

# *Virtual Patients*

## *Even Better Than the Real Thing*



## Learning Objectives:

- Information technology, developed for gaming and social networks, has given rise to the “virtual patient.” This simulation technology is being used for education and competency assessment for skills ranging from cultural competency to invasive procedures. Virtual patients offer greater standardization, scalability, and cost-effectiveness.

### This presentation will help participants understand:

- An overview of computer-based patient simulation.
- Trends in the adoption of patient simulation technology.
- Global efforts to develop virtual patient standards and their benefits.
- Teaching palpation with virtual patients.

## Simulation

- A process that attempts to mimic or emulate a system, environment or circumstance.
- For situations involving stress or risk.

## Simulation learning assists:

- Competency based assessment
- Competency based learning
- Evaluation of communication skills
- Evaluation of procedural skills
- Foster collaboration in health
- Improve health care

## Competency

- the ability to apply knowledge, skills and values to relevant workplace/study-place environments based on the standards/success criteria required by that environment
- a marriage between knowledge and skill

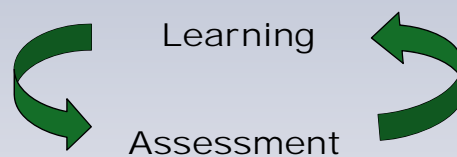
## Traditional Educational Approaches

- Lecturing/Demonstrating
- Testing 'Command of Knowledge'
- Experiencing Clinical Apprenticeships



## Competency-Based Instruction

- Ability to **assess competency at the end** of stages of the program to allow promotion, graduation
- Ability to **assess competency development** as students learn:



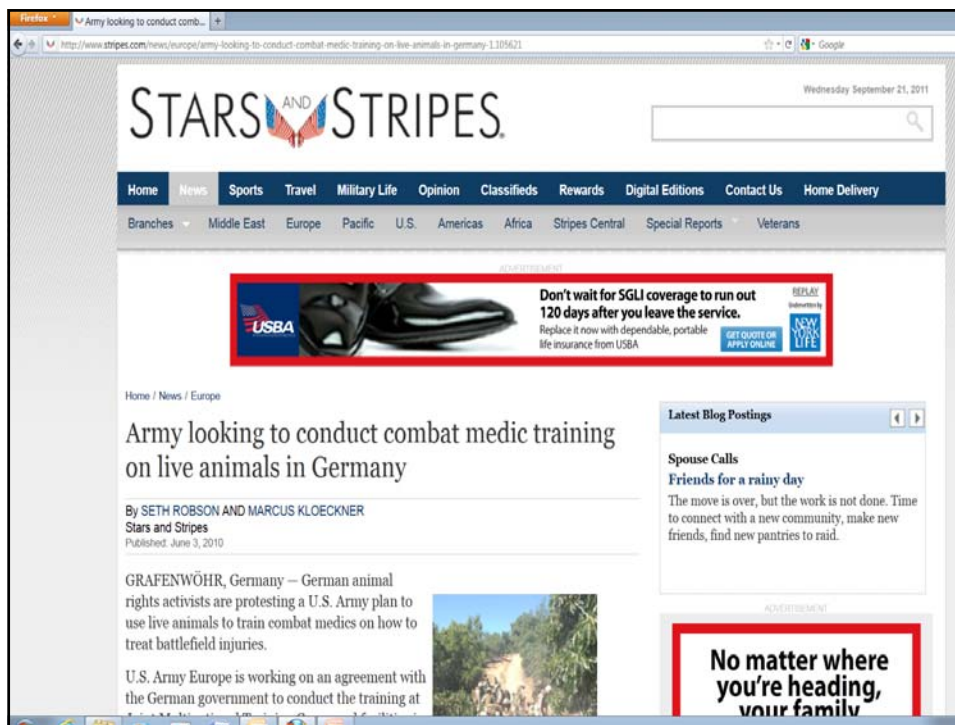
## Simulation can be used to teach and evaluate:

- Clinical skills
- History taking
- Physical examination
- Doctor / patient communication
- Interpretation of tests
- Cultural sensitivity
- Procedures
- New technologies
- Educational knowledge and techniques
- Curriculum

## Simulation Tools

- Animal models





## Simulation Tools

- Animal models
- Standardized patients

## Standardized Patients



## Standardized Patients: Web-based Assessment



## Simulation Tools

- Animal models
- Standardized patients
- Synthetic models and mannequins



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## Simulation Tools

- Animal models
- Standardized patients
- Synthetic models and mannequins
- Computer-driven synthetic models and mannequins

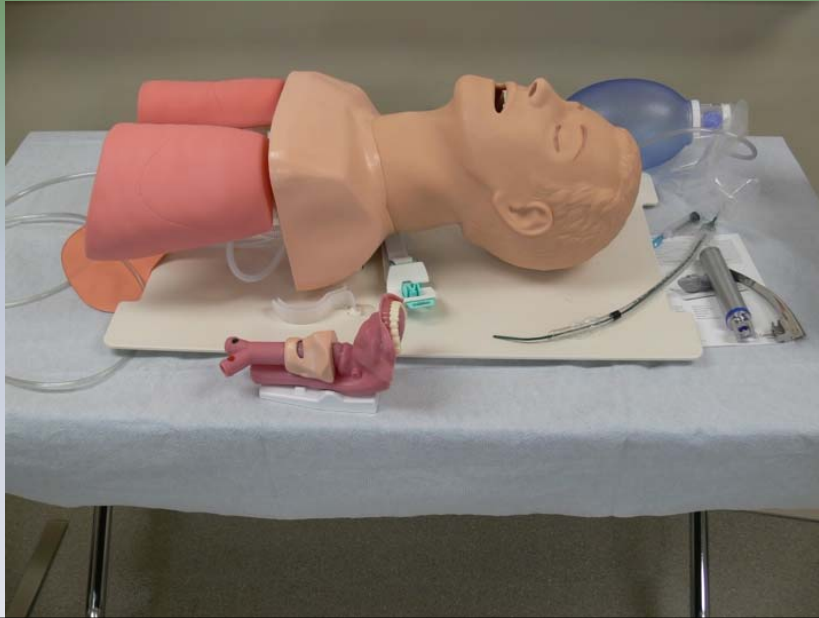
## Inpatient Simulation Rooms



## Faculty Viewing Room



## Simulation Tools: Intubation



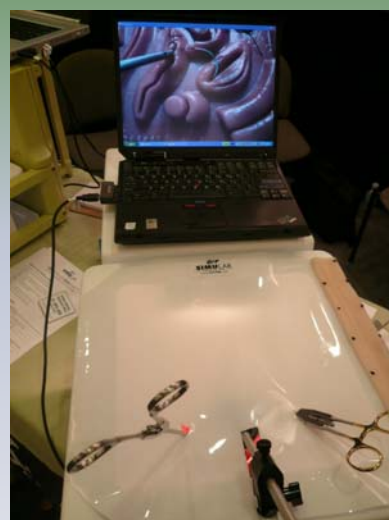
## Learning how to intubate:

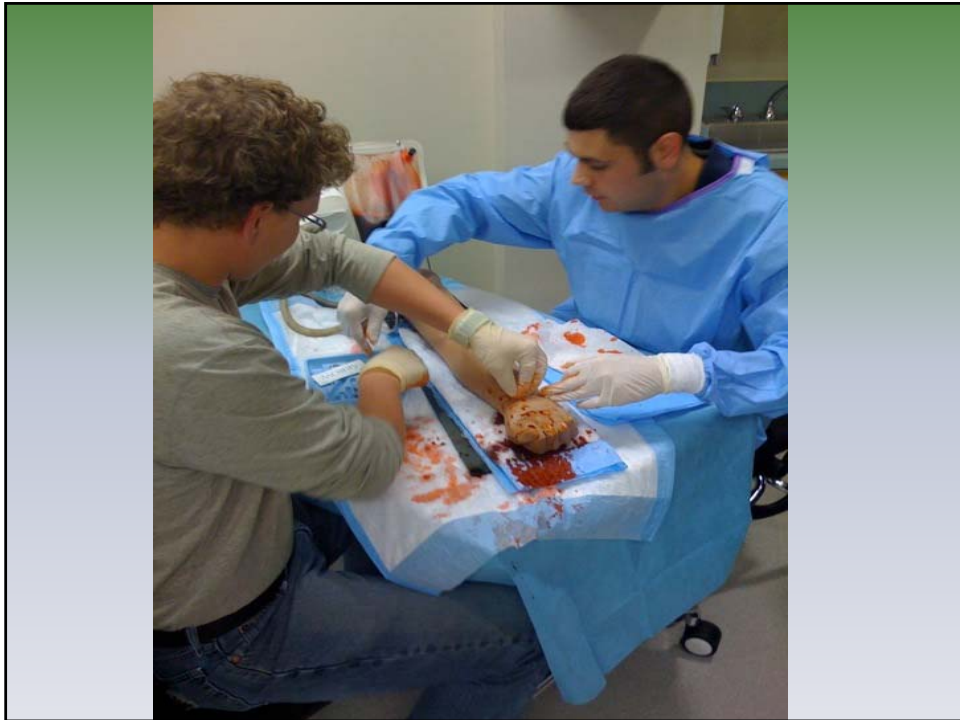
QuickTime™ and a  
decompressor  
are needed to see this picture.

## Ultrasound guided central lines



## Laparoscopic trainers



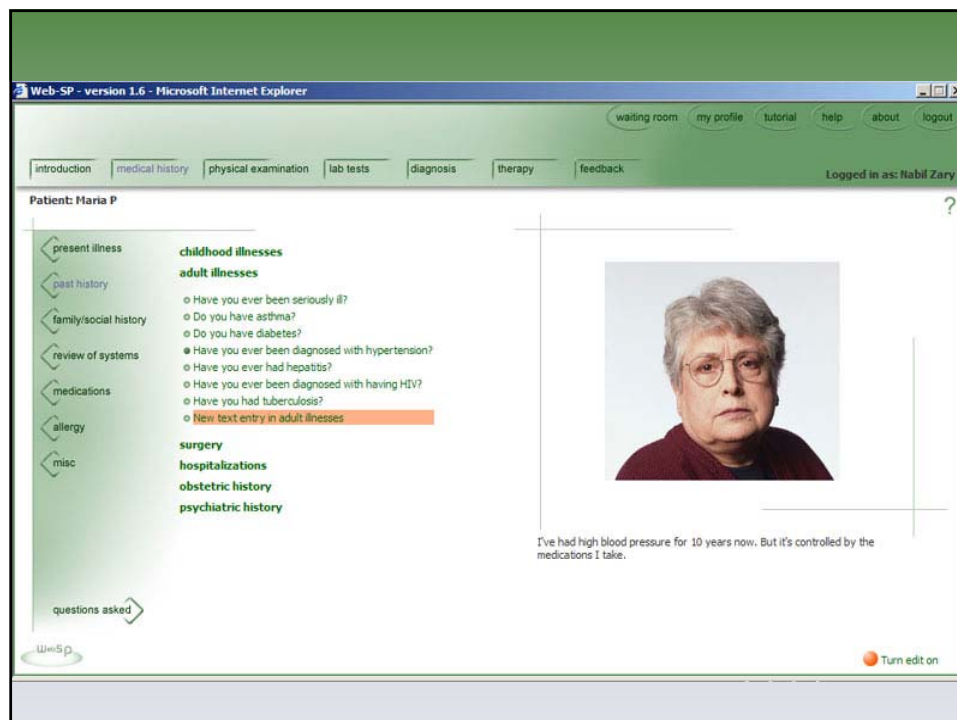


## Simulation Tools

- Animal models
- Standardized patients
- Synthetic models and mannequins
- Computer-driven synthetic models and mannequins
- Virtual patients

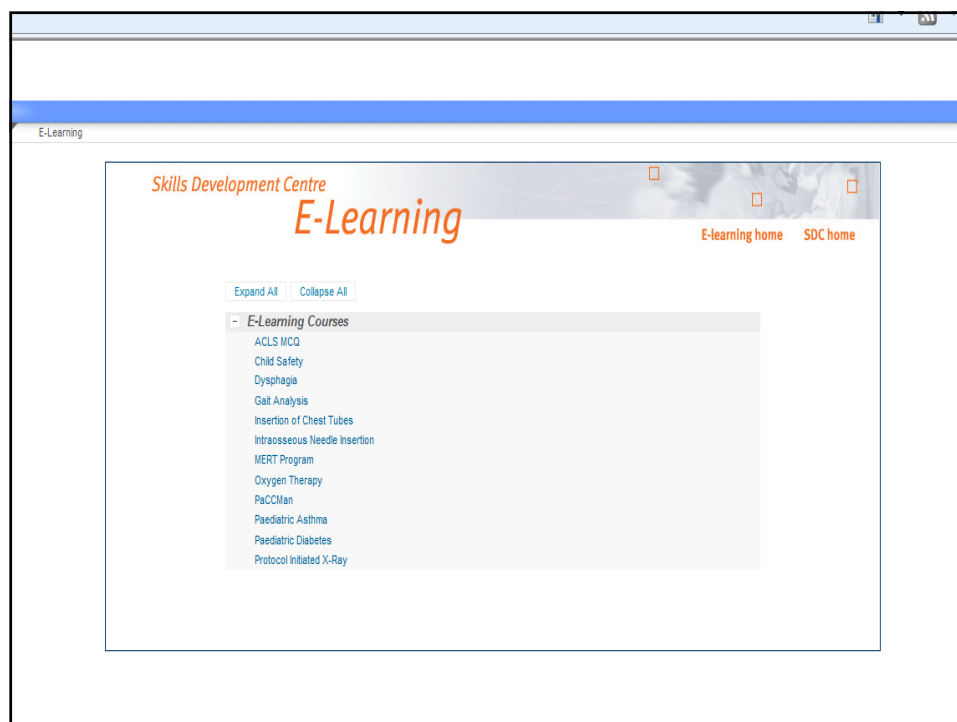
# Virtual Patients

*An interactive computer simulation of real-life clinical scenarios for the purpose of medical training, education, or assessment.*













## Immersive simulations— Second Life

- Virtual world
- Avatars
- Multiple participants
- Interactive
- Build infrastructure



Can Training in Second Life Teach Doctors to Save Real Lives? | Health Policy | DISCOVER Magazine - Shiretoko

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## Health & Medicine / Health Policy

### Can Training in Second Life Teach Doctors to Save Real Lives?

Medical training programs are springing up in virtual reality, and they may bring big changes to the way health-care professionals learn their craft.

by **Melissa Lafsky**  
published online July 16, 2009

7 diggs 4



An operating room in Second Life

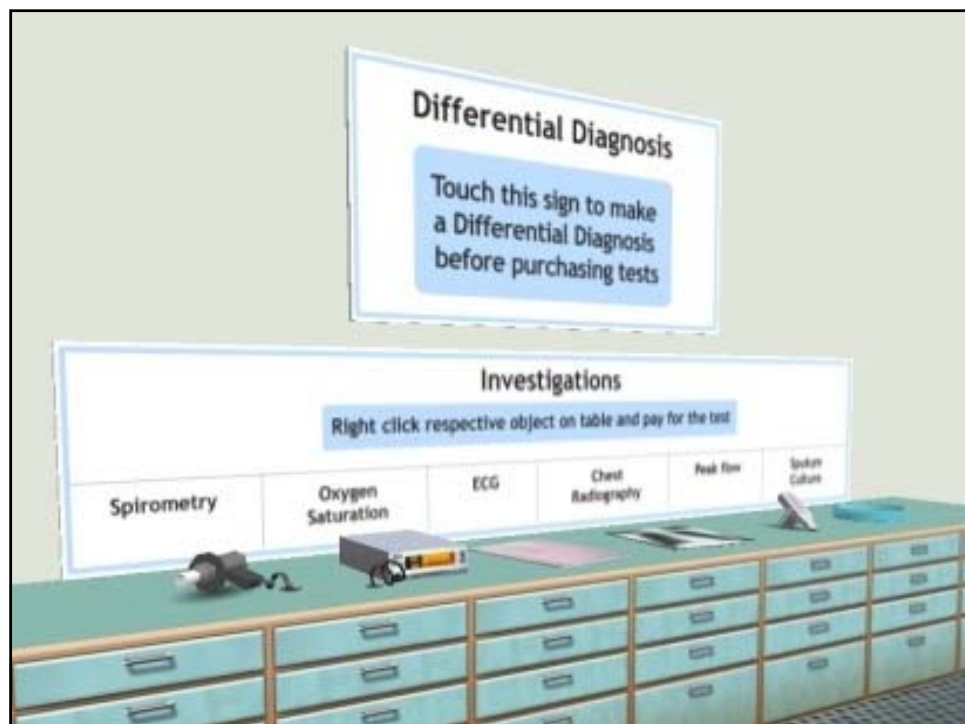
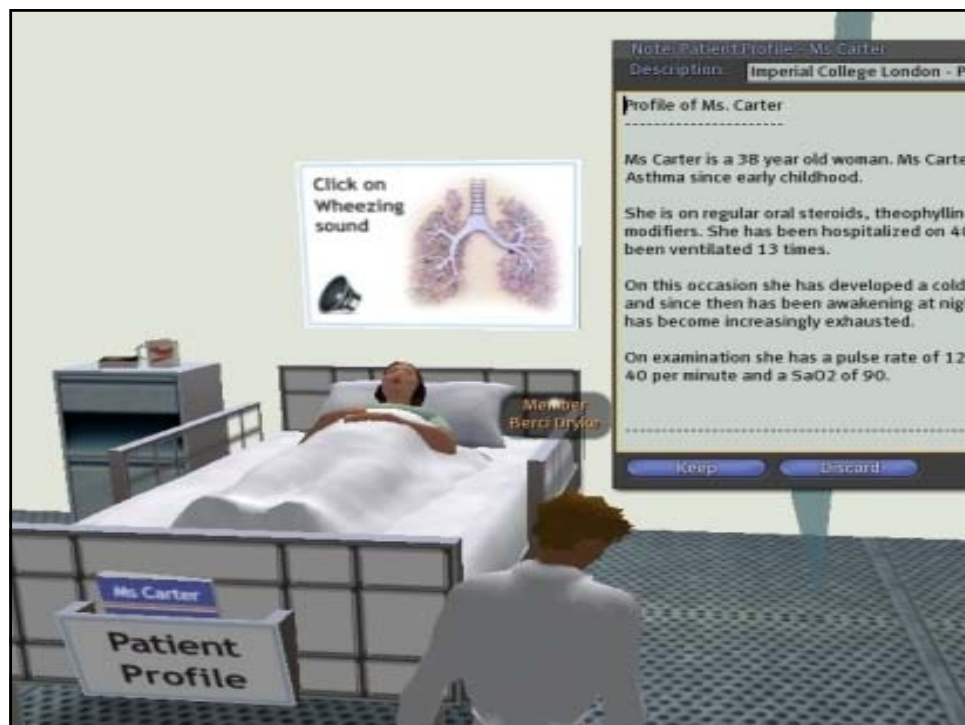
A nursing student walks into a hospital room where a woman who has just given birth is lying in bed. When the student asks how the new mother is feeling, she admits that she is dizzy, and might need to be sick. Preparing to examine her, the student pulls back the sheet and finds the mattress soaked with blood. The patient is experiencing a post-partum hemorrhage, and could bleed to death in minutes.

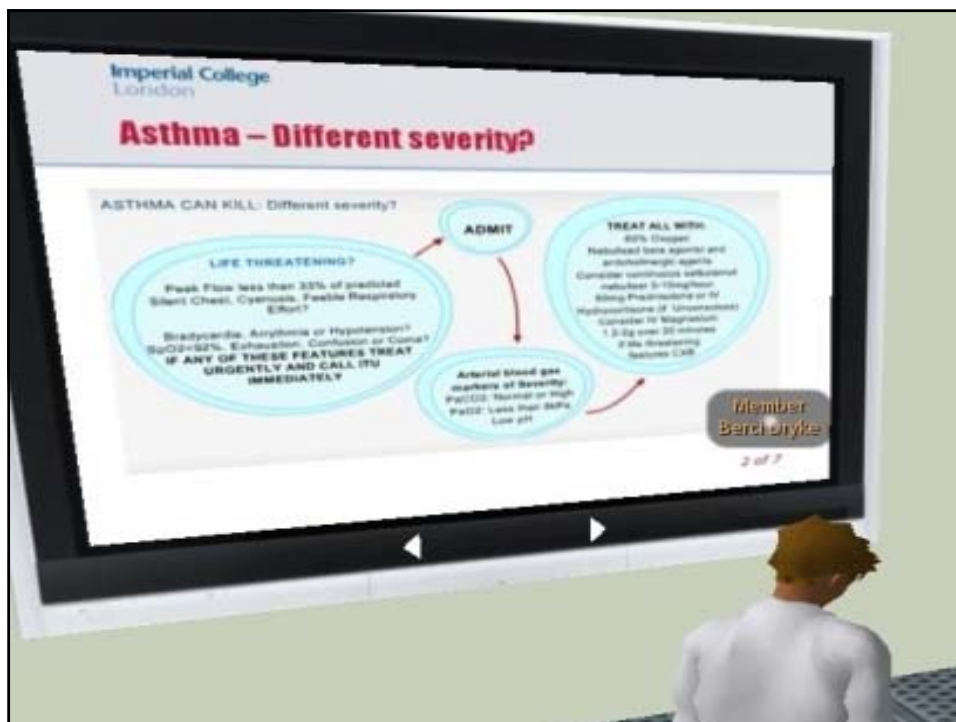
Instantly, the nurse scrambles into action—taking the woman's blood pressure, affixing an oxygen mask, starting an IV. She calls for help, and her colleagues rush into the room, yelling back and forth as they assess













## MedBiquitous Mission

To advance healthcare education through technology standards that promote professional competence, collaboration, and better patient care.

**Not-for-profit, member-driven, standards development organization**

## MedBiquitous Goals

- Better tracking and evaluation of professional education and certification activities
- Easier discovery of relevant education and information resources when and where needed
- Interoperability and sharing of high quality online education
- Coordination and tracking of competence assessment data

## Fast Facts

- 60+ member organizations
- 8 working groups
- Work with leading organizations that can drive adoption

Professional  
Profile

Learning  
Objects

Activity  
Report

Metrics

Virtual  
Patient

Competency

Educational  
Trajectory

Point of Care  
Learning

## Standards Development Process



American National  
Standards Institute  
Accreditation

- Open
- Transparent
- Balanced
- Due process
- Quality assurance



Executive  
committee

Working groups

Standards  
committee

ANSI



## Why Share Virtual Patients?

- Cost to develop
- Time to develop
- Technical, subject matter, and pedagogical expertise



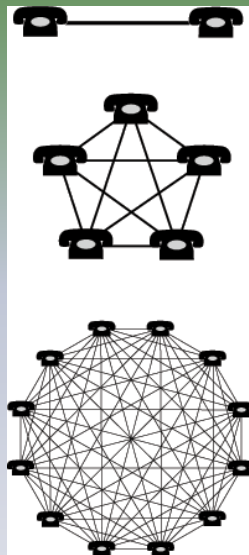
## Why VP technology standards?

- Leverage content developed elsewhere (VP banks)
- Coordinate develop efforts across a discipline (ex. Geriatrics Education)
- Coordinate with other learning systems (SCORM 2004)
- Provide flexibility in choosing VP authoring and delivery system (protecting your investment)

## How Technology Standards for Virtual Patients Could Work

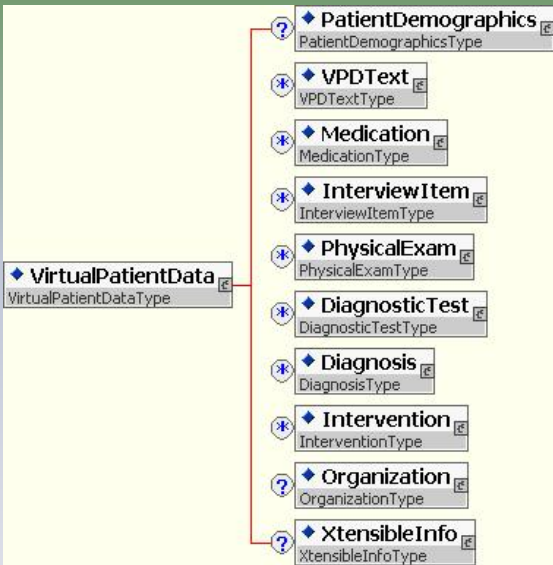
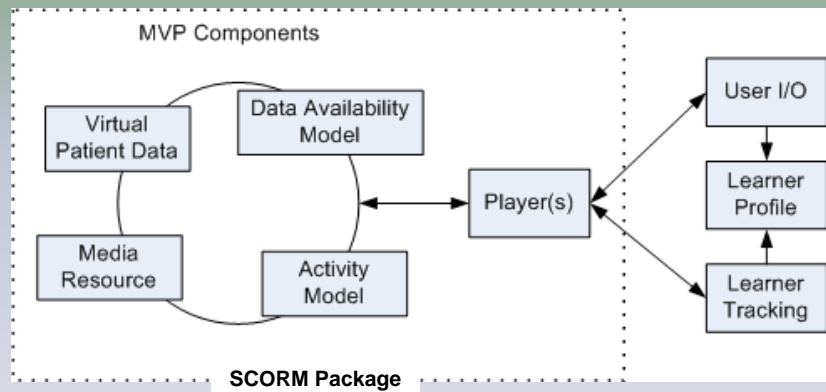


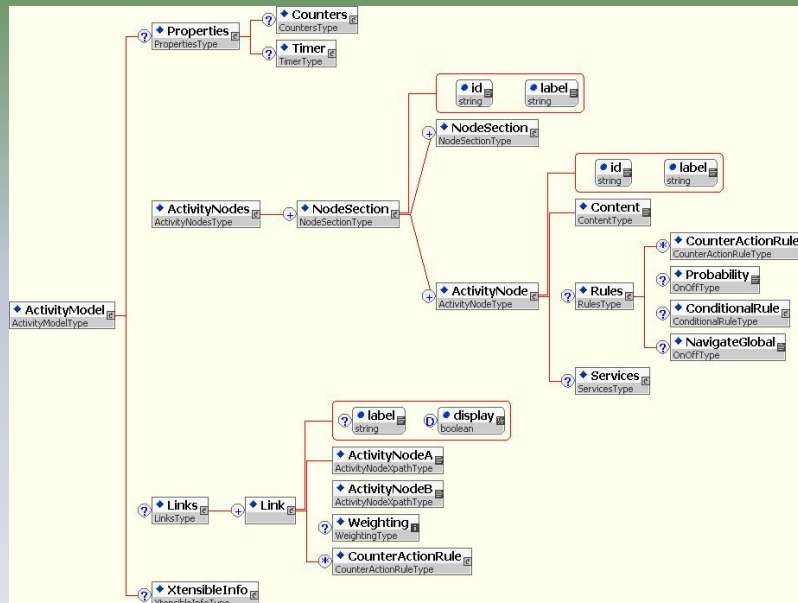
## Network Effect



Created by Derrick Coetzee

# MedBiquitous Virtual Patient Specification





## eViP



- European Union funded project - €1.4M
- 8 partner institutions
- Common bank of virtual patients
- Adapted for multilingual and multicultural use
- Enabled by MedBiquitous Virtual Patient specification

<http://www.virtualpatients.eu/>



evIP Electronic Virtual Patients | -

www.virtualpatients.eu/referatory/

Search For:

Displaying 340 virtual patients

Title	Keywords	Language	Institution	License	Content Package	URL
<a href="#">Catherine Miller</a>	Meningitis, Bacterial Meningitis, Sepsis	English	St George's, University of London			<a href="#">Link</a>
<a href="#">Anna-Lena Olofsson</a>	Failure to thrive	English	St George's, University of London			<a href="#">Link</a>
<a href="#">John M</a>	Idiopathic thrombocytopenic purpura, Bruises, Immunoglobulin	English	St George's, University of London			<a href="#">Link</a>
<a href="#">Florian</a>	Prematurity, Respiratory distress syndrome, Hyaline membrane disease, Pneumothorax, Sepsis	English	St George's, University of London			<a href="#">Link</a>
<a href="#">Oga</a>	Tuberculosis, Respiratory distress syndrome, Cough	English	St George's, University of London			<a href="#">Link</a>
<a href="#">Andy Dufrayne (video)</a>	COPD, DNAR, Resuscitation, Capacity Assessment, Ethics	English	St George's, University of London			<a href="#">Link</a>
<a href="#">Andy Dufrayne (text-based)</a>	COPD, DNAR, Resuscitation, Capacity Assessment, Ethics	English	St George's, University of London			<a href="#">Link</a>

## Simulation Tools

- Animal models
- Standardized patients
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- Computer-driven synthetic models and mannequins
- Virtual patients
- Virtual reality

## Military Virtual Reality

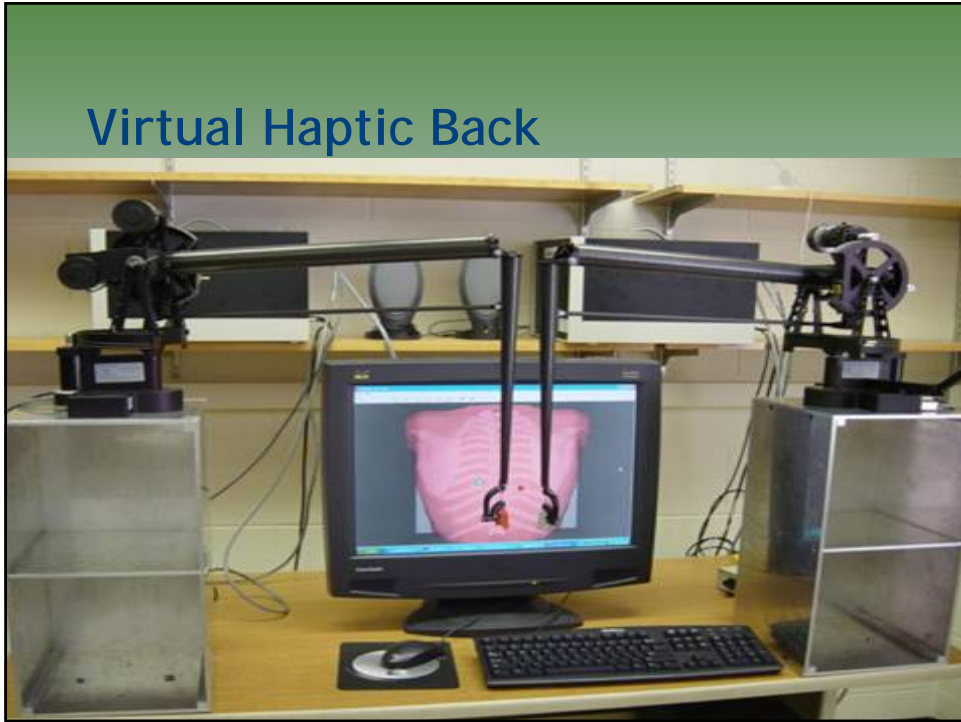


## VR display





## Virtual Haptic Back

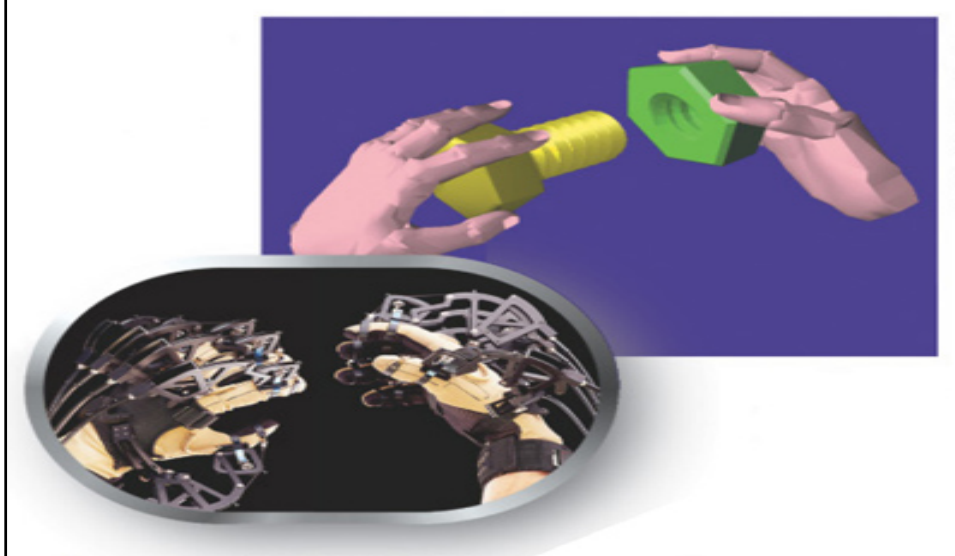




## VHB Ohio University



## Haptic glove



## Heart failure simulator



Questions?

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