

# WHAT CAN MEDICAL STUDENTS LEARN IN A VIRTUAL HOSPITAL?

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# RESEARCHING VIRTUAL WORLDS



References: Blyth & Loke, 2014; Chee, Loke, & Tan, 2009; Loke et al., 2011

# OUTLINE

1. Role playing as a learning strategy
2. Otago Virtual Hospital (demo)
3. What can medical students learn?
  - ▶ Supplement or Replace residentials?
4. Challenges encountered
5. Discussion & Questions

# WHY **ROLE PLAY** TO LEARN?

Role plays feature realistic scenarios in make-believe contexts as basis of learning & assessment

1. From Passive observation to Active participation
  - ▶ Redress typical imbalance between propositional vs functional knowledge, between knowing vs doing
2. Make-believe > Safe

References: Biggs & Tang, 2003; Butler, 2012; Dewey, 1938; Naidu, 2007; Spencer, 2003

# WHY IN A **VIRTUAL** WORLD? (VS PHYSICAL WORLD)

1. Clinical teaching (PW) opportunistic; VW role plays more systematic (e.g. control types of scenario)
1. Realistic enough for experiential learning of clinical practice
  - ▶ And other practices: teacher education, social work, foreign languages
2. Logistical reasons (e.g. scalability)

References: Boulos et al., 2007; Hansen, 2008; Dalgarno & Lee, 2010; Spencer, 2003

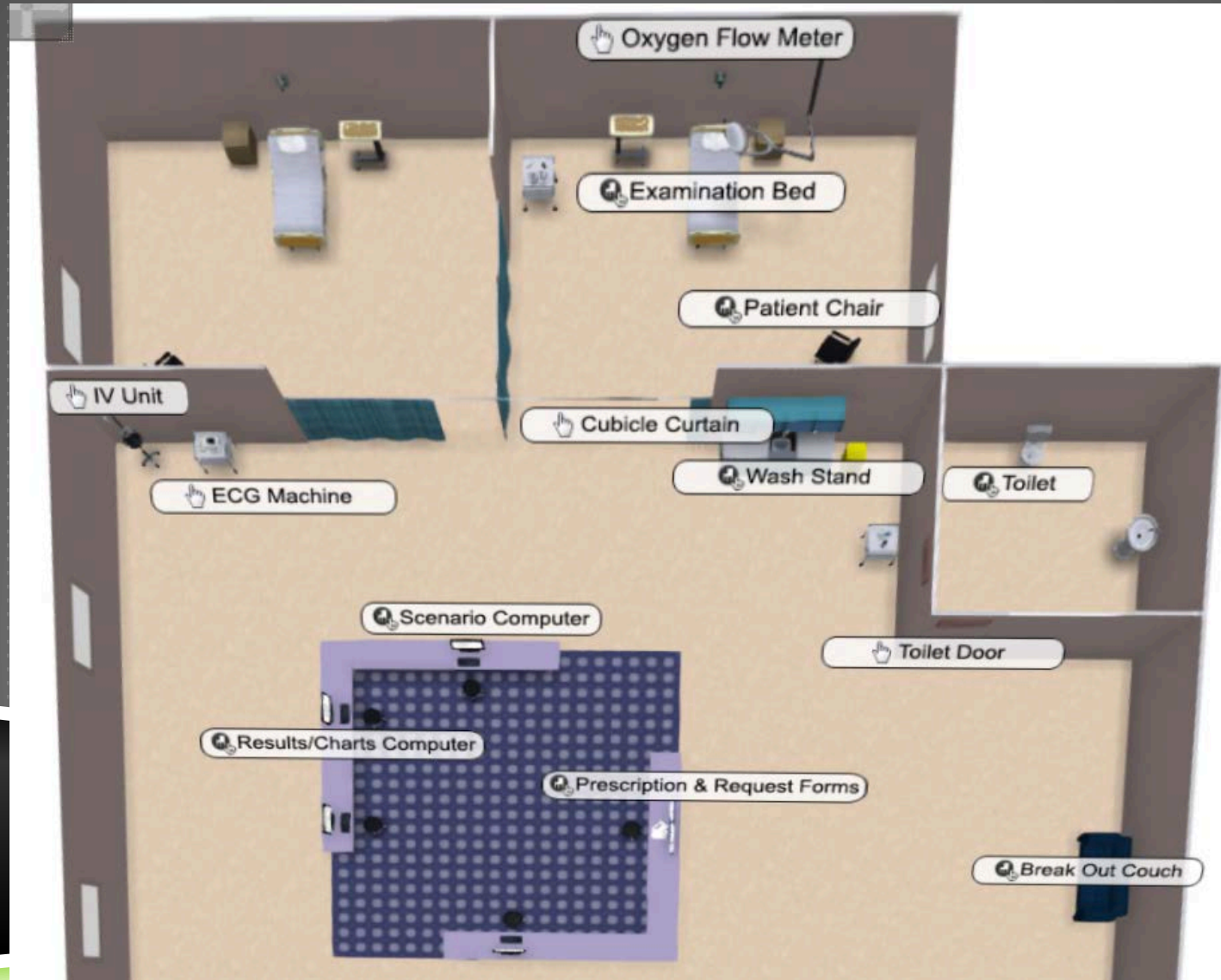


# OTAGO VIRTUAL HOSPITAL



- ▶ Medical students role play as junior doctors in Emergency Department
- ▶ Students can: communicate with patients & fellow doctors, perform 'physical' examinations, order tests, prescribe medicines, write handover notes

# OTAGO VIRTUAL HOSPITAL (DEMO)



# Emergency Department Triage Record



Hospital Sticker Here

or

Details below

Name: *Gertrude Anne MacFarlane*

Date of Birth: *16 July 1936*

Age: *75*

Health Number: *RXYM802*

Date:

Time:

GP: *Andrews*

## Contact Person

Name: *Angela Donaldson*

Phone: *?*

Relationship: *Daug*

## Presenting Complaint:

*Feels unwell*

*Neighbour reports some confusion - new*

*Feels hot T°C up*

*No sputum, no falls*

Immunisation up to date circle appropriate

Yes / **No**

MRSA precautions circle appropriate

Yes / **No**

## Vital Signs in Triage:

Pulse: *130 ir*

Blood Pressure: *112/68*

Temperature °C: *37.9* Respiratory rate: *28*

S<sub>p</sub>O<sub>2</sub>: *92 RA*

Weight:

## Allergies:

*Nil known*



# PHASES OF ROLE PLAY

1. History-taking
2. 'Physical' examination
3. Order tests
4. Prescribe medicines
5. Negotiate treatment plan
6. Write handover notes

# ORDERING TESTS

Which type of Radiology examination would you like to request?

Note:

Selecting CANCEL will abandon a request, selecting RESET will restart a request.

X-RAY

CT

MRI

-

-

CANCEL



View Radiology Results



View Non-Blood Results



View Haematology Results



View Biochemistry Results



View Medications Chart

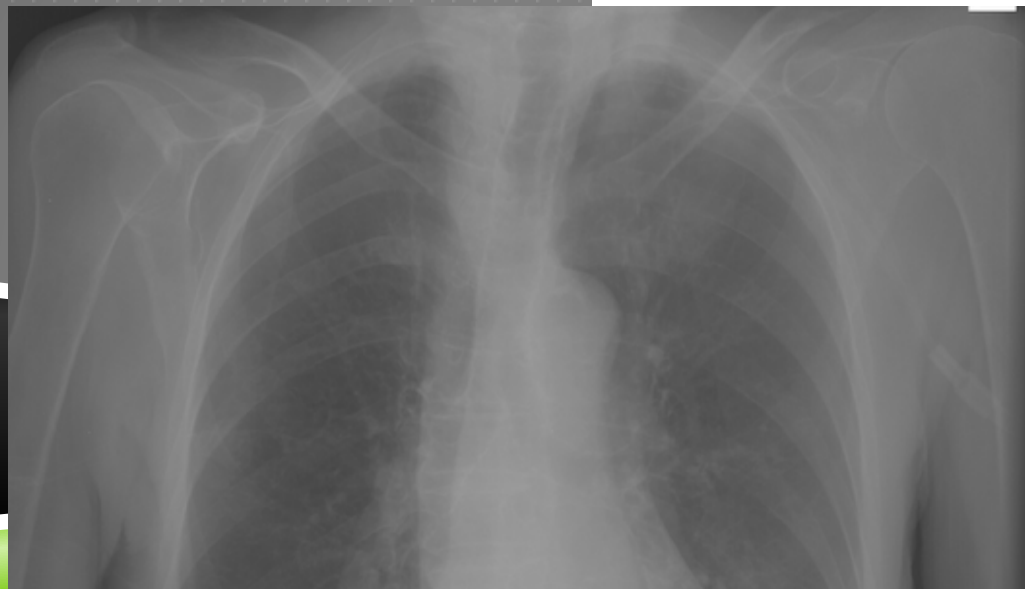


Stop Current Medication



View Fluids/Blood Order Chart

ns Chart



# REFLECTION & PEER FEEDBACK

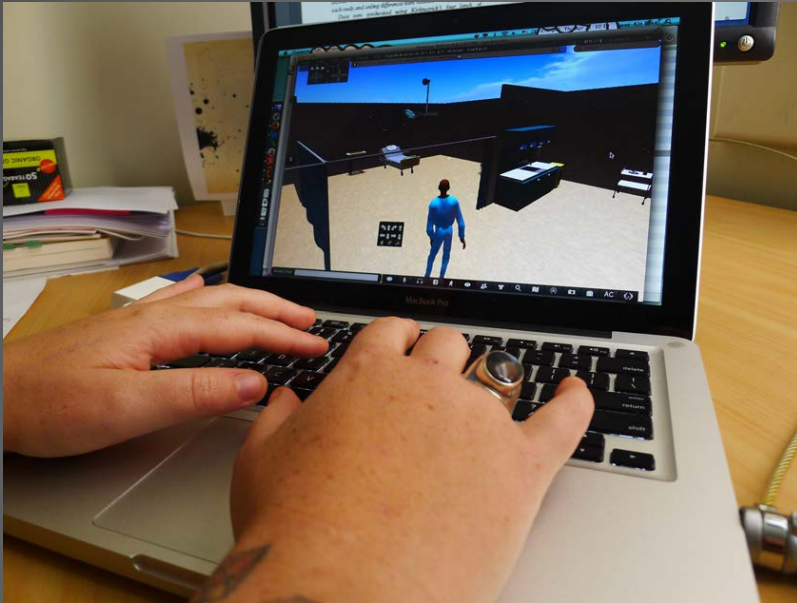
Notecard: Sc1 Log 21 Apr 12:19

Description: Script generated notecard

12:03: sweekin loke: Initiated scenario.  
12:04: sweekin loke: Moved ECG machine to cubicle.  
12:05: sweekin loke: Moved IV Unit to cubicle.  
12:11: sweekin loke: Ordered X-RAY, CHEST  
12:15: sweekin loke: Viewed radiology results.  
12:19: sweekin loke: Ended scenario.

**How well did your House Surgeon interact with you on the following items? \***

	None	Some	OK	Good
Friendliness/Rapport	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Introductions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Handwashing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Verbal consent for procedures	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Providing information	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



# WHAT CAN STUDENTS LEARN IN THE OVH?

How might OVH supplement or  
replace residentials?

# STUDENTS EXERCISE PW CLINICAL REASONING

- ▶ Evaluate validity of OVH-based assessment of clinical reasoning
- ▶ 12 participants (different stages of medical training)
- ▶ More medical experience > significantly better performance in terms of clinical reasoning:
  - ▶ Transformed info into key clinical concepts more efficiently
  - ▶ Generated more accurate diagnoses in a timely manner
- ▶ Construct validity supported: students exercise PW clinical reasoning in VW

Reference: Roy, Walker, Blyth, & Wilkinson, 2014

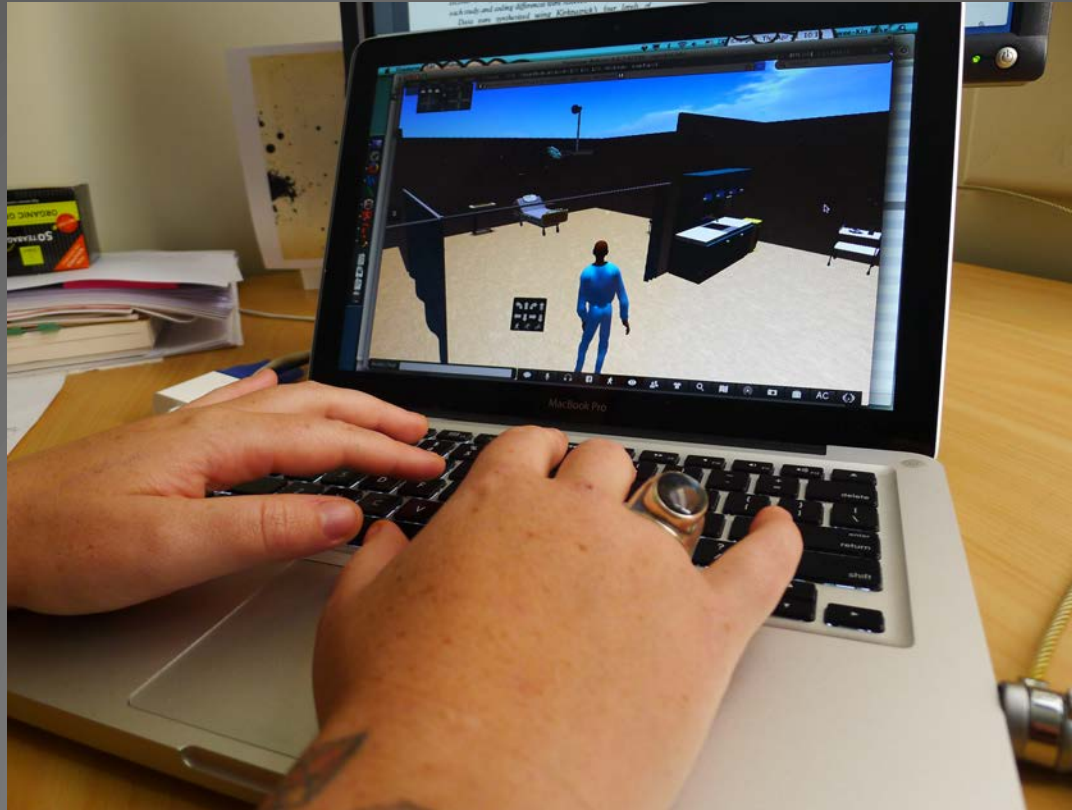


# STUDENTS GET TO “DO THE THINGS”

- ▶ 11 medical students participated in Scenario 1
- ▶ “What role can this virtual hospital play in your medical education?”
- ▶ “Well, you actually **do the things** here. Whereas in the SECO clinic, you write down or think about what you’re going to do, but you don’t go and do them.”
- ▶ (clinical placements) “I certainly wouldn’t be the one **making the call**. I wouldn’t want to be the one making the call.”

Reference: Loke, Blyth, & Swan, 2012

# WHAT STUDENTS CANNOT LEARN



# WHAT STUDENTS CANNOT LEARN

- ▶ Learn X by doing X: Does doing  $X^{vw}$  correspond to  $X^{pw}$ ?
- ▶ “you actually do the things”: But **not physical aspect of actions**
  - ▶  $X^{vw}$  = click on “Intubate” button
  - ▶  $X^{pw}$  = inserting laryngoscope to displace tongue to one side
- ▶ Bonedoc closer to imitating physical movements



# WHAT STUDENTS CAN LEARN

- ▶ Students can learn clinical reasoning:
  - ▶ Clinical reasoning (VW) corresponds to Clinical reasoning (PW)
- ▶ “you actually do the things here”:
- ▶ Students cannot learn physical aspects of intubating patients
- ▶ Student can learn **dispositional aspects**:
  - ▶ When to intubate patient, when to “make the call” (to examine chest, to discharge patient, etc.)

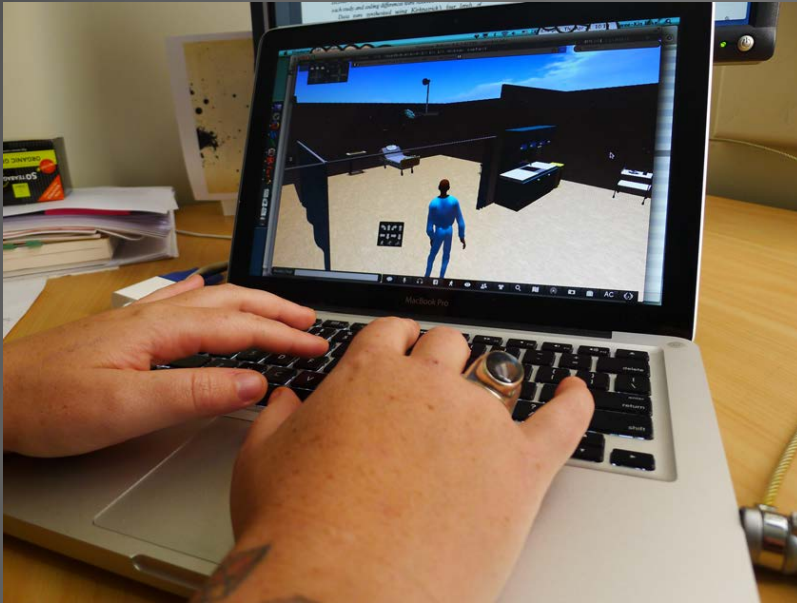
References: Loke, 2015; Loke & Golding, 2016; Perkins et al., 2000

# SUPPLEMENT OR REPLACE RESIDENTIALS?

- ▶ Do learning objectives require students' physical bodily experience?
- ▶ Parallel: flight simulators most effective when used in conjunction with actual experience of flying

References: Dreyfus, 2001; Hays et al., 1992



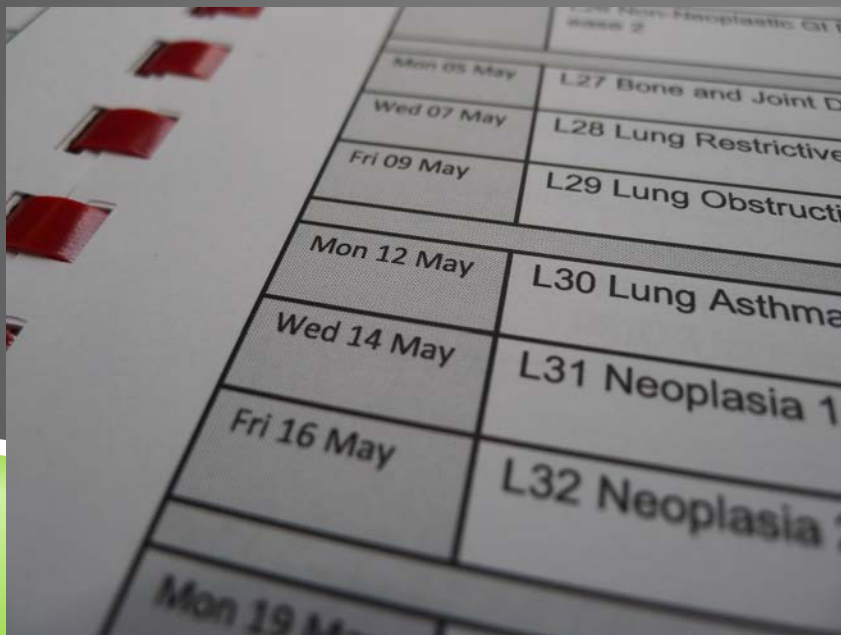


# CHALLENGES ENCOUNTERED

1. Integration into curriculum
2. Scalability

# CHALLENGE #1: INTEGRATION INTO CURRICULUM

- ▶ Find space in existing curriculum
  - ▶ Could not free up one hour for all students to role play
- ▶ Or create new space
  - ▶ new Critical Care module for Year 6 Trainee Interns in 2016



Mon 05 May	L27 Bone and Joint D
Wed 07 May	L28 Lung Restrictive
Fri 09 May	L29 Lung Obstructi
Mon 12 May	L30 Lung Asthma
Wed 14 May	L31 Neoplasia 1
Fri 16 May	L32 Neoplasia
Mon 19 May	

# CHALLENGE #2: SCALABILITY

- ▶ Experiential learning involves iterative cycles of practice-reflection
- ▶ Previous models limited student participation: e.g. single hospital; dependence on instructor input



- ▶ Solution: Peer feedback; the [Holodeck](#)

References: Blyth & Loke, 2014; Honey et al., 2012



# DISCUSSION & QUESTIONS

# THANK YOU

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Twitter: [@sweekin](https://twitter.com/sweekin)

The bottom of the slide features a decorative graphic consisting of two overlapping geometric shapes. The upper shape is a bright green triangle pointing downwards, and the lower shape is a yellow triangle pointing upwards. They meet at a white, jagged line that creates a dynamic, abstract border.