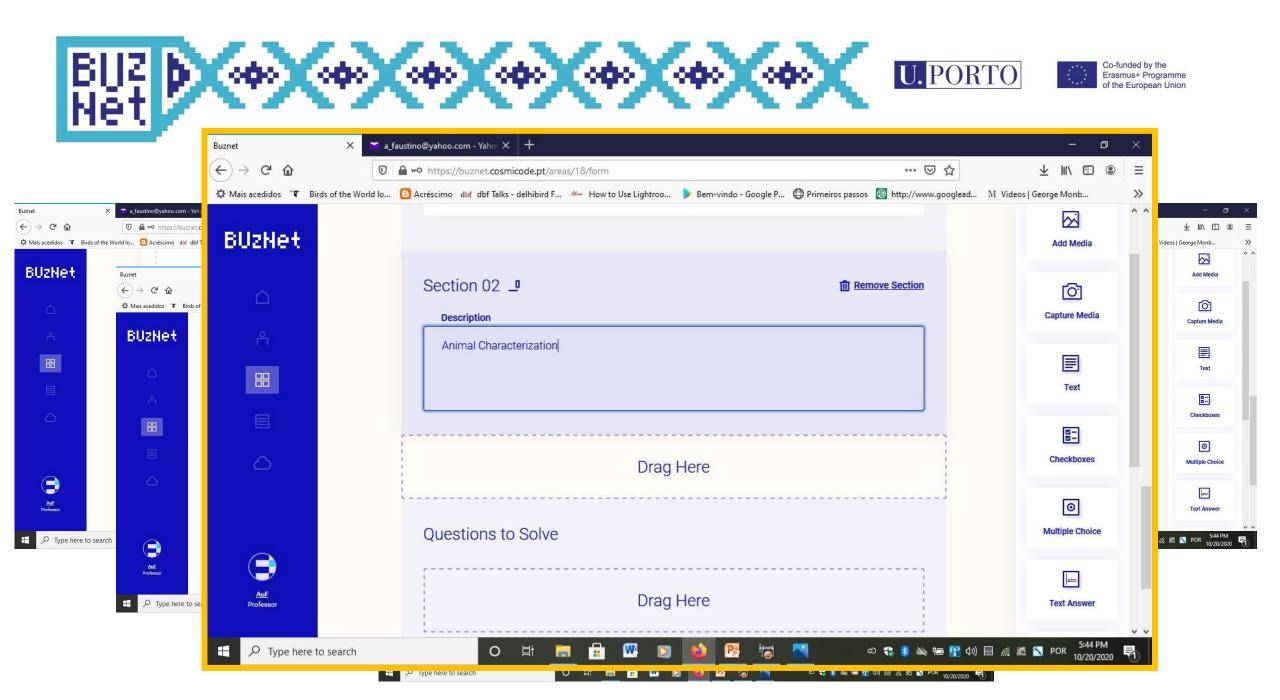




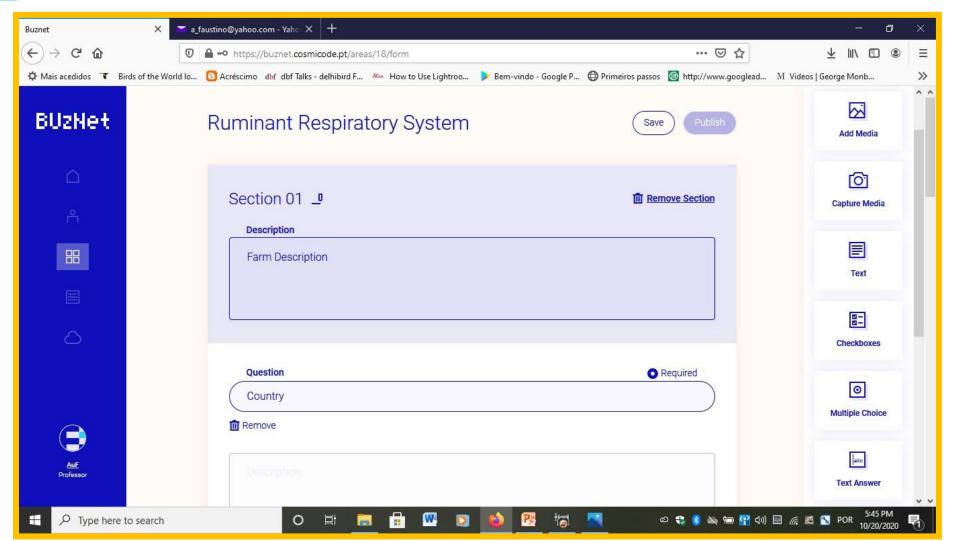
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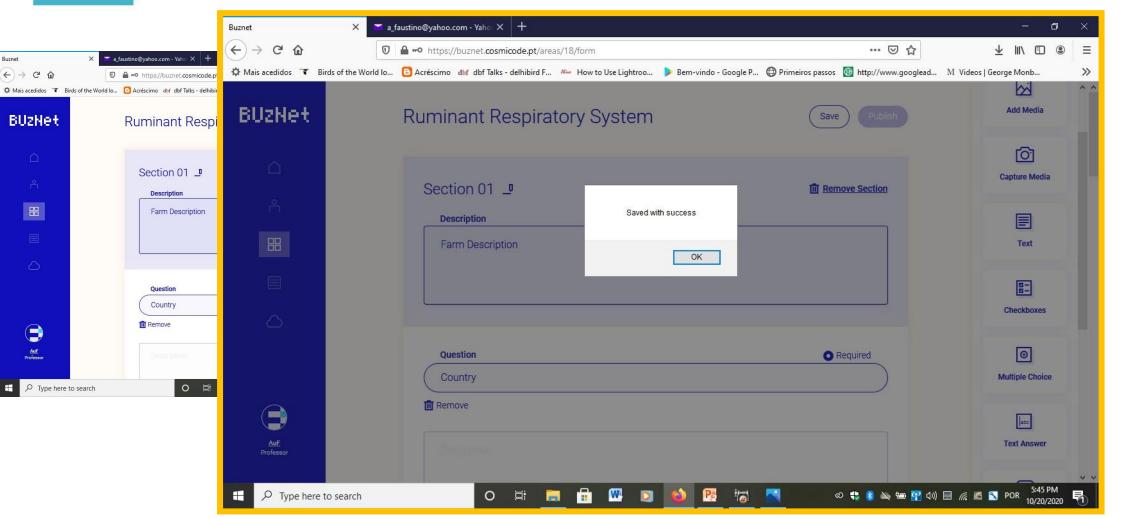


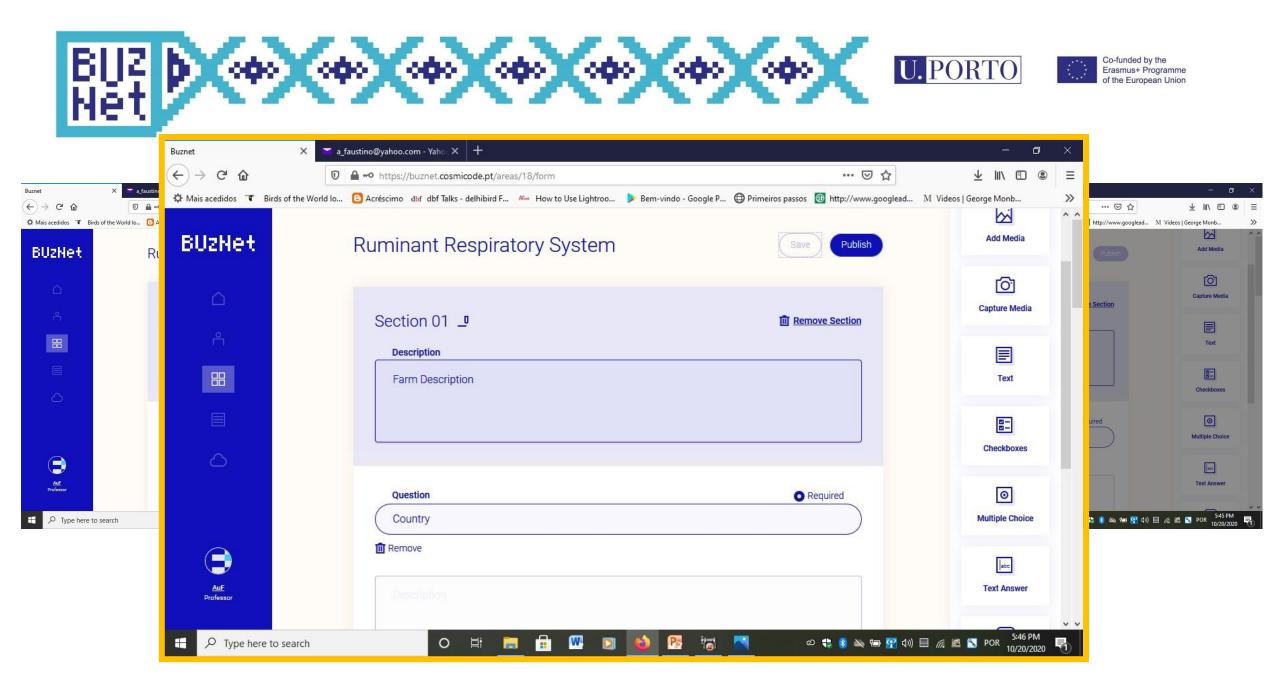


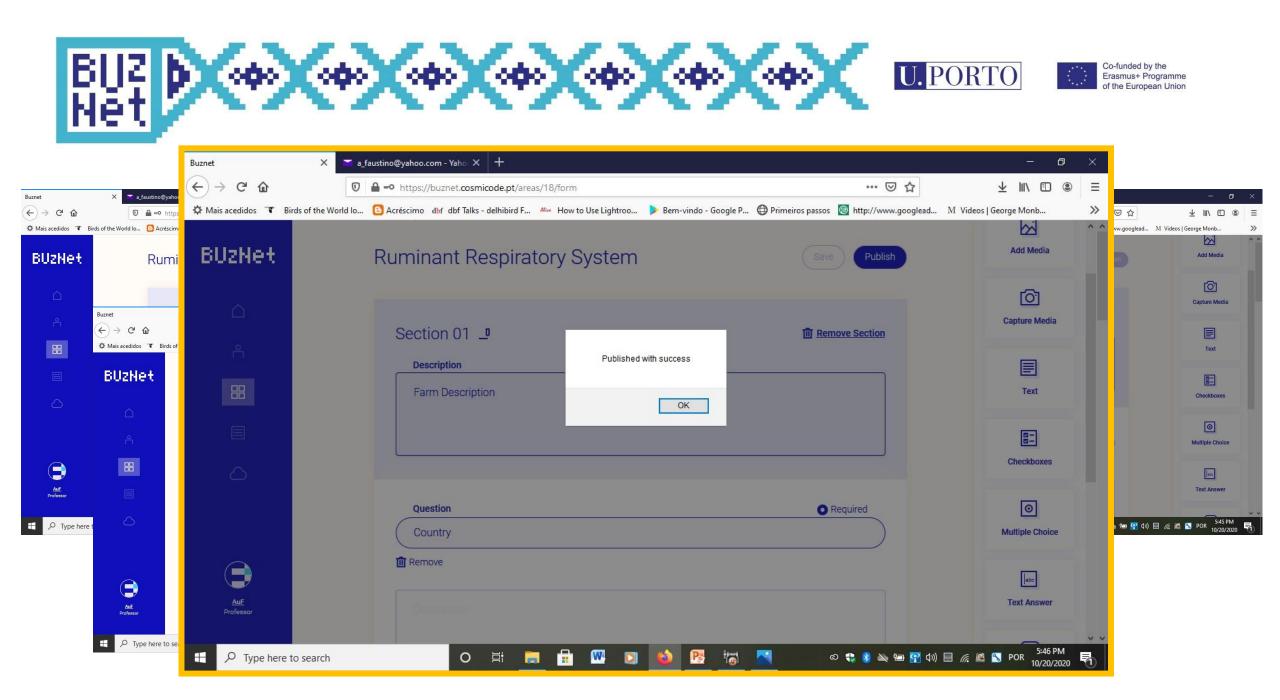




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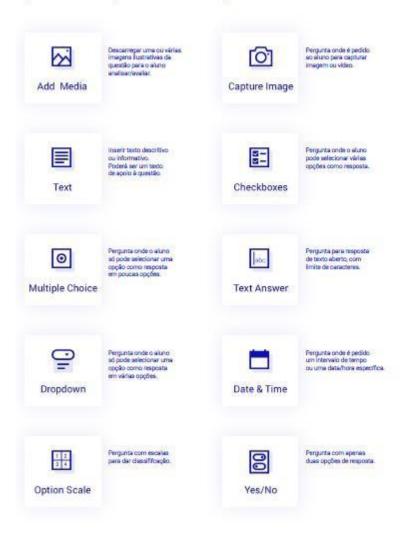




Ferramentas

10 A

para criar questionários para cada área





- Is **not** possible to provide a full training in practical subjects in veterinary medicine without a contact with animals and their peculiar situations that require a veterinarian practitioner
- This training should be based on a structured hands-on contextualized experience, very expensive and time consuming and should be brought to the maximum of efficiency
- some parts of the practical training **can be done** in a digital environment
- built a digital platform in order to retrieve and store, in a structured way, the

experience of a practical class in veterinary medicine – BUzNet App



- Production of a collection of structured high contextualized cases , both with normal and abnormal aspects, from veterinary practice available for anyone to use to train himself anywhere in the world
- Huge **increase in the efficiency** of each visit/manipulation/action taken by a student during practical classes as it will be shared by all interested
- Students **highly motivated** as they produce their own studying material, that will be use by many others in a kind of **peer-assisted learning**
- Knowledge by teachers and students of the level achieved in the teaching/learning

process before the final examination. Possibility of correcting deficiencies in the teaching/learning process well before the end of learning time



- Cases can be used in **evaluation** systems
- Increased self-knowledge of the **highs and lows of the teacher's capacities** in transmit the relevant information in order to be apprehended by the students
- Database with well structures and highly contextualized veterinary cases, both with normal and abnormal aspects, used in improving practical teaching/learning, research and animal management



B-LEARNING UZBEKISTAN VETERINARY NETWORK

Thank you very much for your attention

RAHMAT!

buznet@reit.up.pt

"This project has been funded with support from the European Commission. This communication reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein"