The Online Course Combo:

Robotic Tele-presence Simulation, E-Simulation, and Video Simulation with QM Seasoning



Why???

Evidence-based practice:

"Simulation replicates key aspects of a clinical situation to facilitate student learning . . . to promote critical thinking and self-efficacy" (Richardson, Goldsamt, Simmons, Gilmartin, & Jeffries, 2014, p.309).

Web-based simulation has inherent benefits that are above and beyond those of a traditional simulation notably repeatability, accessibility, feasibility, and "allows integration of multiple ways of learning" (Cant & Cooper, 2014, p. 1440).

Directive from NLN Vision (2012):

Priority need for research in nursing education to study "the use and cost effectiveness of technologies (e.g., online, simulation, tele-health) to expand capacity in nursing education" (NLN, 2012, p. 3).

Objectives

Learning Objective 1: Assess the worthiness of an e-simulation program for inclusion in a QM certified/aligned course.

Learning Objective 2: Identify ways to integrate various simulation entities to an online course to enhance student success without adding to faculty workload.

Learning Objective 3: Identify the necessary elements of a simulation modality to ensure continuity in a sequence of courses.

Rationale: Use of e-Simulation, Video-simulation, and Tele-presence simulation

Safe Environment: Do No Harm

"Simulation is recognized for its ability to provide an **authentic** but **safe practice field** for novice learners to gain competence with risky procedures or high stress patient care situations" (Dunnington, 2014, p. 16).

Deliberate Practice

"a systematic, recursive approach to developing mastery of the representative tasks of a domain" (Chee, 2014, p. 250).

"Through deliberate practice students gain expertise in psychomotor skills and the ability to integrate them, alongside affective and cognitive knowledge, into clinical practice" (Chee, 2014, p. 251).

Rationale: Use of e-Simulation, Video-simulation, and Tele-presence simulation

Repeatability

"In simulation, the scenario can be repeated and the consequence undone" (Dunnington, 2014, p. 20).

Debriefing and/or Feedback

"Educators must assure that mis-educative perceptions from simulations are acknowledged and stand corrected to safeguard against errors or departures of fidelity from becoming real errors applied to patient care" (Dunnington, 2014, p.21).

What Time?

- 1. Synchronous: tele-presence simulation
- 2. Asynchronous: e-simulations, video simulation

synchronous



asynchronous



Advantages and Disadvantages of e-Simulation

Table 1

Advantages and disadvantages of e-simulation for learning^a.

Advantages of	Interactive, stimulating and enjoyable for learners
e-simulation	Single-user or team interaction
	Provide realistic or real-world scenarios
	Enable controlled and predictable outcomes
	Promote trial-and-error learning in a risk-free setting
	Reduce face-to-face time and teaching resources
	Provide the basis for further discussion
	Controlled access (through passwords) with feedback
	Wide availability
Disadvantages of	Can be expensive and time-consuming to build
e-simulation	Often context and discipline specific
	May require extensive technical skills
	Potential for loss in speed through network traffic
	Vulnerable to security issues

^a Extracted from Virtual Situated Learning Environments: Developing e-Simulations: module plan 002. Deakin University, Melbourne, (2013, [p.4]) and from Byrne et al. (2010).

Cant & Cooper, 2014, p. 1436

ACCENTUATE THE POSITIVE

Interactive and stimulating for learners

Single-user or multiple-user interaction

Essence of real-life scenarios

Enable controlled and structured outcomes

Enable trial and error learning

Provide a risk-free setting

Less expenditure of teaching resources

Provide a foundation for continued exploration

Secure access

Feedback through prompts or debriefing

Wide availability

Ease of use

Ability to align with course content

Cost effective

Time flexibility (asynchronous components)

ELIMINATE THE NEGATIVE

Network and connection issues

Scheduled maintenance

The Eight General Quality Matters (QM) Standards

QM is "a set of standards based upon current literature, best practices, and national standards for course design. These standards can be used as a framework to design, revise and improve online and hybrid courses" (Valencia College, 2015).

	STANDARD	EXPLANATION OF STANDARD
1	Course Overview and Introduction	"The overall design of the course is made clear to the student at the beginning of the course."
2	Learning Objectives (Competencies)	"Learning objectives are measurable and are clearly stated."
3	Assessment and Measurement	"Assessment strategies are designed to evaluate the student progress by reference to stated learning objectives, to measure the effectiveness of student learning; and to be integral to the learning process."
4	Instructional Materials	"Instructional materials are sufficiently comprehensive to achieve stated course objectives and learning outcomes."
5	Learner Interaction and Engagement	"Forms of interaction incorporated in the course motivate students and promote learning."
6	Course Technology	"Course navigation and technology support student engagement and ensure access to course components."
7	Learner Support	"The course facilitates student access to institutional support services essential to student success."
8	Accessibility	"The course demonstrates a commitment to accessibility for all students."
		(Cheyney University, 2015)

ACCESSIBILITY: DISCIPLINE SPECIFIC

Essential Abilities

In concert with the *Indiana State University Mission Statement* and *Nurse Faculty Philosophy*, the following Essential Abilities Policy has been developed. The nursing faculty reserves the right to determine eligibility of all students applying to the nursing program according to the guidelines set forth by *The Americans with Disability Act* and the U.S. Department of Labor. The nursing faculty has specified essential ability requirements and standards critical to insure success in all Indiana State University nursing programs.

http://www.indstate.edu/health/sites/health.indstate.edu/files/bn-essential-abilities-policy.pdf

ESSENTIAL ABILITIES

The nursing faculty reserves the right to determine eligibility of all students applying to the nursing program according to the guidelines set forth by *The Americans with Disability Act* and the U.S. Department of Labor. The nurse faculty has specified essential ability requirements and standards critical to insure success in all Indiana State University nursing programs.

- Essential Communication and Interpersonal Skills—Demonstrates ability to read, write and speak Standard American English intelligibly in order to competently convey information, perform evaluations, educate others, and interact with health team members.
- Essential Neurological and Sensory Functions—Demonstrates ability to use the senses of sight, hearing, touch, and smell in order to observe, listen, understand, and make decisions regarding patient conditions.
 - Visual requirements include reading computer screens, see objects 20 feet away, recognize depths and use peripheral vision. Visually monitor patients, chart and machine indicator lights in low lighted areas.
 - Hearing requirements include ability to hear alarms, emergency signals, normal speaking levels, and auscultatory sounds for basic assessments.
 - Tactile requirements include the ability to feel vibrations such as a pulse, distinguish temperature changes, utilize fine motor skills in order to pick up objects, and write with a pen.
- Essential Physical Mobility—Ability to move independently and to walk and stand for
 extensive periods of time. Ability to lift averaging between 10-50 pounds such items as
 supplies, medical equipment, medications, charts, as well as lifting, and maneuvering
 patients.
- Intellectual and Conceptual Skills—Ability to measure, calculate, analyze, synthesize, and evaluate to engage competently in the safe practice of nursing.
- Essential Emotional and Behavioral Skills—Ability to mentally focus attention to
 tasks, monitor own emotions, cope with the unexpected, collaborate and function as part
 of a team, use appropriate communication styles in reaction to types of behaviors
 exhibited to safely engage in the practice of nursing.

Quality Matters General Standards Topics: Course Design adapted for Component Design

General Standard Course Design		General Standard Component Design	
Course Overview and Introduction	\Longrightarrow	Product/Component Introduction	
Learning Objectives/Competencies		Simulation Learning Objectives/Competencies	
Assessment and Measurement		Assessment and Measurement	
Instructional Materials		Content Aligns with Course Module Materials	
Course Activity and Learner Interaction		Learner Interaction via Simulation Modality	
Course Technology		Technology Requirements to "RUN" Simulation Modality	
Learner Support		Learner Support (built in product or otherwise available)	
Accessibility and Usability		Accessibility (within constraints of physical performance	
		requirements for nursing students). Ease of Use.	

Simulation: Replacement or Complimentary

1.e-Simulation

a) Health Assessment and Communication Compliment to clinical hours

b) Skills and Procedures

Compliment to clinical hours and
Replacement of clinical hours

2. Video simulation

Replacement of clinical hours

3. Tele-presence simulation

Replacement of clinical hours



e-Simulation: Assessment and Communication

Nursing Care of Adults II: Head-to-toe assessment and communication

- 1. Avatar, 28 year-old female
- 2. Responds to questions and treatment
- 3. Allows for **repetition**
- 4. Immediate **feedback** (preceptor prompts and model responses)

Nursing Care of Adults III: Focused assessment and communication

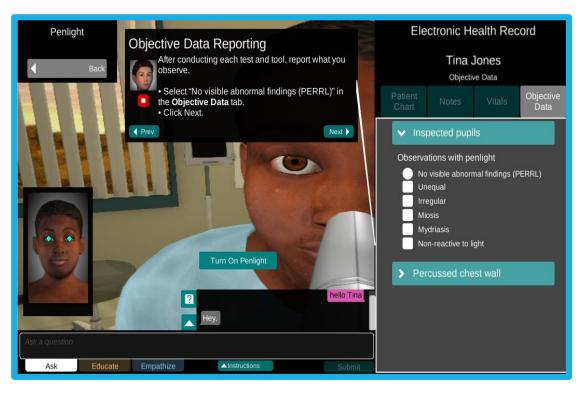
- 1. Avatars, 58 year-old male and 78 year-old female
- 2. Respond to questions and treatment
- 3. Allows for **repetition**
- 4. Immediate **feedback** (preceptor prompts and model responses)







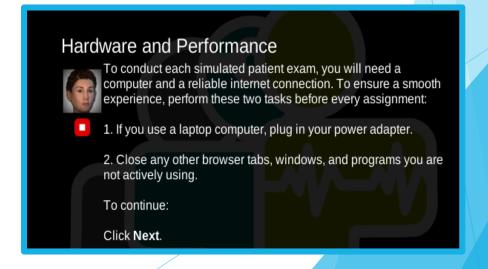
QM General Standards: e-Simulation, Health Assessment and Communication



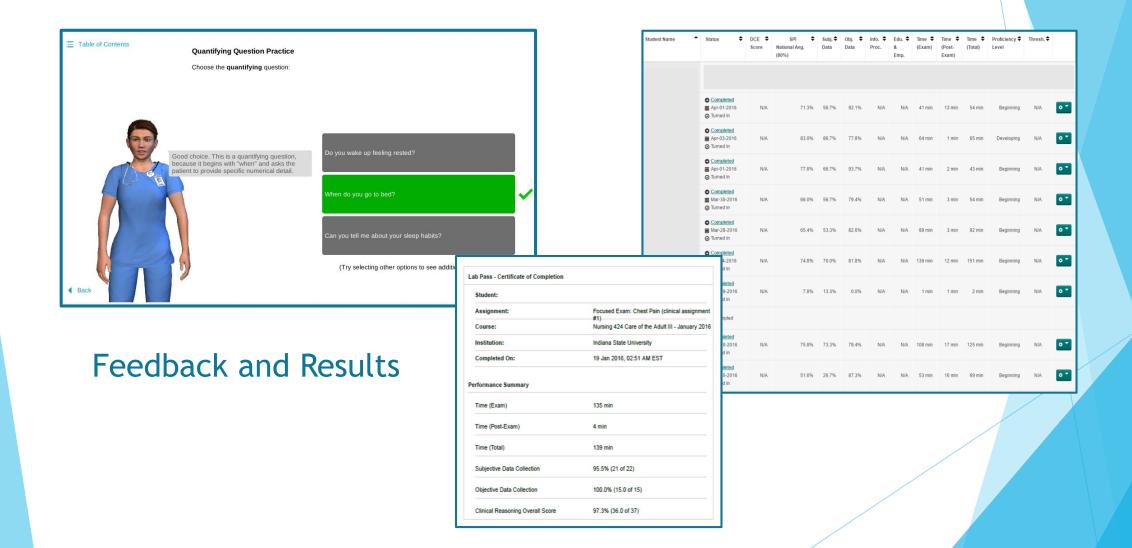
Digital Clinical Experience Orientation

https://shadowhealth.com/





QM General Standards: e-Simulation, Health Assessment and Communication



QM General Standards: e-Simulation, Health Assessment and Communication

General Standard Component Design (e-simulation: Assessment and Communication)	Within Product Design	Faculty Time/Resources
Product/Component Introduction	Introductory video and Communication Concept Lab	
Simulation Learning Objectives/Competencies	Basic	Align with course objectives (minimal time)
Assessment and Measurement	Provides DCE scores	Set benchmarks for scoring (minimal time)
Content Aligns with Course Module Materials	Physical assessment	Aligned content (minimal time)
Learner Interaction via Simulation Modality	Communication, examination and documentation	
Technology Requirements to "RUN" Simulation Modality	dce-recommended-system- specifications	
Learner Support (built into product and/or otherwise available)	Support page, email, contact info, and 24/7 phone inquiries except Sundays	
Accessibility (within constraints of physical performance requirements for nursing students). Ease of Use.	Recommend headphones. Can type communication or speech-to-text	

e-Simulation: Skills and Procedures

Nursing Care of Adults II:

- 1. Content items include:
 - a) Peripheral IV insertion
 - b) Urinary catheterization (male and female) and maintenance
 - c) Nasogastric intubation
 - d) Wound irrigation and packing
 - e) High Risk Pathogens PPE, donning and doffing
- 2. Avatar, variety
- 3. Tutorial mode for repetition, prompts, and feedback





http://www.mysmarthealthcare.com/

e-Simulation: Skills and Procedures

Nursing Care of Adults III:

- 1. Content items include:
 - a) Central venous catheter maintenance
 - b) Tracheostomy suction and care
 - c) Adult endotracheal intubation
 - d) Adult cardiopulmonary arrest
 - e) Chest tube thoracostomy
- 2. Avatar, variety
- 3. Tutorial mode for repetition, prompts, and feedback







e-Simulation: Skills and Procedures:

High Risk PPE Donning and Doffing - N95 Respirator

Interactive Procedure

Introduction

Interactive Procedure
References
Assessment
Contact Us
Certificate

Prev Next

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Overview and Instructions for Use





e-Simulation: Skills and Procedures:

Example Outcomes

Central Venous Catheterization

Current evidence suggests that healthcare institutions should ensure practitioners responsible for insertion of Central Venous Catheters, or central lines, are updated on procedural changes and current recommendations. This simulation is designed to help participants to practice, improve and increase their skills in the insertion of a central line.

Upon completing this simulation, you should be able to:

- . Describe anatomy of areas central venous catheters are placed.
- . Identify the indications and contraindications for central venous catheterization.
- . Identify the materials used in central line placement.
- . Demonstrate the proper procedure for central line placement.
- Identify complications caused by central line placement.
- Identify ways of preventing central venous catheter infections.
- . Utilize ultrasound guidance in placing central venous catheter.

Simulations provide a way for learners to practice skills and techniques needed to perform a number of emergency interventions required in a clinical setting. This interactive simulation focuses on procedure-based learning in a virtual environment. The learner will interact with the 3D environment and perform the procedure on a virtual patient. Learners are given the opportunity to learn utilizing several adult learning styles. Tutorial and Perform modes enable the learner to confirm proficiency throughout the entire procedure or explore with real-time learning feedback. The module tracks each step and offers feedback as well as a detailed outcome report upon completion.



Example Performance





e-Simulation: Skills and Procedures

General Standard Component Design (e-simulation: Skills and Procedures)	Within Product Design	Faculty Time/Resources
Product/Component Introduction	Introductory videos	
Simulation Learning Objectives/Competencies	Provide objectives/outcomes	Align with course objectives (minimal time)
Assessment and Measurement	Provides completion certificate (Perform Mode)	
Content Aligns with Course Module Materials	Evidence-based practice guidelines	Aligned content (minimal time)
Learner Interaction via Simulation Modality	Practice skill acquisition Tutorial Mode)	
Technology Requirements to "RUN" Simulation Modality	E-simulations can be accessed online or installed. Easy access from any major web browser	
Learner Support (built into product and/or otherwise available)	Prompts during simulation. Email and phone contact provided.	
Accessibility (within constraints of physical performance requirements for nursing students). Ease of Use.	Requires reading skills	8

Video Simulation

"A video-recorded simulation is a teaching technology that allows one to represent reality under controlled conditions, both of the environment and the individuals involved, which in turn favors learning" (Cardoso et al., 2011, p. 709).

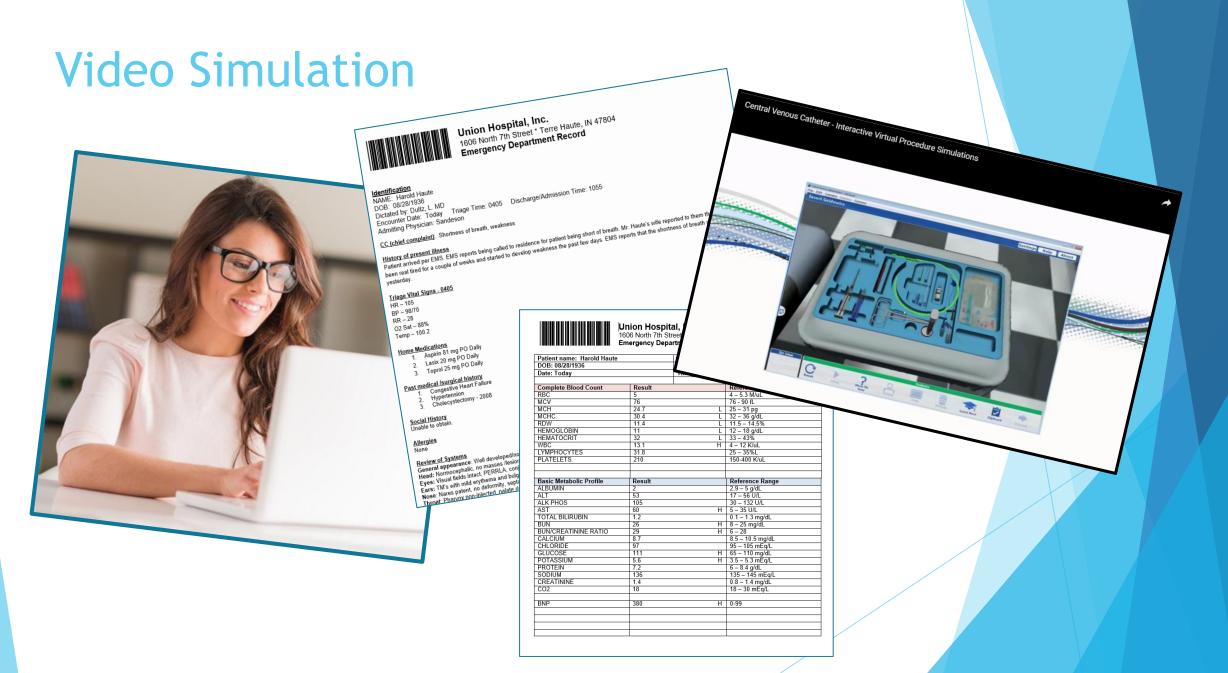
- 1. Topic based on content of need
 - a) Respiratory Distress (Nursing Care of Adults II)
 - b) Sepsis/Intubation/Central Line (Nursing Care of Adults III)
- 2. Utilization of RN role model

"Observation of an expert role model and simulation can impact student development of clinical judgment" (Lasater, Johnson, Ravert, & Rink, 2014, p. 263).

3. Standardized patient and family member
The use of standardized patients in simulation "provide rich clinical experiences for undergraduate nursing students" (Sideras, McKenzie, Noone, Markle, Frazier, & Sullivan, 2013, p. 425).

4. Complete patient chart (H&P, orders, labs, diagnostics etc).





Video Simulation

General Standard Component Design (Video Simulation)	Within Product Design	Faculty Time/Resources
Product/Component Introduction	(set up for continued use once created)	Intro by faculty
Simulation Learning Objectives/Competencies	(set up for continued use once created)	Developed by faculty, align with course objectives
Assessment and Measurement		Assignment developed by faculty. Grading by faculty
Content Aligns with Course Module Materials	(set up for continued use once created)	Aligned content (minimal time)
Learner Interaction via Simulation Modality	Video observation, participation in discussion board (can repeat viewing)	
Technology Requirements to "RUN" Simulation Modality	Ability to run video You-tube link	
Learner Support (built into product and/or otherwise available)		Faculty email
Accessibility (within constraints of physical performance requirements for nursing students). Ease of Use.	Requires visual, auditory, and writing skills. Easy to use	

Simulation: Robotic Tele-presence

Point of Need to Point of Learning:

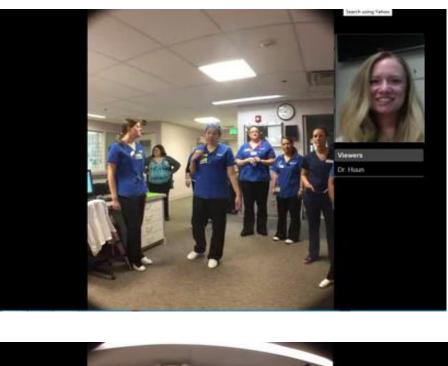
Increasingly, tele-presence robots are being used in the medical arena to allow distanced physicians and/or providers to be placed at the *point of need* instantaneously (Grifantini, 2015).

Similarly, tele-presence robots can bring distanced students to the simulation lab, the *point of learning*.



www.doublerobotics.com

VANTAGE POINT Piloting and Co-piloting









RHIC Simulation Center IPE Nursing, PA, SW & RT Simulation Schedule Wednesday, March 30, 2016

VIRTUAL NURSING STUDENTS

Group 1 8-10 am

Login: 0730 EST MRP: Novicius (D1)

Google Chrome: beta.MRProbotics.com Staff Nurses: Karrie, Debbie, Karen

Virtual Nurse: Samantha

CELL: Samantha (502-628-0838) Email: SLinton2@sycamores.indstate.edu

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0800-0820	Report	ROBOT
0820-0900	Simulation	ROBOT
0900-0910	Break	
0910-0950	Debriefing	ZOOM

Group 4 11am to 1pm

Login: 1030 EST MRP: Citius (D1)

Google Chrome: drive.MRProbotics.com Staff Nurses: Emily, Lance, Jessie

Virtual Nurse: Michelle CELL: 916-841-2671

Email: mstillwater@sycamores.indstate.edu

1100-1120	Report	ROBOT
1120-1200	Simulation	ROBOT
1200-1210	Break	
1210-1250	Debriefing	ROBOT

Group 2 9-11 am

Login: 0830 EST MRP: Altius (D2)

Google Chrome: drive.MRProbotics.com Staff Nurses: Jessica, Veronica, Brandon

Virtual Nurse: Cassidy CELL: 816-515-1567

Email: Chohson3@sycamores.indstate.edu

0900-0920	Report	ROBOT
0920-1000	Simulation	ROBOT
1000-1010	Break	
1010-1050	Debriefing	ROBOT

Group 5 1-3pm

Login: 1230 EST MRP: Altius (D2)

Google Chrome: drive.MRProbotics.com Staff Nurses: Dusty Candy, Anastasia

Virtual Nurse: Peter CELL: 327-584-2345

Email: pedwards4@sycamores.indstate.edu

1300-1320	Report	ROBOT
1320-1400	Simulation	ROBOT
1400-1410	Break	
1410-1450	Debriefing	ZOOM

Group 3 10 to Noon

Login: 0930 EST MRP: Fortius (D2)

Google Chrome: drive.MRProbotics.com Staff Nurses: Bryan, Torie, Julie

Virtual Nurse: Amanda CELL: 272-215-1865

Email: ARoberts5@sycamores.indstate.edu

1000-1020	Report	ROBOT
1020-1100	Simulation	ROBOT
1100-1110	Break	
1110-1150	Debriefing	ZOOM

Group 6 2-4pm

Login: 1330 EST MRP: Novicius (D1)

Google Chrome: beta.MRProbotics.com Staff Nurses: Melissa, Lacey, Sally

Virtual Nurse: Evette CELL: 430-287-5935

Email: ewillis@sycamores.indstate.edu

1400-1420	Report	ROBOT
1420-1500	Simulation	ROBOT
1500-1510	Break	
1510-1550	Debriefing	ROBOT

Contacts:

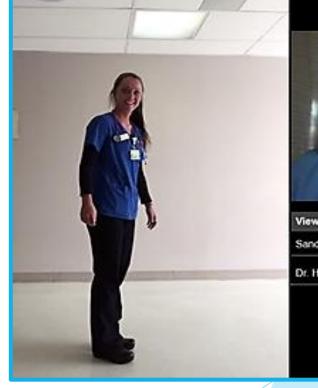
Dr. Huun: Faculty 123-456-7891

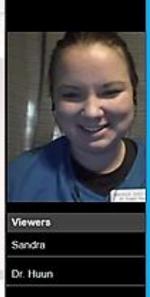
Bob: Simulation/telepresence tech:

123-456-7890

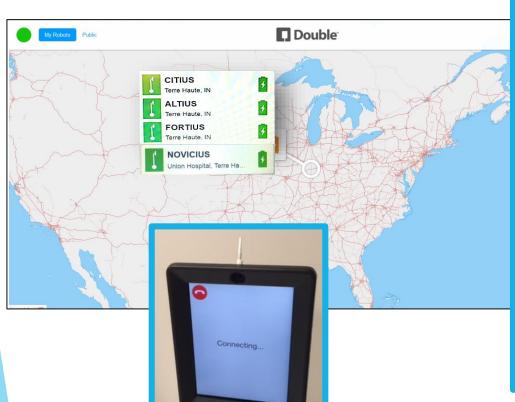
Please Note:

- 1. You are scheduled 30 minutes prior to your simulation time.
- 2. Your BUDDY is the highlighted



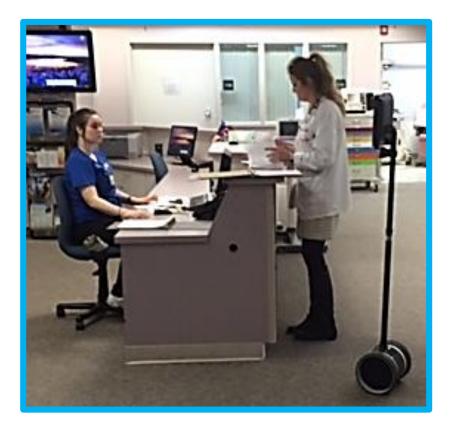


RHIC partnership





RHIC: Rural Health Innovation Collaborative



Teamwork





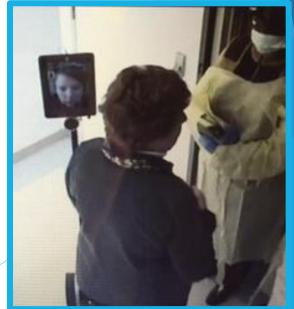
Debriefing











Tele-presence Simulation

General Standard Component Design (Tele-presence Simulation)	Within Product Design	Faculty Time/Resources
Product/Component Introduction	Basic overview on website	Basic intro by faculty
Simulation Learning Objectives/Competencies		Developed by faculty, align with course objectives
Assessment and Measurement		Assessment by synchronous faculty
Content Aligns with Course Module Materials		Aligned simulation content developed by RHIC & faculty
Learner Interaction via Simulation Modality	Participation in simulation and debriefing via tele-presence	
Technology Requirements to "RUN" Simulation Modality	Requires internet connectivity	
Learner Support (built into product and/or otherwise available)	Email and phone contact	Live, support technician during simulation
Accessibility (within constraints of physical performance requirements for nursing students). Ease of Use.	Requires visual, auditory, and basic mechanical skills. Easy to operate	Easy to use, may co-pilot with student.



The Positives

ACCENTUATE THE POSITIVE	e-simulation: Assessment	e-simulation Skills/Procedures	Video Simulation	Tele-presence Simulation
Interactive and stimulating for learners	X	X	Observation and DB debriefing	X
Single-user or multiple-user interaction	Single-user	Single-user	Single-user	Multi-user
Essence of real-life scenarios	Х	X	Χ	Х
Enable controlled and structured outcomes	X	X	Х	X
Enable trial and error learning	X	X	Observe role model	X
Provide a risk-free setting	X	X	X	X
Less expenditure of teaching resources	Self-sustaining	Self-sustaining	Self –sustaining (development time)	Faculty involved
Provide a foundation for continued exploration	Х	X	Х	X
Secure access	Password (Indiv)	Password (Indiv)	Group Password	Group password
Feedback through prompts or debriefing	Prompts + Reflection	Tutorial and prompts	Discussion Board Debriefing	Debriefing
Wide availability	Χ	X	Χ	Limited
Ease of use	X	X	X	X
Ability to align with course content	X	X	X	X
Cost effective	\$100 (lifetime)	Free (through RHIC)	X	Start up
Time flexibility (asynchronous components)	X	X	Х	Synchronous

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