

Learning Objectives

Modeling to Learn

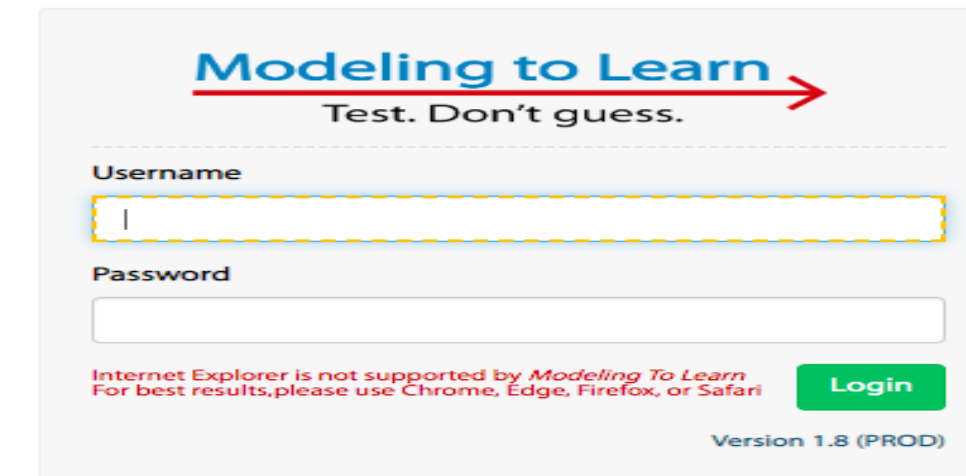
Test. Don't guess.

MTL objectives include activities and competencies that...

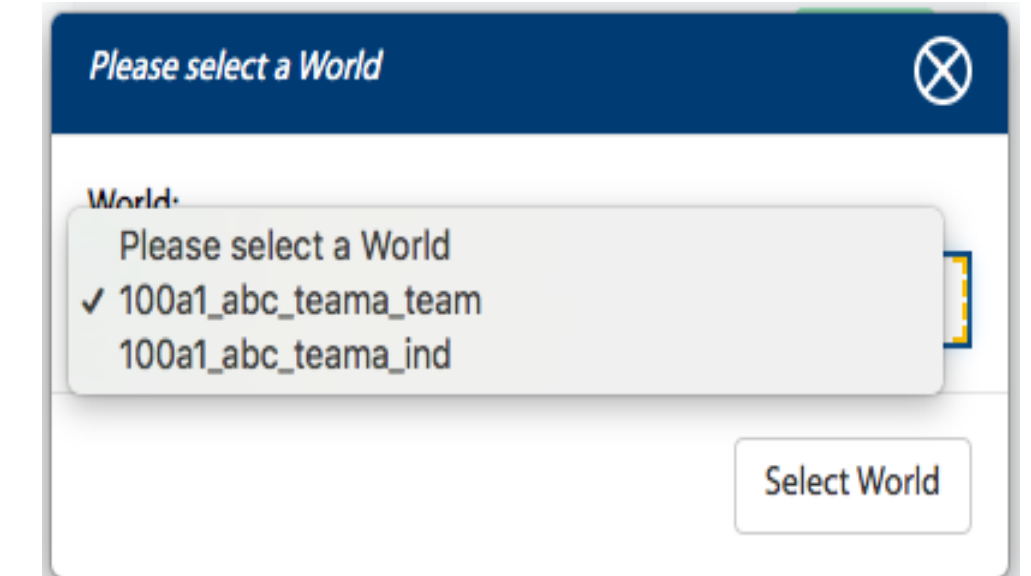
1. Are meaning for you and align your learning goals with your team.
2. Develop systems thinking skills to help you see how several things fit together, and understand causes hard to see without data and modeling resources.
3. Make VA data, initiatives, and standards transparent to you.
4. Empower you 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



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

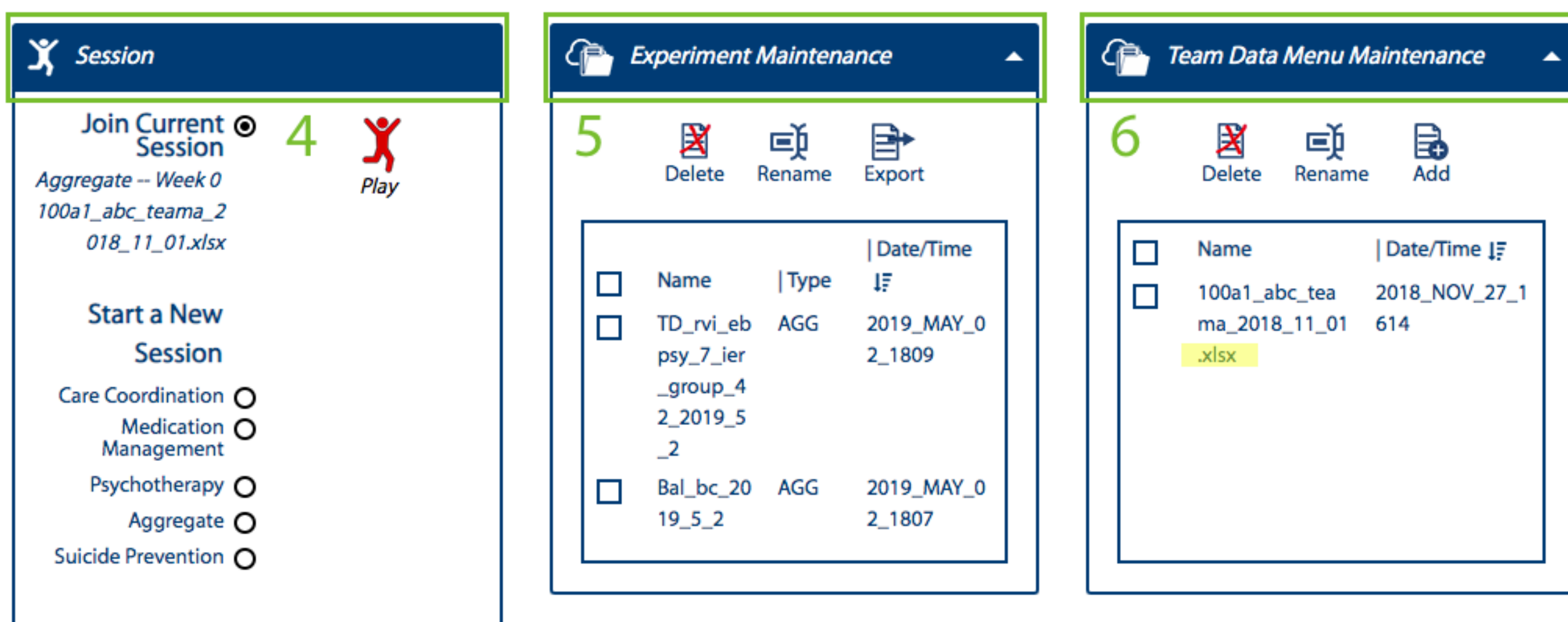


Home

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 sim resources - Logout: Always logout via button
3. Your Name & Photo - To add your image: Create gravatar.com account w/ VA email & upload photo

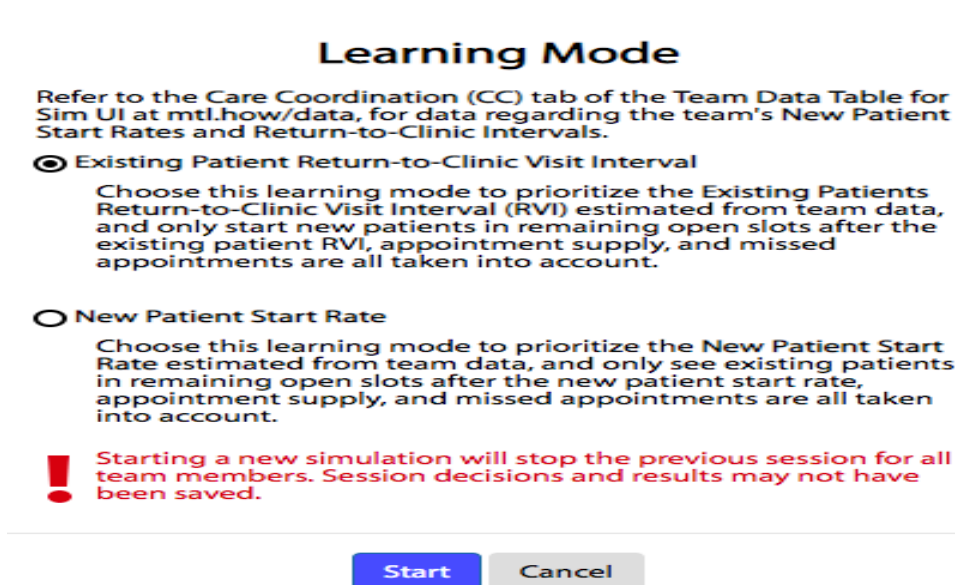


Welcome to Modeling to Learn! This is a tool for clinic teams to explore, learn, and make decisions together for optimizing services to Veterans with their existing or projected resources. Remember the key is Modeling to Learn – team learning to improve team decision-making. As you and your team play 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.



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



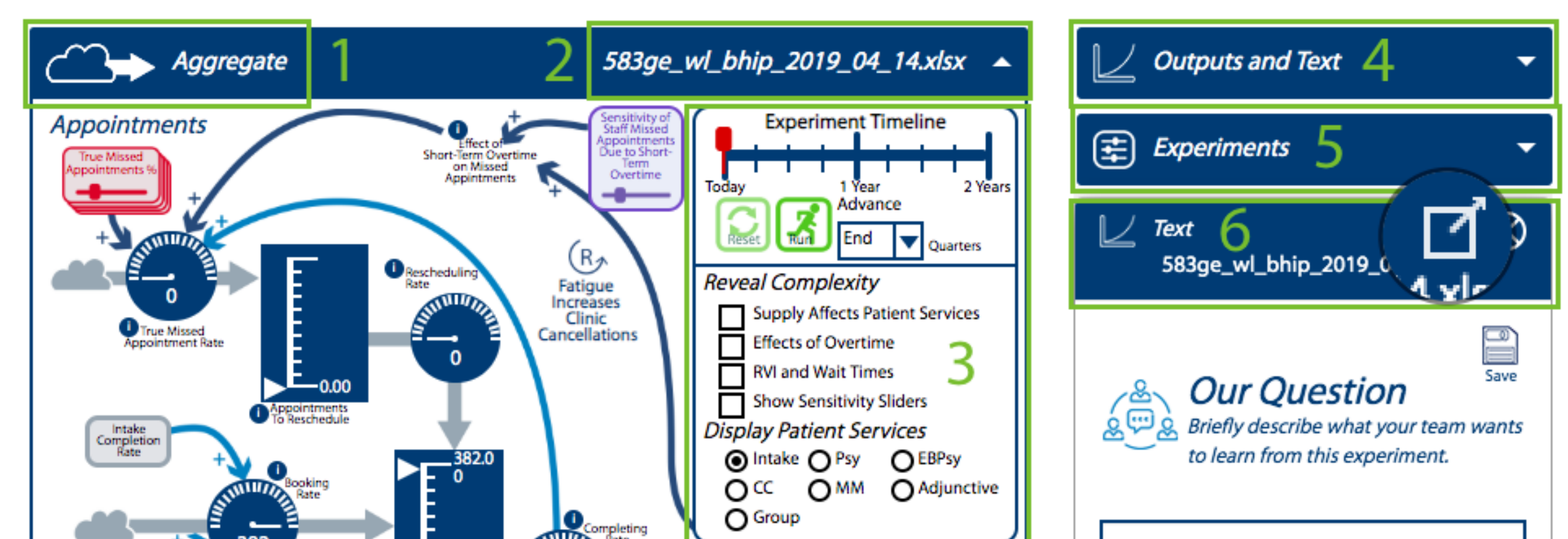
5. Experiment Maintenance ** - Delete incorrect runs - Rename runs as necessary - Export ≤10 runs in Excel file

6. Team Data Menu Maintenance ** - Delete old files - Rename incorrect files - Add files: Copy + paste team_data_sim_ui file name from mtl.how/data

** Panels 5 & 6 are only visible for individual worlds or team leads in team worlds, and are NOT available in mtl.how/demo mode

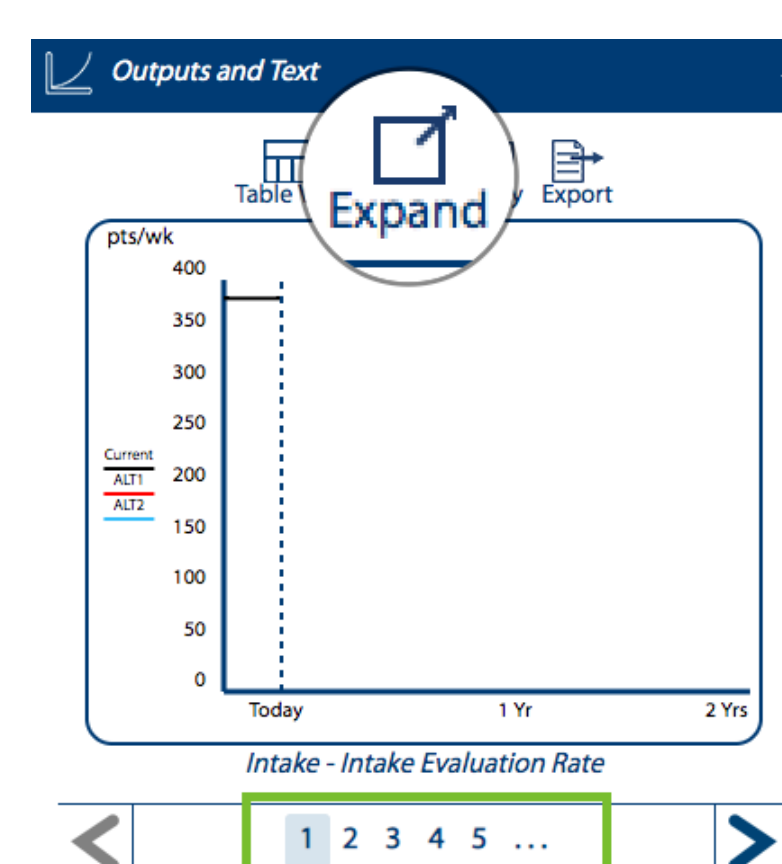
Play

1. Module name
2. Team data uploaded for current sim
3. Experiment Timeline Run experiment for 0-2yrs & show feedback stories.



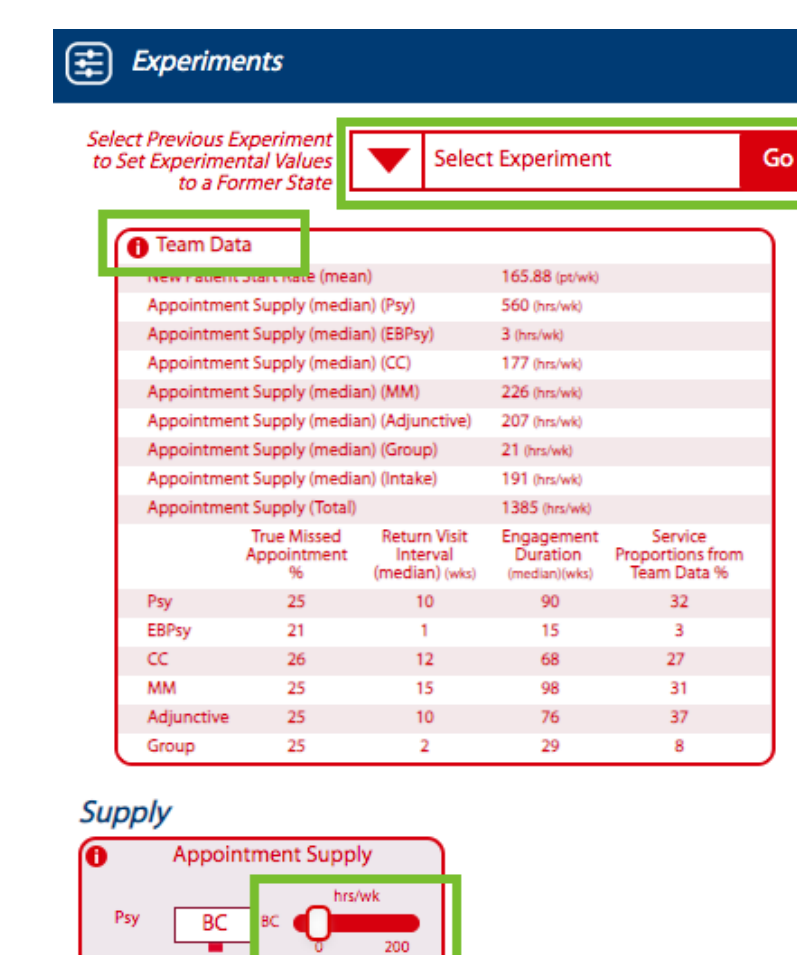
4. Outputs & Text

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



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.

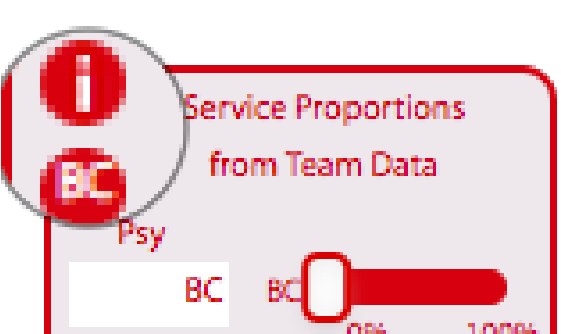


6. Text Enter Question, Hypothesis, Findings, & Decisions text. Click on expand icon in blue bar for full functions.



Troubleshooting

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



- 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.