HealthForce MN Webinar

February 2018

Presenters

Theresa Meinen, RRT, MS, CHSE

Kim Ernstmeyer, MSN, RN, ANP-BC, CHSE

Disclosures

No conflict of interest disclosed by the presenters

Session Objectives

Participants will be able to:

- Describe how ARISE open educational resources (OER) create contextual learning environments and actively engage students in the process of transformational learning
- Explain how ARISE teaching plans integrate the INACSL Standards of Best Practice and can be used for "debriefing across the curriculum"
- Walkthrough how to use ARISE scenarios on an iPad

Meet the Team


Margaret Dickens, EdD, RN
Project Director


Kim Ernstmeyer, RN, MSN, ANP-BC, CHSE
Instructional Designer


Theresa Meinen, RRT, MS, CHSE
Instructional Designer


Ryan LeDuc
Programmer


Sara Pertz
Project Manager & Multimedia Specialist


Charles Leffingwell
Designer & Programmer


Shayne VanderBent
Digital Graphic Designer


Greg Cedarblade
Programmer

ARISE Project

- "Augmented Reality Integrated Simulation Education"
- Included as the Learning Technology component of a Department of Labor TAACCCT grant
- 16 Wisconsin Technical Colleges
- Multiple Health Occupation Disciplines
- Open Educational Resource
- Deliverables: 150 Simulations
- Open-source apple app/software platform for creating and playing mobile games and interactive stories.

ARIS

Why Augmented Reality?

Poll Question #1

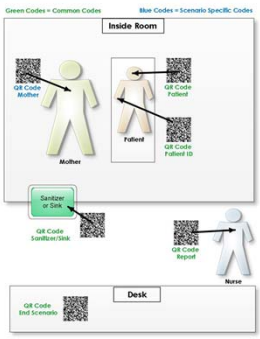
- How familiar are you with Augmented Reality?
  - Very Familiar
  - Familiar
  - I know a little about it
  - I have no idea what you are talking about!

What is Augmented Reality?

Poll Question #2

- Have you ever used Augmented Reality in healthcare simulation?
  - Yes
  - No
  - I have no idea!

The QR Codes



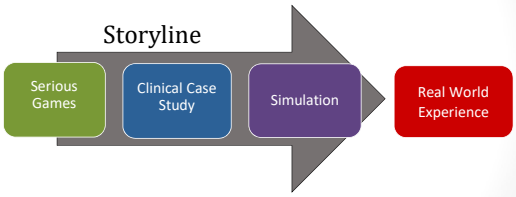
Augmented Reality in Healthcare Simulation

- Patient-centered videos
- High-quality images
- Heart, Lung, & Bowel sounds in anatomically correct locations
- Communication with health care team and family members
- Dynamic chart forms
- "Hot spots"

Theory-based Learning

- **Eric Bauman** — **Games and Simulation**: *Robust tools to provide structured spaces that simulate authentic practice*
- **Patricia Benner** — **Novice to Expert**: *Notice, Advanced Beginner, Competent, Proficient, Expert*
- **David Kolb** — **Cycle of Experiential Learning**: *Act, Reflect, Abstract Conceptualization, Active Experimentation*

Conceptual Model



Storylines

Storylines are individual patient stories as they experience health events. Storylines cross disciplines and follow patient stories throughout healthcare settings. Videos add context and engagement.

To date have completed

- 13 story lines
- 115 simulations
- 27 serious games
- 9 case studies
- Total = 151

Storylines

- Pediatric Pain
- Wound Management
- Typical Chest Pain Male
- Atypical Chest Pain Female
- End of Life
- Pediatric Asthma
- Heart Failure
- OB
- Newborn
- Therapeutic Communication
- Virtual Ventilator
- Assessment
- Community AED

Storyline Levels

Storylines cross disciplines and follow a patient through various settings.

They are divided into levels

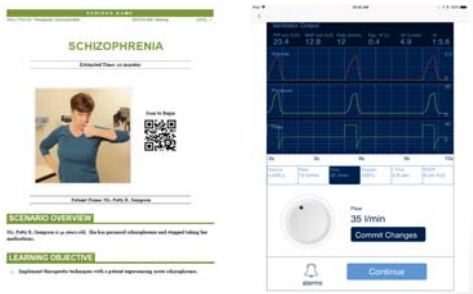
- Level 1: *Basic Assessment & Basic Intervention*
- Level 2: *Advanced Assessment & Complex Intervention*
- Level 3: *Complication Identification & Treatment*
- Level 4: *Crisis & Intervention*

Demonstration

GoPro Video

Serious Games

Serious Games



Demonstration

Serious Game

Poll Question #3

- What is your role in simulation?
  - Simulation Director
  - Simulation Specialist (primary role is simulation)
  - Simulation Technician
  - Educator – novice to beginner in simulation
  - Educator – competent in simulation
  - Educator – proficient to expert in simulation
  - Non simulation user

Teaching Plans

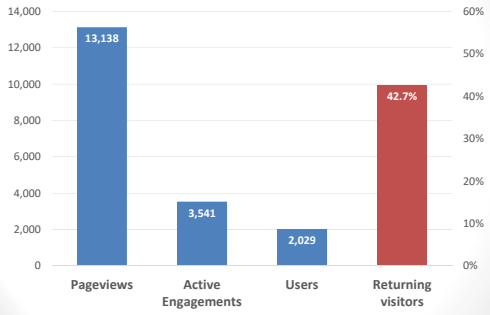
- Objectives & Supplies
- Linked to program outcomes & state-wide curriculum
- Pre-brief Guide
- Simulation States
- De-brief Guide

Demonstration

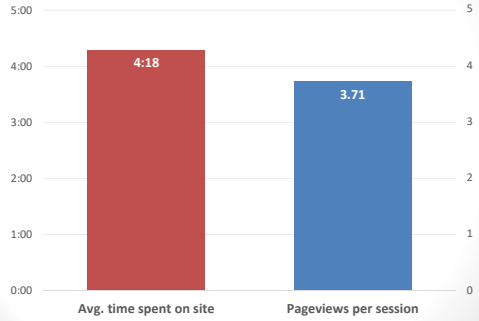
Pediatric Asthma RT – Level 1

AriseProject.com

AriseProject.com Traffic



AriseProject.com Sessions

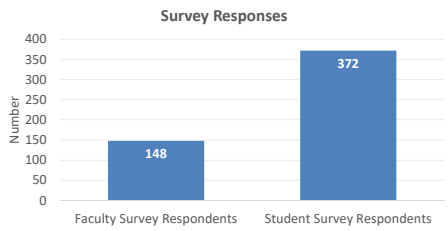


AriseProject.com

Poll Question #4

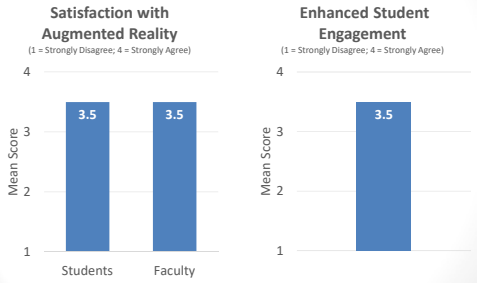
- Are you registered on ariseproject.com?
  - Yes
  - No
  - Not yet, but I plan to be soon!

Faculty/Staff Survey

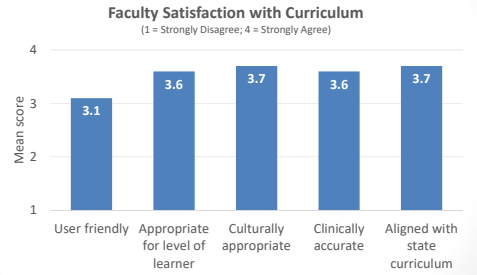


*As of 4/5/2017

Satisfaction and Engagement



Curriculum



What we've learned along the way…

- Faculty need freedom to incorporate into varied settings (classroom, pre-simulation, high and low fidelity)
- Students need freedom to make choices and experience consequences
- Subject matter experts are needed in both the design phase and review process
- Adding technology to learning requires planning and training
- Caution: Wi-Fi matters

Contact Information

- Theresa Meinen, MS, RRT, CHSE
  - (715) 832-0232
  - tmeinen2@cvtc.edu
- Kim Ernstmeyer, RN, MSN, APN-BC, CHSE
  - (715) 833-6344
  - kernstmeyer@cvtc.edu

www.ariseproject.com