

**MUNI | SIMU**  
**MED**

# **Basic principles of simulation-based education**

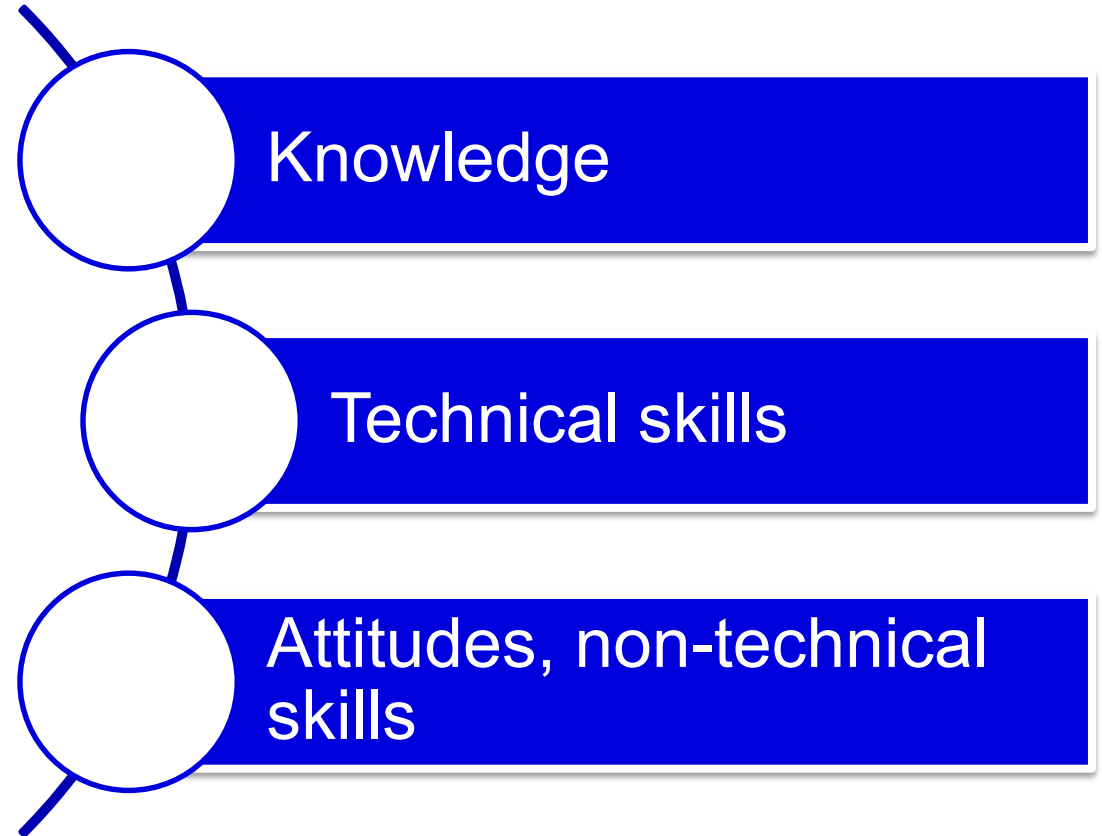
Tereza Vafková

# Learning goals

- Student will familiarise with the basic principles of simulation-based education.

# What is a simulation?

- modern interactive teaching method
- **it creates a situation or environment to allow persons to experience a representation of a real event for the purpose of practice, learning, evaluation, testing, etc.**



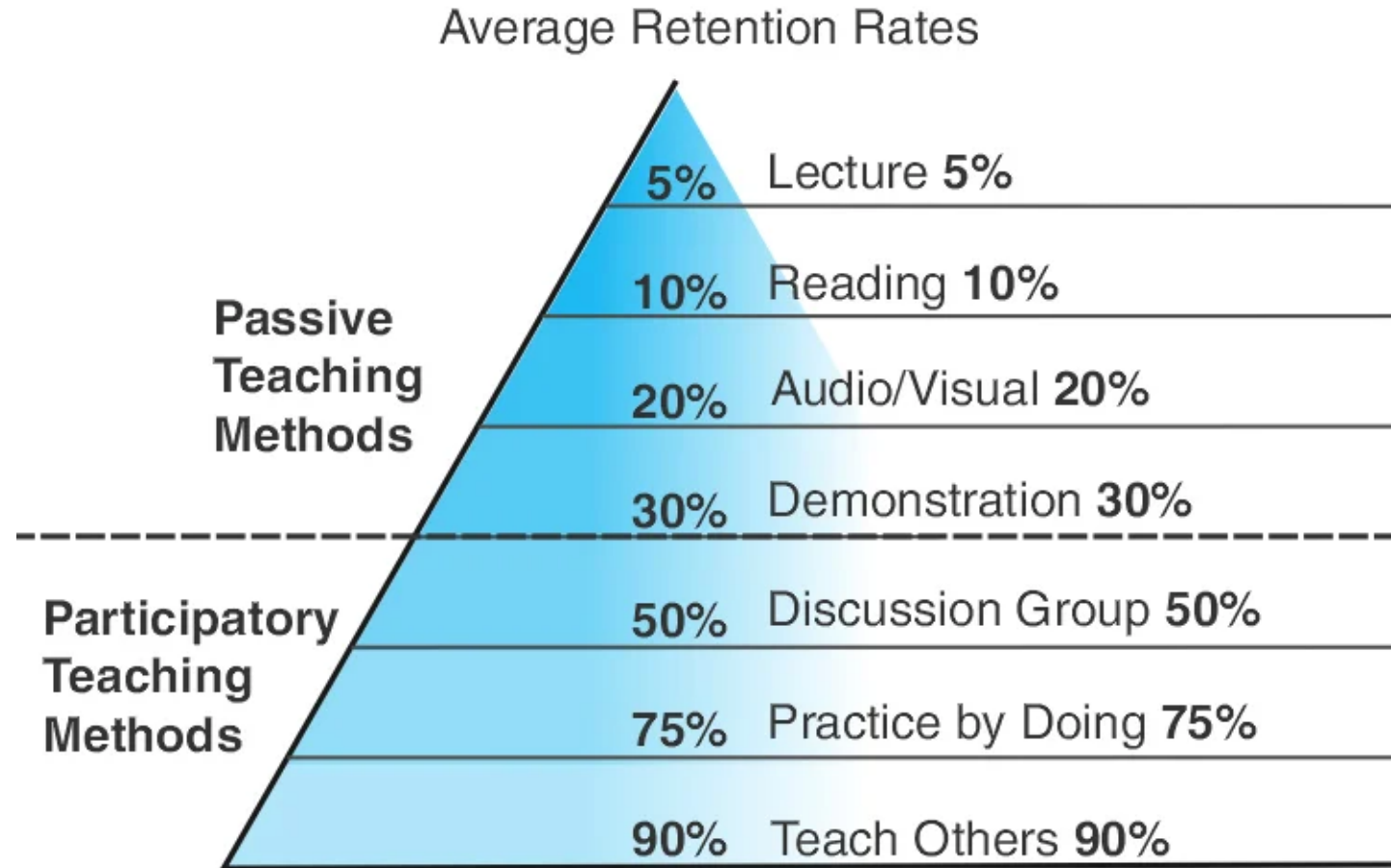
# What can we learn/train in the simulations?

- management of the patient
- technical skills
- teamwork
- communication
- competences concentrated on patient's safety
- testing new hospital protocols, etc.

# What is it all for?

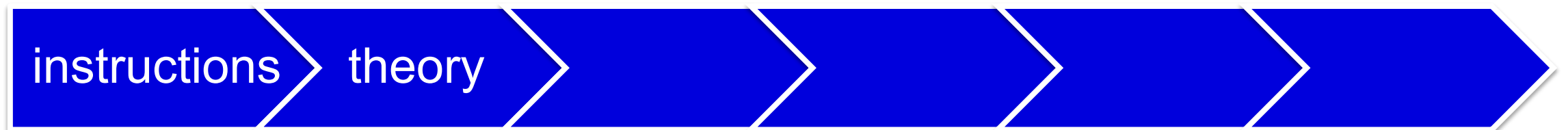
- **the aim is not to “catch” you in a mistake** or to prove that you cannot do the procedure or do not know something, etc.
- in First Aid practice we also will not assess your performance in the simulation
- our aim is to:
  - give you the opportunity to train all the skills of giving first aid practically
  - give you the opportunity to repeat the steps many times to learn them properly and to focus on the process of learning
  - learn from the mistakes you will do in the safe learning environment where you cannot harm anyone
  - learn to give and receive feedback

# The pyramid of learning



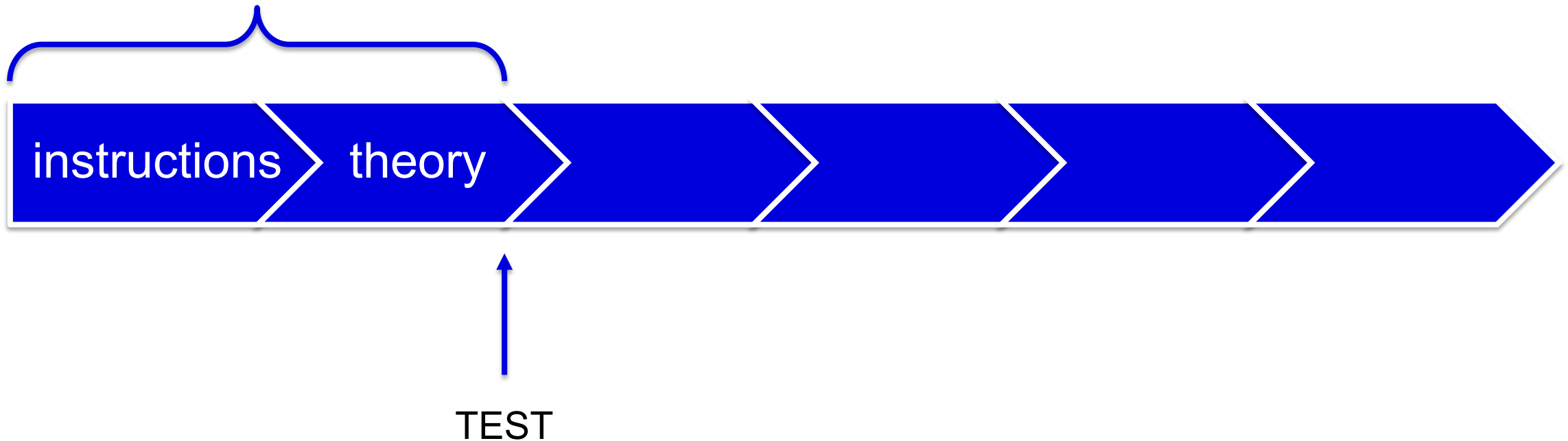
Adapted from National Training Laboratories. Bethel, Maine

# What are the phases of the simulation?



# What are the phases of the simulation?

SELF-STUDY  
AND  
PREPARATION



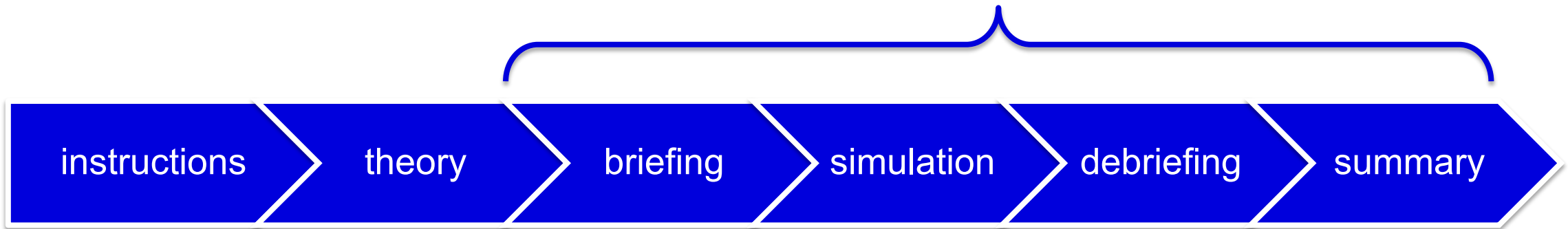


# What are the phases of the simulation?



# What are the phases of the simulation?

PRACTICE IN THE  
SIMULATION CENTRE



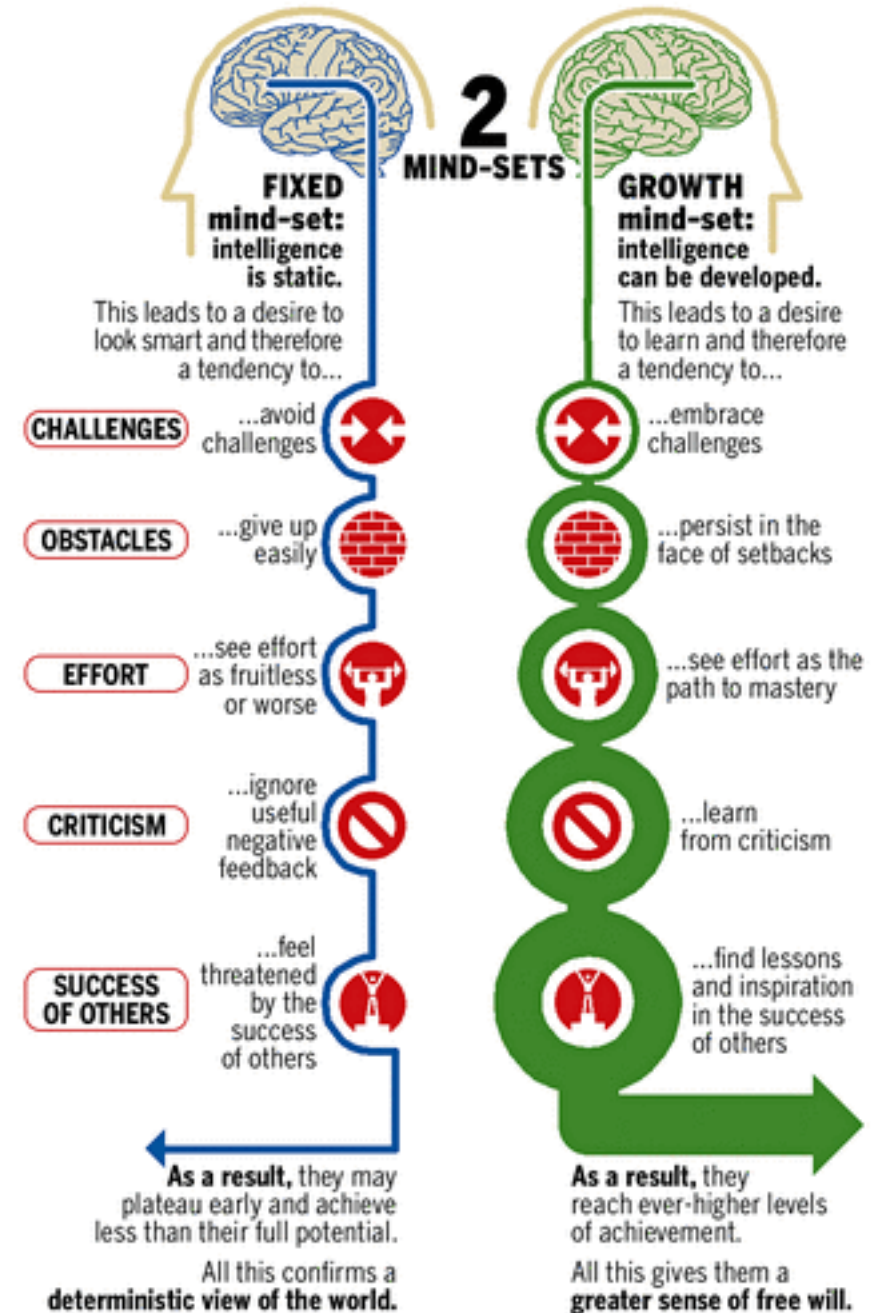
TEST + EVALUATION

**MUNI | SIMU  
MED**

# How to maximize your learning in the simulation?

- self-study and prepare before the practice
- pay attention during the practice
- be active in the simulations (try different roles), take part in the post-simulation trainings
- observe your colleagues
- be open to feedback
- interact in the debriefing

# Fixed vs. growth mindset



# Feedback

- specific information that compares the performance of the participant with expected “standard”
- the aim is to improve and to approximate to “standard”
- **concrete information** including details, examples, etc.  
concentrated on things we can change
- active listening

# Debriefing

- **facilitated reflection** that follows a learning activity
- **the aim is to identify together the performance gaps and to close them**
- active participation of the learner
- structured approach



# Learning outcomes

- Student knows the basic principles of simulation-based education.

**MUNI | SIMU**  
**MED**

**Thank You for Your attention.**

Tereza Vafková



# MUNI | SIMU MED