

Simulation: The good, the bad & the technology

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Simulation



skills



scenario
based



01



02



03



04



Immersive

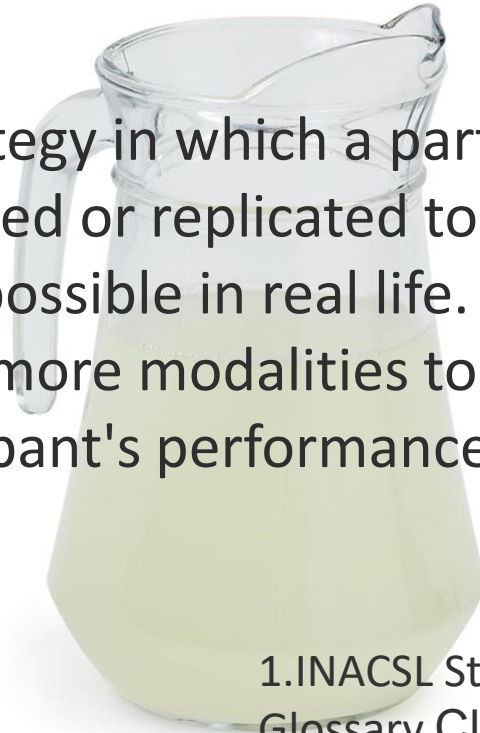


Collective
competence

What is simulation?

Simulation

An educational strategy in which a particular set of conditions are created or replicated to resemble authentic situations that are possible in real life. Simulation can incorporate one or more modalities to promote, improve, or validate a participant's performance.

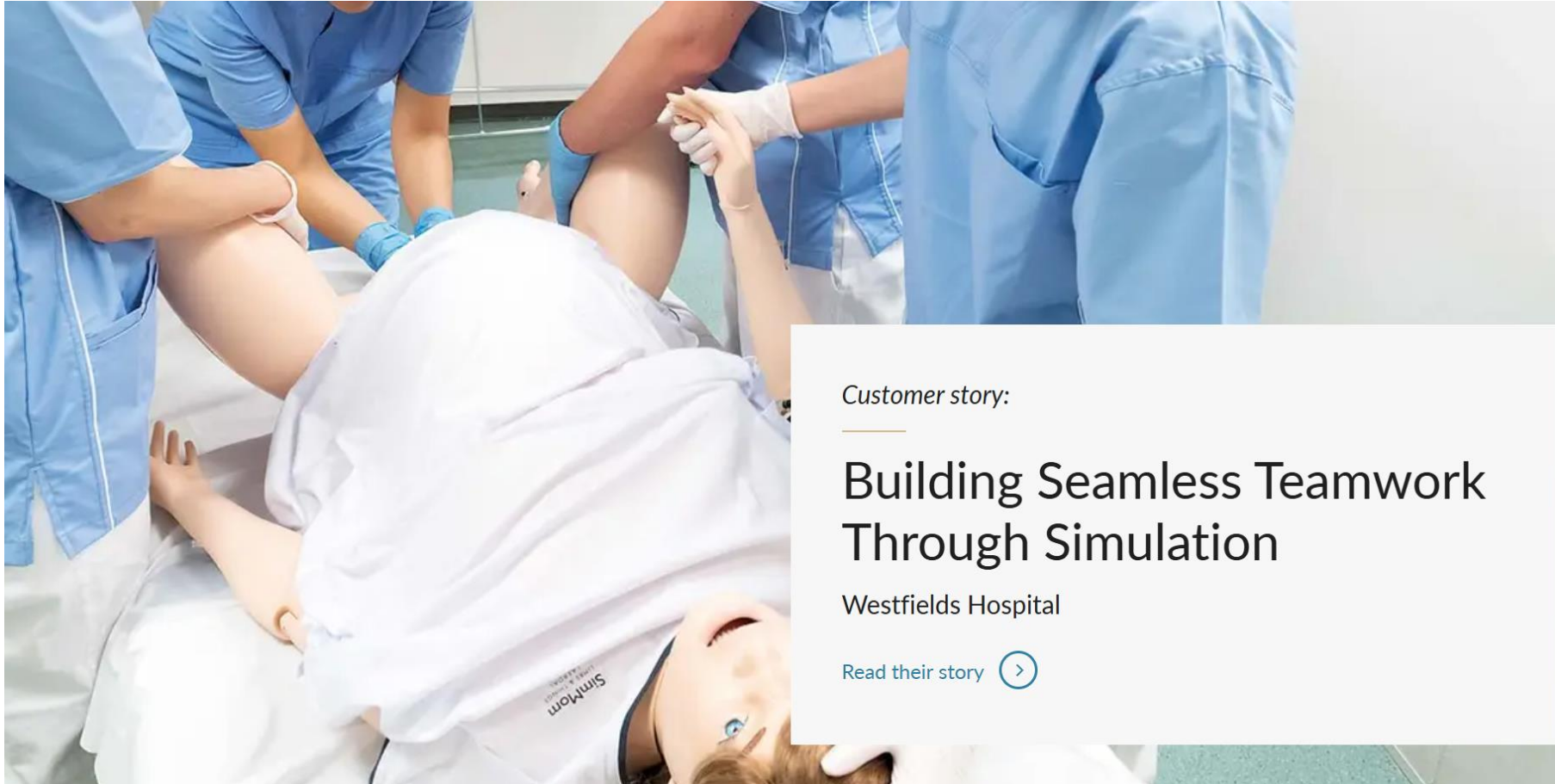


1. INACSL Standards of Best Practice: SimulationSM Simulation
Glossary Clinical Simulation In Nursing, Volume 12, S39 -
S47

Manikins & skills training



Teamwork scenarios & IPE



Simulated Patients/Actors





Empathy Suits & Mask EdTM

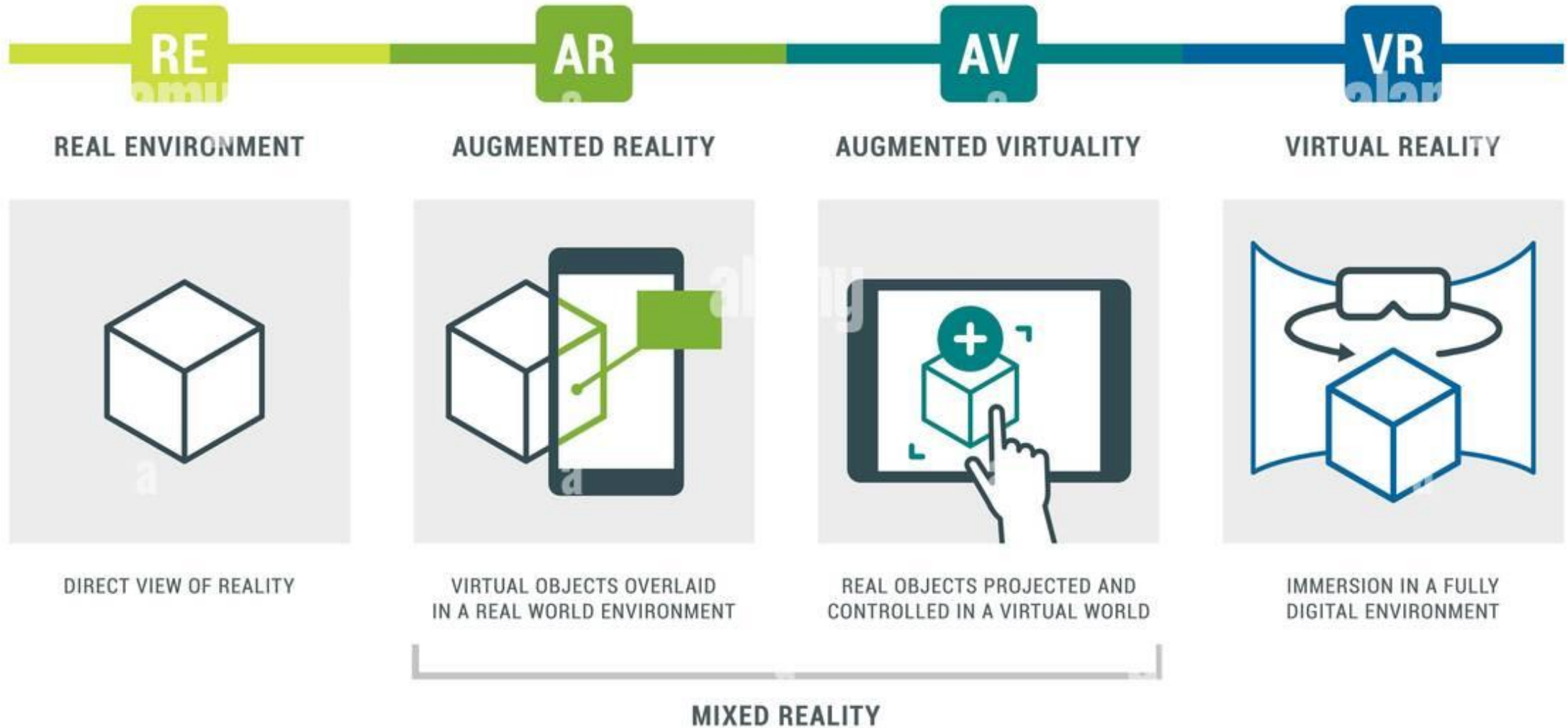


Technology as an Active Cognitive Partner

Considerations with technological solutions

- Licencing
- Price points
- Scalability

REALITY-VIRTUALITY CONTINUUM



Hololens MR headsets:

AresAR
Holopatient



AI Conversational software

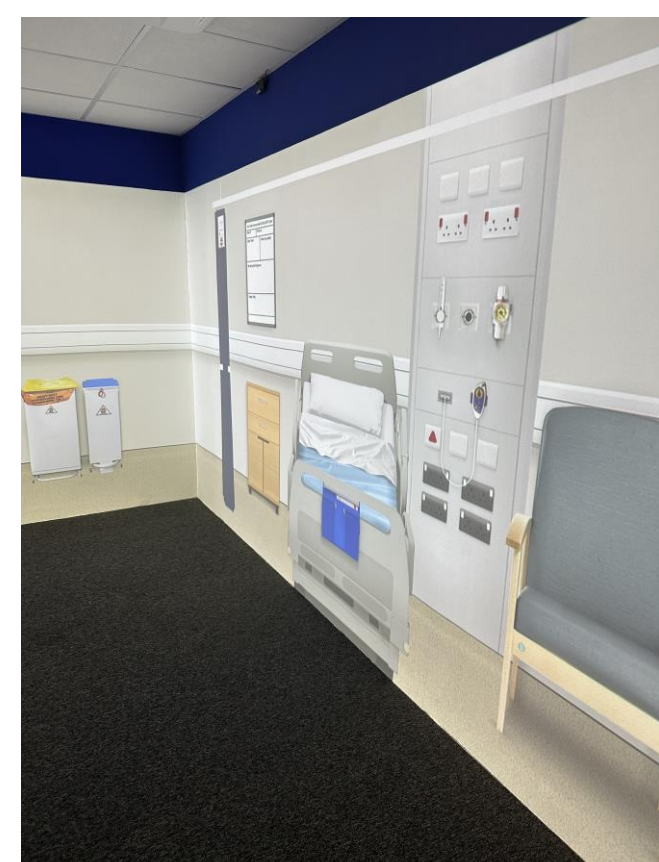
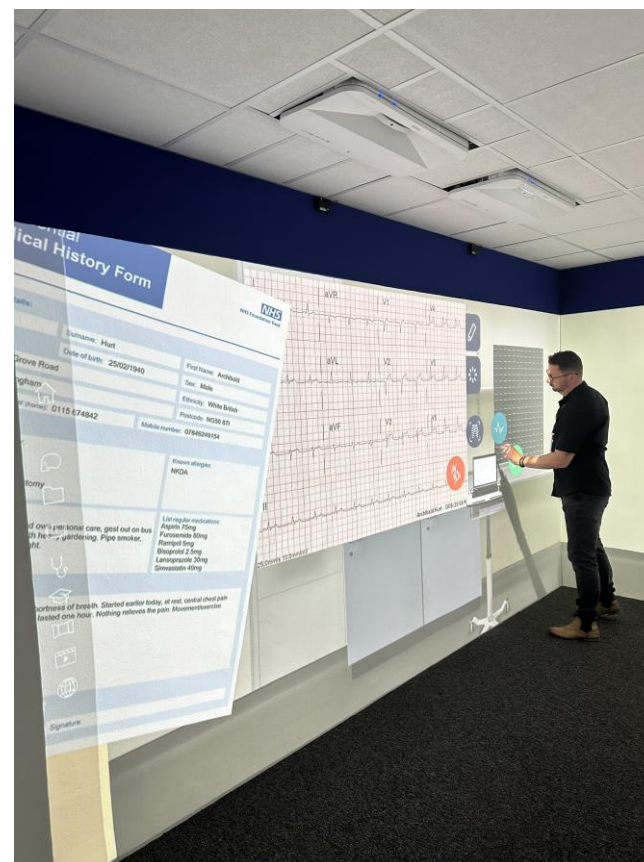
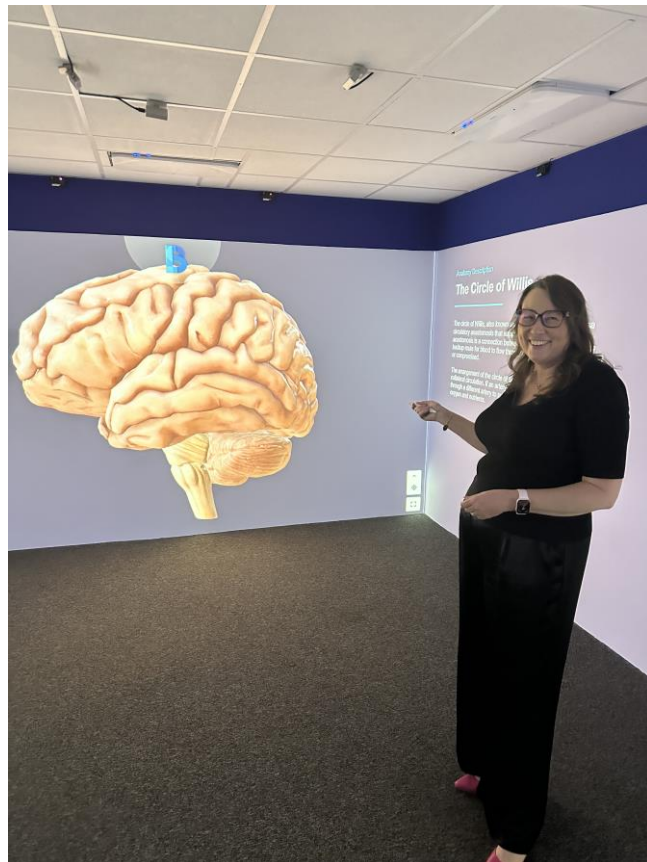
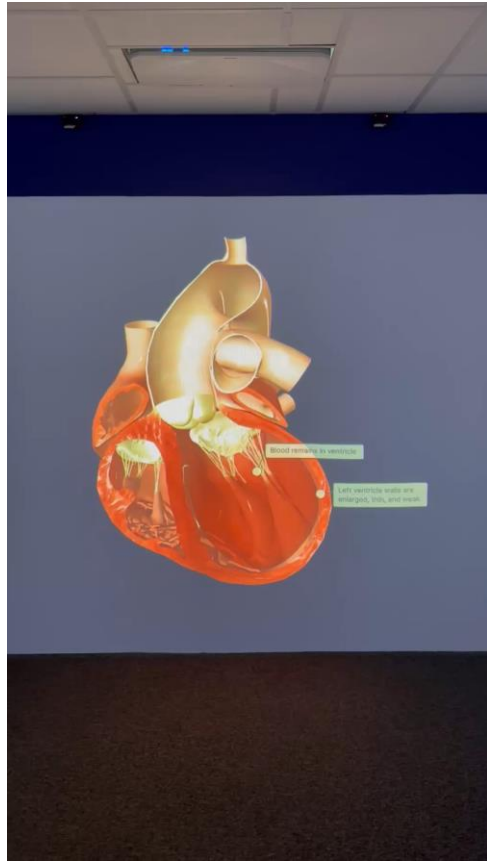


VR headsets

Sim VR

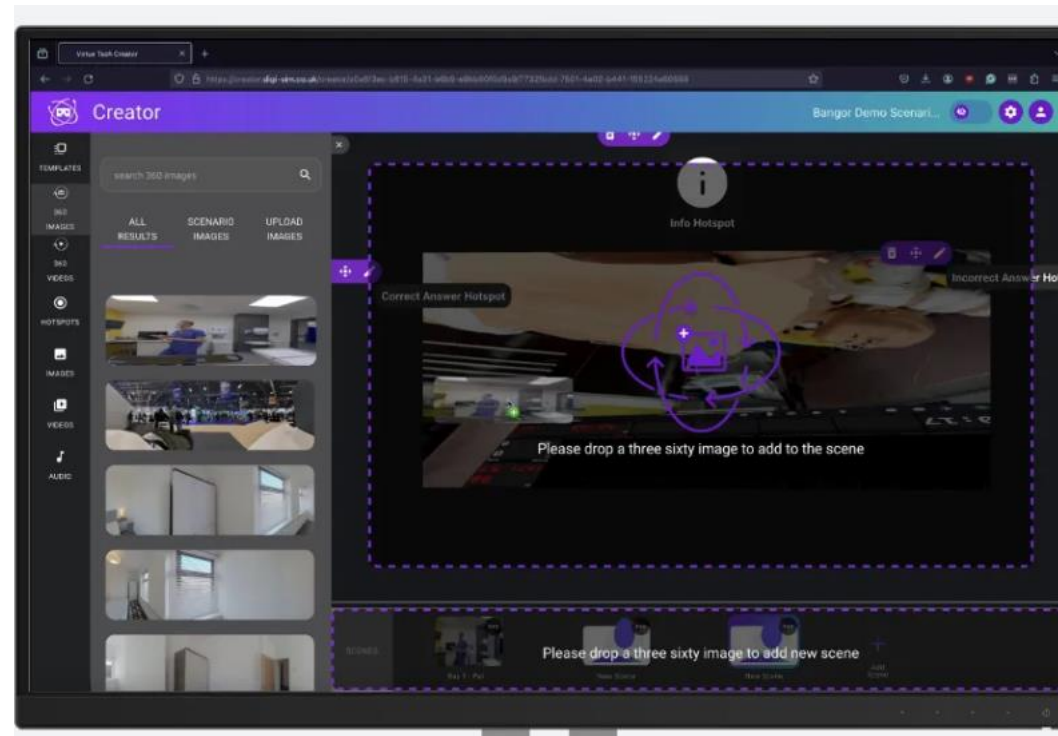
Virtulane



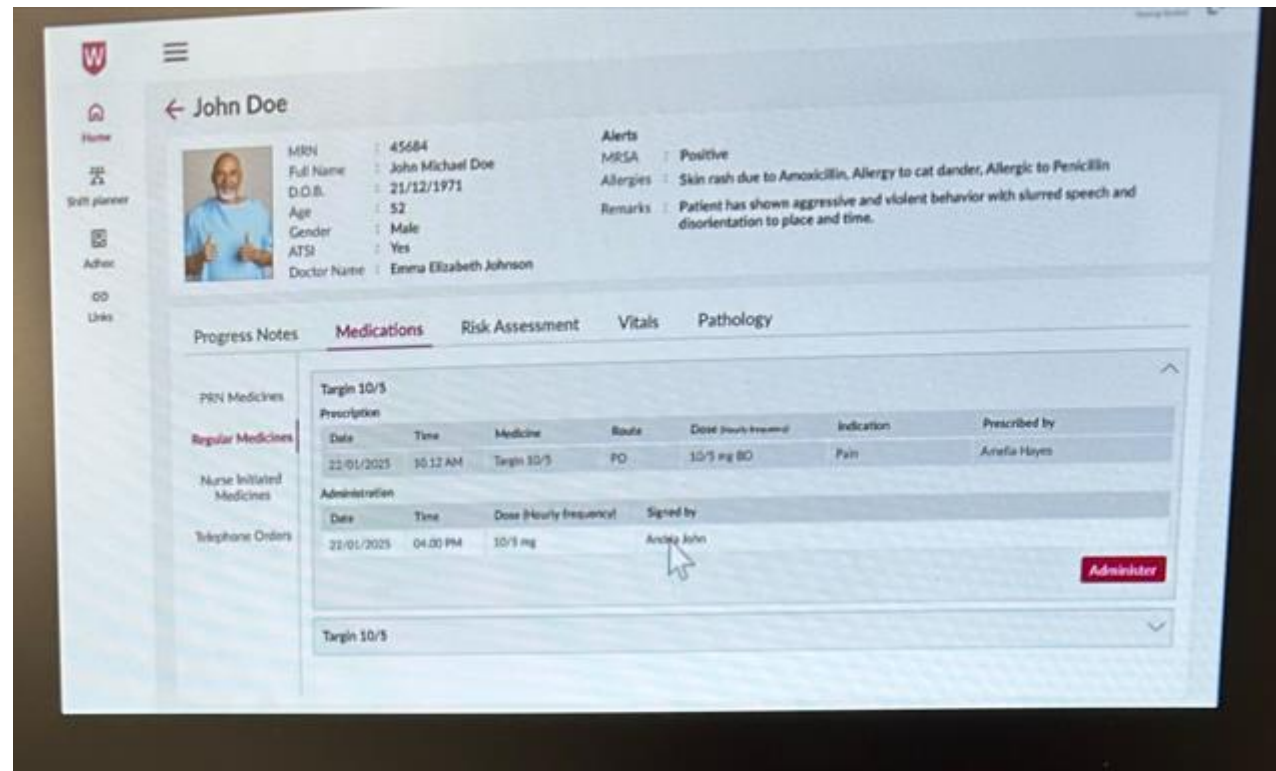


BLISS Immersive room

Multi purpose platforms



Simulated EMR



The screenshot displays a simulated Electronic Medical Record (EMR) interface for a patient named John Doe. The interface is organized into several sections:

- Header:** Displays the patient's name "John Doe" and a back arrow.
- Left Sidebar:** Contains navigation icons for Home, Shift planner, Actions, and Links.
- Patient Information:** Includes a photo of John Doe and a list of details: MRN (45684), Full Name (John Michael Doe), D.O.B. (21/12/1971), Age (52), Gender (Male), ATSI (Yes), and Doctor Name (Emma Elizabeth Johnson).
- Alerts:** Lists "MRSA : Positive" and "Allergies : Skin rash due to Amoxicillin, Allergy to cat dander, Allergic to Penicillin".
- Remarks:** States "Patient has shown aggressive and violent behavior with slurred speech and disorientation to place and time."
- Tabs:** Progress Notes, Medications (active), Risk Assessment, Vitals, Pathology.
- Medications Section:**
 - PRN Medicines:** Targetin 10/5.
 - Regular Medicines:** Prescription table for Targetin 10/5.

Date	Time	Medicine	Route	Dose (hourly frequency)	Indication	Prescribed by
22/01/2025	10:12 AM	Targetin 10/5	PO	10/5 mg BD	Pain	Aurelia Hayes
 - Nurse Initiated Medicines:** Administration table for Targetin 10/5.

Date	Time	Dose (hourly frequency)	Signed by
22/01/2025	04:00 PM	10/5 mg	Aurelia John
 - Telephone Orders:** Targetin 10/5.

Simulation Replacing Placement Hours



HAYDEN, J. (2010). USE OF **SIMULATION** IN
NURSING EDUCATION: NATIONAL SURVEY
RESULTS. JOURNAL OF NURSING
REGULATION, 1(3), 52-57



WATTS, PENNI I. ET AL.(2021) ONWARD AND
UPWARD: INTRODUCING THE HEALTHCARE
SIMULATION STANDARDS OF BEST
PRACTICE™ CLINICAL SIMULATION IN
NURSING, VOLUME 58, 1 - 4

STANDARDS ENDORSEMENT™

PURPOSE

INACSL Healthcare Simulation Standards Endorsement™ is designed to recognize healthcare institutions and practices that have demonstrated excellence in applying all four of the following simulation standards from the [Healthcare Simulation Standards of Best Practice®](#) (HSSOBP®) in their educational simulation programs:

- Prebriefing: Preparation and Briefing
- Facilitation
- Professional Integrity
- Debriefing



SYNCHRONOUS

WHAT IS IT?

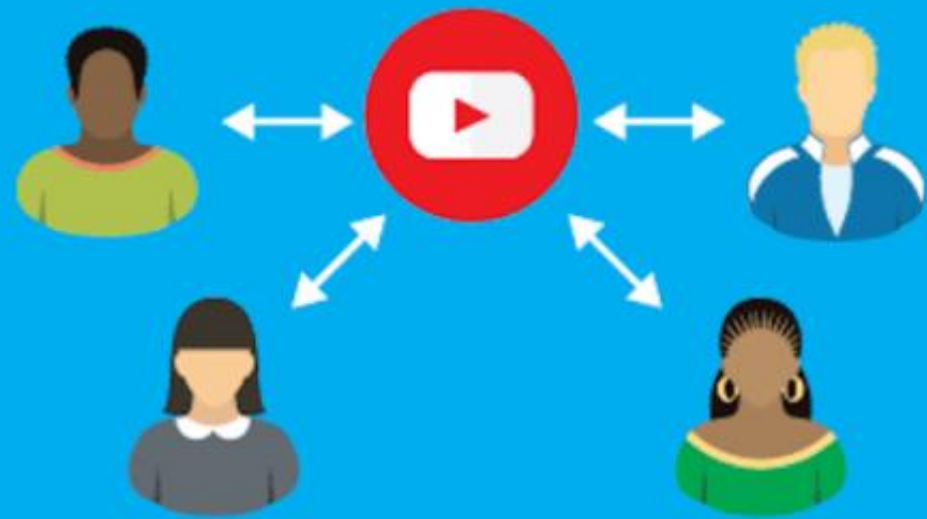
Live, with all participants on at the same time



ASYNCHRONOUS

WHAT IS IT?

Pre-recorded, enabling one-to-many and many-to-one video



COLLECTIVE COMPETENCE

- *“Collective competence is about more than the people on the team and how they function as members of that team. It’s about what happens when individual experts are able to function with a sense of awareness of one another as well as an awareness of the various structures and resources in the system that either support them to work together or inhibit them from working together.” — Lorelei Lingard*

Incremental vs Radical creativity

Incremental creativity

- Taking something that already exists and making an improvement

Radical Creativity

- Creating something without the constraint of how we know something to be



