



ONLINE VETERINARY ANATOMY MUSEUM

# Taking Veterinary Anatomy Online



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## Project Background (<http://en.wikivet.net/OVAM>)

The OVAM project commenced officially in November 2011 and will run until the end of October 2012. It aims to bring together the wealth of already existing anatomical resources from partners and aggregate them into one easily discoverable environment within WikiVet (<http://en.wikivet.net>). Providing access to a comprehensive and pedagogically structured set of veterinary anatomical resources in the form of a virtual museum. Many schools have a large number of resources which are of limited availability. The museum aims to make these more widely available and to avoid duplication of effort avoiding creation of often similar resources, whilst also benefiting schools which do not have access to such a wide range of materials to enhance their learning. For more information or to become involved please contact [gemma@wikivet.net](mailto:gemma@wikivet.net).

## Resources ([http://en.wikivet.net/OVAM\\_Resources](http://en.wikivet.net/OVAM_Resources))



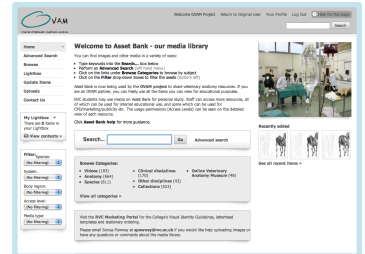
- Material will cover a wide range of species, from domestic animals to exotics and wildlife, with a varied sample of often innovative resources, examples of which can be seen on the OVAM Resources page.
- Elsevier and Manson Publishing will contribute a percentage of selected anatomical texts and self-assessment material which to supplement material contributed by schools.
- A wide range of schools are partners, including all UK veterinary schools, some European schools and others further afield in India and Australia. ([http://en.wikivet.net/OVAM\\_Partners](http://en.wikivet.net/OVAM_Partners))
- All material contributed to the museum will be released under creative commons licensing, allowing maximum diffusion and use of resources.



- Stubbs' famous anatomical drawings of the horse scanned from the Royal Veterinary Colleges' copy of his works will form part of the historical section.
- These will be adapted into interactive drag and drop exercises.

## Museum Structure

- The structure of the museum will be based on a traditional museum, with a backroom 'stack' where all resources are stored and a front end with 'displays'.



- The 'stack' will be hosted in the content management system Asset Bank which has extensive tagging and categorisation capabilities making content easily searchable.
- Partners will have unlimited access to all the material, enabling supplementation of existing materials.
- Displays within WikiVet will be ordered in a similar way to existing content by species and system. Text pages providing additional information to the visual aspects of the museum.

## eCurators

- Many partner schools have nominated a student curator who's work is funded through the project.
- Curators are responsible for cataloguing existing material and working alongside the academic representative on a project, collating a selection of resources into a more complete educational resource.

- Student projects so far cover the skeletal structure of the equine forelimb, the nervous system, the urinary system amongst others and include the translation of material previously unavailable in English such as interactive avian and porcine anatomy programs.

