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| BURROUGHS WELLCOME FUND **Abstract**  *Describe below the proposed work in an abstract that is understandable to a*  *multi-disciplinary group of reviewers (300 word maximum).* | |
| Applicant Name: | Dr. Thi Nguyen and Dr. Elizabeth Silva |
| Institution: | University of California San Francisco |
| Title of Project: | Interactive Simulation Exercises for Career Transitions (Inter-SECT) Workbook |
| PhD level trainees considering moving into a non-academic career are faced with a unique challenge: after many years behind the bench it can be difficult to envision a working environment outside of academia. To understand the tasks involved in a career of interest, trainees need the opportunity to test whether their skills and interests align with the tasks involved. Historically, institutions and organizations have focused on internships and externships as the primary method of experiential career exploration, but these opportunities are only available to a minority of trainees. We propose to develop and disseminate a novel tool for career exploration, the Interactive Simulation Exercises for Career Transitions (Inter-SECT) Workbook, a collection of brief exercises that simulate a subset of tasks involved in a job of interest. We will work with PhD-level professionals to create simulations that are true-to-life. Completing these convenient, online exercises will enhance trainees’ understanding of jobs beyond academia and also give them a greater command of the terminology common to a career, which can be used in networking and in job interviews.We will incorporate these exercises into a rubric for the development of new simulations, enabling institutions, faculty and trainees, nationwide, to adapt this resource to the needs of their local populations. Ultimately we will grow the workbook into a web-based, crowd-sourced Inter-SECT Job Simulation Library, to reflect the breadth of science jobs that are available to PhD-level trainees across the country. This innovative new tool will fill a critical gap in existing career exploration resources, enabling trainees to move beyond gathering data about a career and into trying the tasks involved. Importantly, this tool will fill this gap where it’s most needed – at institutions where faculty, staff and trainees perceive a dire need for experiential tools, but lack the resources for job simulation experiences. | |