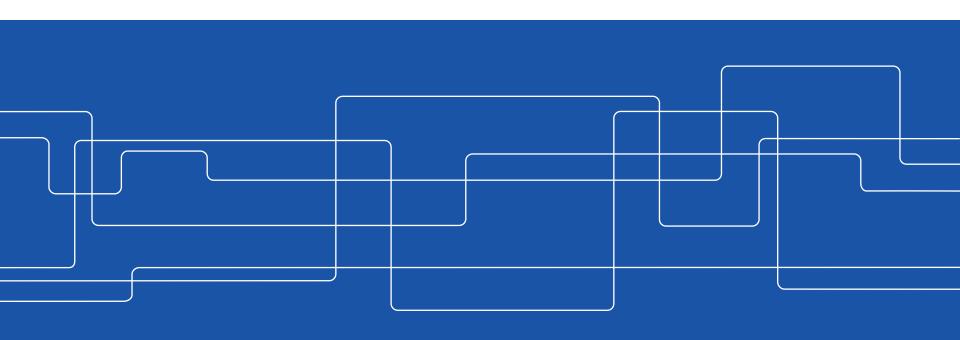


An open-game for training first-line managers in health care organizations

Cevin Zhang / Karin Pukk Härenstam 2018-12





1. Open-game vs closed-game

	RULES rule-driven<>open
RESOURCES	feedback modelsinput-output models

Table 6: Simulation with no actors involved

What most engineering simulations do

	RULES rule-driven<>open
ACTORS	Theatrerole play

What most digital games do

Table 7: Gaming with no explicit resources

	RULES rule-driven<>open
ACTORS RESOURCES	Rigid-rule gamesbehavioural simulationsfree-form games

What serious /simulation games do

Table 8: Fully-fledged gaming

Jan Klabbers, The gaming landscape: A taxonomy for classifying games and simulations. 2003



2. Training & influencing decision makers

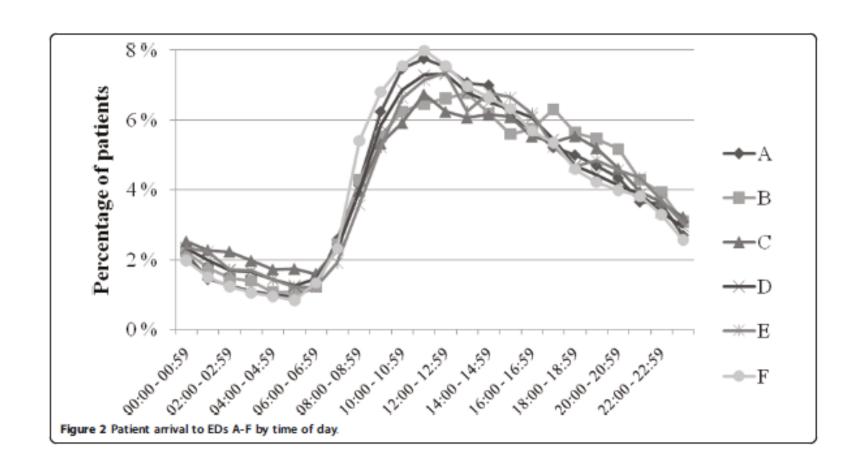
Training first-line managers in HCO can take years

Most challenging part: handling variations of incoming
patients at the operational level-managing workload towards
the sufficient level for safety, commonly the lower the better
This ILO of this simulation game:

- -keep 80% of patients lengthy stays in 4 hours
- -reduce the mental workload 20%
- -maintain a good quality patient care
- ...game analytics available afterwards



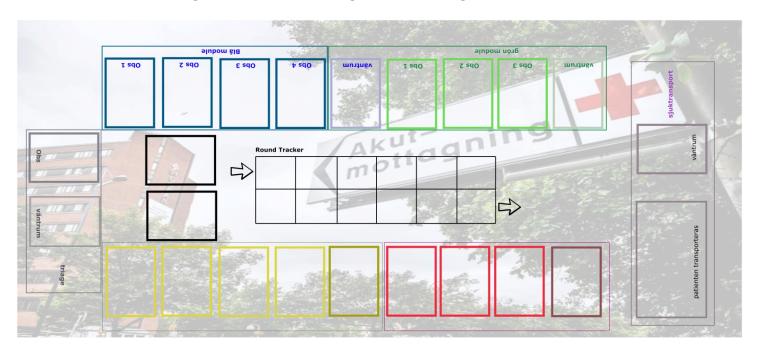
3. What is simulated?





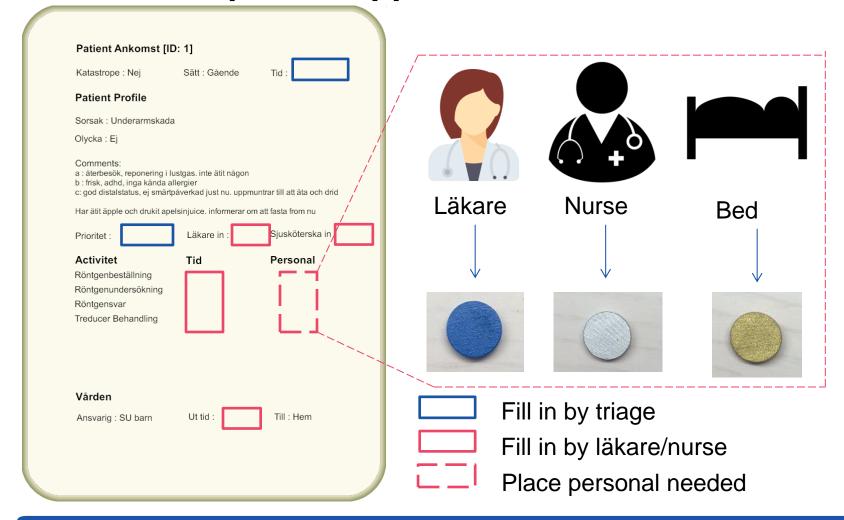
4. Administrating the floor

- 4 modulers, 1 triageplace, 1 hospital supporting system
- 2 parallel functioning teams, each has a leading doctor, a nurse
- 1 team for triage and discharge planning





5. Deck of patient applications





6. Validation 2018-11-01

