**PROJECT RESUME**

**TITLE:** Tactile Anatomy: Improving access to hands-on learning for craniofacial growth and development

Advances in 3D technology have created an opportunity to provide alternative ways to teach anatomy. In recent years there has been a drive to provide online and remote anatomy learning, but it is acknowledged that anatomy is a 3D subject and students benefit from access to real specimens. Access to juvenile specimens for learning about growth and development is a privilege not afforded to many students, due to limited availability of such collections. Furthermore, these specimens are fragile and irreplaceable, meaning when they are used in teaching, students are often able to look but not touch. This project aims to overcome barriers to “hands-on” anatomy teaching of delicate anatomical specimens through the creation and evaluation of 3D printed models of juvenile skulls, used to teach craniofacial growth and development.

File: USVRS Project Resume 202223 FERGUSON