While it is reasonable to assume that most healthcare students have an empathetic disposition, evidence suggests that empathy levels often decline during the period of enrollment in an undergraduate health degree. Despite the need for more attention to the development of empathy as an employability skill, many healthcare programs only pay lip service to this concept. Against this backdrop we developed a Virtual Empathy Museum (VEM): an innovative digital resource funded by an Australian Technology Network of Universities grant. The VEM includes evidenced-based simulations, digital stories, and a range of other educational materials, designed to enhance healthcare students and practitioners’ empathy skills and enable them to make a positive impact on patient care.

This presentation will introduce the VEM with the aim of starting a conversation (or perhaps even a ‘movement’) that leads to empathy being included as an integral component of every healthcare curriculum. The relationship between empathy and patient outcomes will be explored; and the results of a systemic review that examined the effectiveness of immersive and experiential simulation-based interventions in empathy education will be presented.

REFERENCES

SC44 'I'M SORRY DOCTOR BUT I DIDN'T HEAR THAT…': DEVELOPING A VIRTUAL REALITY (VR) HEARING IMPAIRMENT LEARNING EXPERIENCE FOR MEDICAL STUDENTS
Gery Gormley, Niamh McLaughlin*, Janet Rodgers, John D’arcy. Queen’s University Belfast, Belfast, UK
10.1136/bmjstel-2019-aspihconf.81

Background Hearing loss affects one in seven of our population. Having a hearing loss can have a significant impact on an individuals life. Deafness can affect a person’s ability to communicate properly. It alters their interactions with others and may contribute to depression, loneliness, and social withdrawal. Deaf people often complain that medical professionals frequently lack understanding and empathy. Many have called for improved training methods for healthcare professionals in how they interact with individuals who have a hearing loss.

Simulating illness (e.g. wearing an ageing body suit) can afford healthy learners vicarious experiences of patienthood and develop their empathic skills. Simulating hearing impairment, and the impact this has on individuals, may provide a experiential learning experience. Patient-perspective virtual reality (VR) has been shown to enhance empathy skills relating to mental illness for example.

Summary of education project
1. Working with individuals who live with hearing impairment – we will develop a story-board of how best healthcare professionals should interact with patients who have hearing impairment
2. Following this, we will shot 360 footage of what it is like to be a patient living with hearing impairment during a GP consultation – both when a practitioner communicates well and less so well (for comparison).
3. We will then prepare this footage to be viewed on VR headsets as a medical student learning resource. In partnership with the Sonic Arts Research Centre (SARC) at QUB we will adapt the audio of this video to provide an audio immersive experience of the various issues faced by individuals who live with hearing impairment.

This overall process will be collaborative including individuals from Deaf Charities, healthcare professionals and students. The footage will then be prepared for VR platforms and feasibility tested.

Outcomes The outcomes of this project will be to develop a VR (both a visual and auditory) immersive experience to allow learners to experience some of the sensory and emotional experiences of having hearing impairment.

Discussion, conclusions and recommendations Simulating illness gives healthy learners vicarious experiences of patienthood. Such an experience may have an impact on healthcare professionals’ attitudes and behaviours of how their best interact with these individuals in the future. Future work will explore the impact of this form of simulation on healthcare professionals.
2. Cramped text boxes enlarged
3. Introduced boxes to describe post-event observations and management

A second in-situ simulation of pulseless electrical activity cardiac arrest was undertaken on PCCU during a normal working day. Further improvements were:
1. Text boxes rearranged for ease of use – free space to record interventions during resuscitation moved to the first page and nearer to the column recording the time.
2. Space to record adrenaline doses increased

A third ward-based simulation tested the efficacy of these changes for clinical use, documentation of events, and NCAA data collection.

Discussion, conclusions and recommendations

Trialling a CA documentation proforma through simulated clinical events in a range of settings made it fit for purpose: enabling contemporaneous and comprehensive documentation of events, ensuring accurate data collection for NCAA and providing prompts for resuscitation as per APLS guidance.

The use of simulation streamlined the process of new proforma development, allowing previously unforeseen glitches and inadequacies to be addressed before use with patients, adding to safety and improving quality.

REFERENCES


SC46

RETURN TO WORK – AN EXTENDED EVALUATION OF A NOVEL DUAL CENTRE, MULTIDISCIPLINARY SIMULATION COURSE

Introduction and aims

An Acute Hospital Trust and Mental Health Trust, worked collaboratively to design and deliver a four-day course for multi-professionals who were planning to return to work after a period of absence of greater than three months.

We will explore the collaborative process, what we expected learners requirements were from the scoping exercise, and how these differed from real life expectations.

The evaluation of the course demonstrated that a greater weight was placed on pastoral needs by participants than was anticipated.

We aim to discuss how the utilisation of each Centre’s expertise and the extended length of the course contributed to enhanced psychological safety, and succeeded in developing the confidence, wellbeing and skills of healthcare professionals from multiple disciplines and specialties.

Learning objectives

This workshop aims to generate a creative and interactive environment in which participants will achieve the following:

1. Explore the perceived needs of those returning to healthcare employment after a period of absence
2. Explore how collaboration can be achieved between centres and disciplines
3. Learn about what the experience of returning to work entailed and felt like to a returner, including how this course contributed to their successful return
4. Discuss and share experiential learning opportunities outside of traditional simulation scenarios
5. Session description

A brief didactic introduction will be used to introduce the context and content of the session.

This will be followed by breaking up into facilitated focus groups to explore perceptions of the needs of those returning to work in healthcare. Participants will then hear from a returnee who will discuss their own needs and how the course contributed to the success of their return.

Video footage will be presented to demonstrate how the strengths of each simulation centre were utilised to provide a high fidelity backdrop to a comprehensive patient journey.

Time will be built in at the end of the workshop for response to participant questions.

Educational methods

There will be combination of facilitated group work to stimulate creative thinking around this topic, video presentations, service user perspective, and traditional didactic presentation.

Target audience

The session is designed for all simulation staff.

REFERENCES


SC47

A SCOPING REVIEW: WHAT IS KNOWN ABOUT HOW INDIVIDUALS, AND THEIR EXPERIENCES OF ILLNESS/HEALTHCARE ARE REPRESENTED BY SIMULATED PARTICIPANTS (SP’S) IN HEALTHCARE PROFESSIONAL EDUCATION (HPE)?

Linda NI Chianain*, Nancy McNaughton, Tim Dornan, Gerry Gormley. 1Queens University Belfast, Belfast, UK; 2Michener Institute of Education at UHN, Toronto, Canada

Background

The term ‘real patients as SP’, has been described as a person who is trained to portray a patient or a patient who is trained to portray their own illness/condition in a consistent manner repeatedly (Rowland and Kumagai, 2018). Are authentic patient voices and their experiences being lost in the process of simulating? A scoping review investigating what is known about how individuals, and their experiences of illness/healthcare are represented by Simulated Participants (SP’s) in Healthcare Professional Education (HPE) has been carried out. The rational to conduct this scoping review is to help us identify gaps in the existing literature and better understand the tensions that exist within the work of patients and SPs, summarize

Wednesday 6th November, 14.25–15.50