mtl
mtl.how/sim

Sim UI Cheatsheet (Updated 2019_09_13)

Learning Objectives
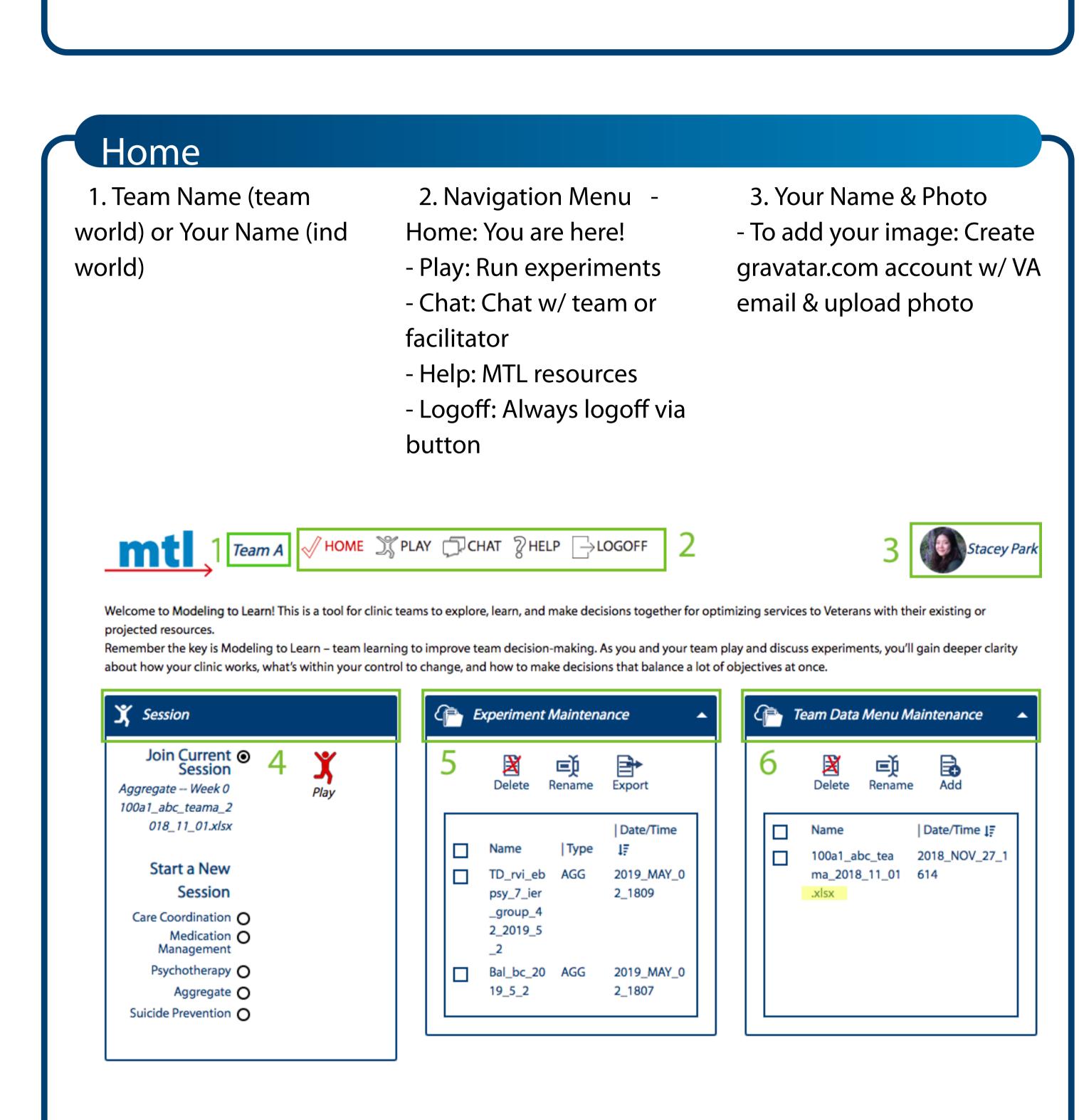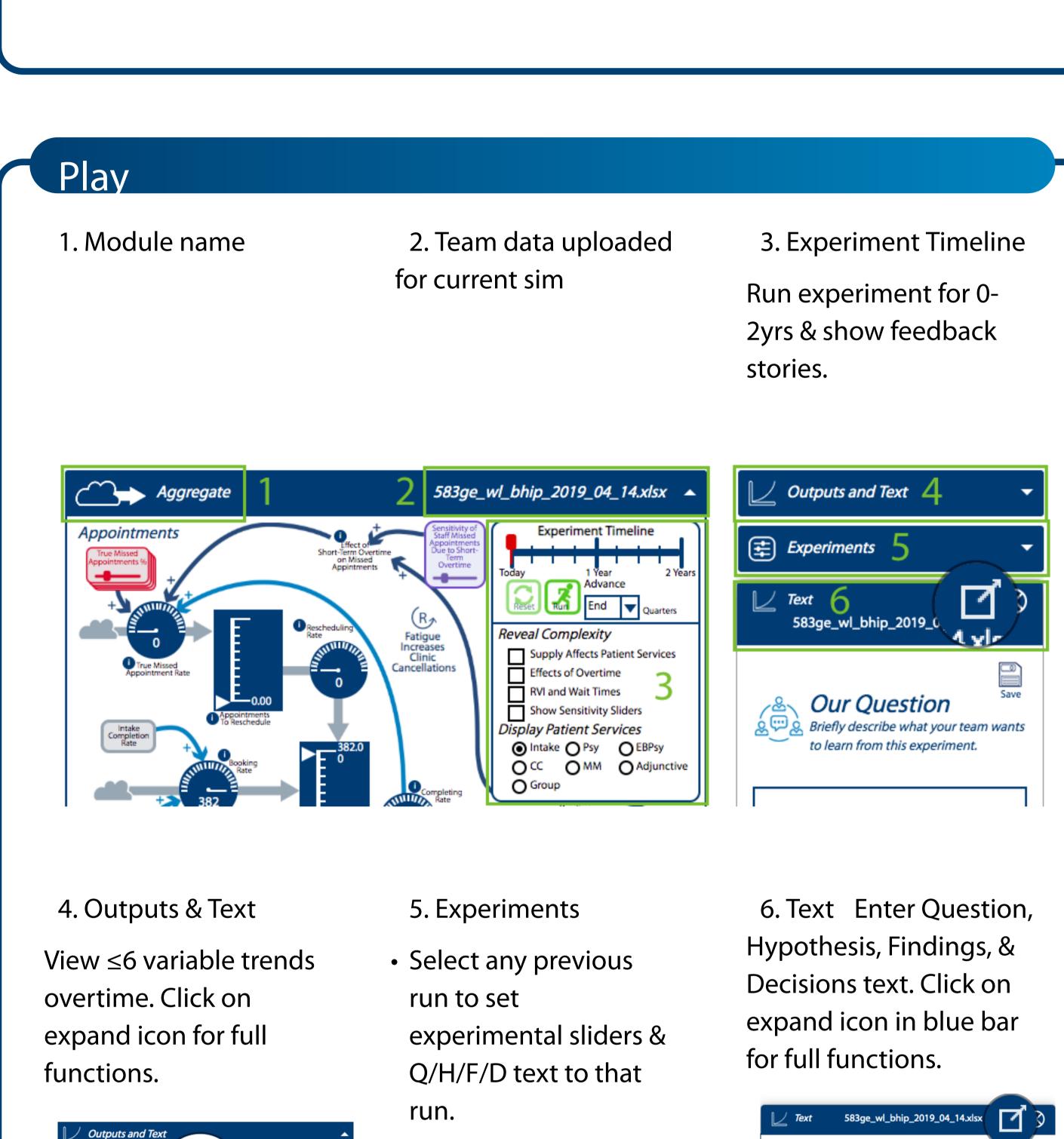
Modeling to Learn
Test. Don't guess.

MTL objectives include activities and competencies that…
1. Are meaning for you and align your learning goals with your team.
2. Develop systems thinking skills to help you see how several things fit together, and understand causes hard to see without data and modeling resources.
3. Make VA data, initiatives, and standards transparent to you.
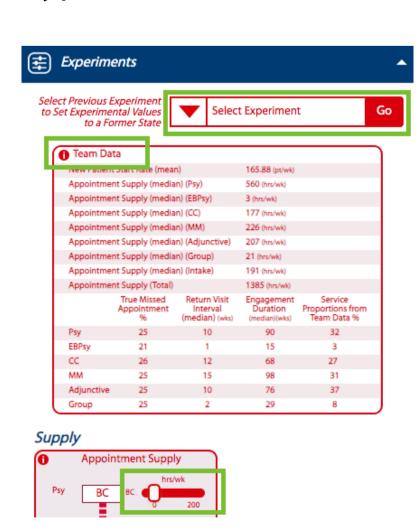4. Empower you to realize ongoing improvements in team quality of care and team quality of work life.

Login

1. Open mtl.how/sim in Chrome. Use lowercase for username (VA email) & password

Modeling to Learn
Test. Don't guess.
Username
Password
Internet Explorer is not supported by Modeling To Learn
For best results,please use Chrome, Edge, Firefox, or Safari.   Login
Version 1.8 (PROD)

2. Choose team world for experimenting as a team -or- individual (ind) world for learning on your own

Please select a World ⊗
World:
Please select a World
✓ 100a1_abc_teama_team
100a1_abc_teama_ind
Select World

Home

1. Team Name (team world) or Your Name (ind world)

2. Navigation Menu   -
- Home: You are here!
- Play: Run experiments
- Chat: Chat w/ team or facilitator
- Help: MTL resources
- Logoff: Always logoff via button

3. Your Name & Photo
- To add your image: Create gravatar.com account w/ VA email & upload photo

mtl 1   Team A   ✓ HOME ✗ PLAY ☐ CHAT ? HELP → LOGOFF   2   3 Stacey Park

Welcome to Modeling to Learn! This is a tool for clinic teams to explore, learn, and make decisions together for optimizing services to Veterans with their existing or projected resources.
Remember the key is Modeling to Learn – team learning to improve team decision-making. As you and your team play and discuss experiments, you'll gain deeper clarity about how your clinic works, what's within your control to change, and how to make decisions that balance a lot of objectives at once.

Session
Join Current Session ⊙   4   ✗ Play
Aggregate – Week 0
100a1_abc_teama_2
018_11_01.xlsx

Start a New Session
Care Coordination ○
Medication ○ Management
Psychotherapy ○
Aggregate ○
Suicide Prevention ○

Experiment Maintenance ▲   5
Delete Rename Export

	Name	Type	Date/Time
☐	TD_rvi_eb psy_7_ieb_group_4 2_2019_5 _2	AGG	2019_MAY_0 2_1809
☐	Bal_bc_20 19_5_2	AGG	2019_MAY_0 2_1807

Team Data Menu Maintenance ▲   6
Delete Rename Add

	Name	Date/Time ↓F
☐	100a1_abc_tea ma_2018_11_01 .xlsx	2018_NOV_27_1 614

4. Session
- Join Current Session: Click on circle & Play - Start New Session: Choose new module, select Team Data, & Play
 Note: For CC & MM modules: choose Learning Mode

5. Experiment Maintenance ** Delete, rename, and export ≤10 runs in Excel file

6. Team Data Menu Maintenance Delete, rename, and add files. To add, copy & paste team_data_sim_ui file name from mtl.how/data   #5 & 6 are only visible for individual worlds or team leads in team worlds, & NOT available at mtl.how/demo.

Learning Mode

Refer to the Care Coordination (CC) tab of the Team Data Table for Sim UI at mtl.how/data, for data regarding the team's New Patient Start Rates and Return-to-Clinic Intervals.

⊙ Existing Patient Return-to-Clinic Visit Interval

Choose this learning mode to prioritize the Existing Patients Return-to-Clinic Visit Interval (RVI) estimated from team data, and only start new patients in remaining open slots after the existing patient RVI, appointment supply, and missed appointments are all taken into account.

○ New Patient Start Rate

Choose this learning mode to prioritize the New Patient Start Rate estimated from team data, and only see existing patients in remaining open slots after the new patient start rate, appointment supply, and missed appointments are all taken into account.

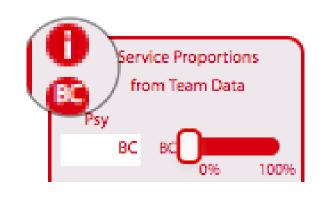❗ Starting a new simulation will stop the previous session for all team members. Session decisions and results may not have been saved.

Start Cancel

Play

1. Module name

2. Team data uploaded for current sim

3. Experiment Timeline
Run experiment for 0-2yrs & show feedback stories.

Aggregate 1   2 583ge_wl_bhip_2019_04_14.xlsx ▲

Appointments
Experiment Timeline
Today 1 Year 2 Years
Advance
End ▾ Quarters
Reveal Complexity
☐ Supply Affects Patient Services
☐ Effects of Overtime
☐ RVI and Wait Times
☐ Show Sensitivity Sliders   3
Display Patient Services
☐ Intake ☐ Psy ☐ EBpsy
☐ CC ☐ MM ☐ Adjunctive
☐ Group

Outputs and Text 4 ▾
Experiments 5 ▾
Text 6
583ge_wl_bhip_2019_... .xlsx   Save

Our Question
Briefly describe what your team wants to learn from this experiment.

4. Outputs & Text

View ≤6 variable trends overtime. Click on expand icon for full functions.

Outputs and Text
Table Expand Export
pts/wk
400
350
300
250
200
Current 150
100
50
0
Today 1 Yr 2 Yr
Intake - Intake Evaluation Rate
◀ 1 2 3 4 5 … ▶

5. Experiments

• Select any previous run to set experimental sliders & Q/H/F/D text to that run.

• Team data table shows starting values for variables from your data.

• Move sliders from initial values to test a hypothesis.

Experiments
Select Previous Experiment to Set Experimental Values to a Former State   Select Experiment Go

Team Data
Appointment Supply (median)
Appointment Supply (median)
Appointment Supply (median) EBPsy
Appointment Supply (median)
Appointment Supply (median) (MM)
Appointment Supply (median) Adjunctive
Appointment Supply (median) (Group)
Appointment Supply (median) Intake
Appointment Supply (Total)
True Mixed Return Visit Engagement Service
Appointment Interval Duration Proportions from
Psy
EBPsy
CC
MM
Adjunctive
Group
Supply
Appointment Supply
Psy

6. Text   Enter Question, Hypothesis, Findings, & Decisions text. Click on expand icon in blue bar for full functions.

Text 583ge_wl_bhip_2019_04_14.xlsx   Save

Our Question
Briefly describe what your team wants to learn from this experiment.

Our Hypothesis
Outline the systems story your team believes will cause the outcomes your team expects to observe.

Our Findings
Describe your team's findings, insights and conclusions from this experiment.

Our Decisions
Based on what was learned in this experiment, what changes is the team ready to make in their practice?

Troubleshooting

- Questions on variables?   Click on "i" icon for variable info or "BC" for basecase values.

ⓘ BC Service Proportions from Team Data
BC BC
Play
BC BC
0% 100%

- Data not loading?   Make sure .xlsx extension is included.   - Rendering issues?   Log-off completely and log back in.
 - What do the colors means?   Red means read in from team data. Green is for experiments that are important that we do not have enough data for. Purple is for experiments on sensitivity.
 - Questions?   Visit   Help   page on the Sim UI at mtl.how/sim or visit mtl.how.

Modeling to Learn (MTL) is an ongoing quality improvement project by VA Team Participatory System Dynamics. Info: mtl.info @va.gov .