THE USE OF TECH TO IMPROVE AUDIENCE PARTICIPATION DURING SIMULATION

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THE PROBLEM

- Distraction by personal mobile phones
- Reduced engagement in the debrief process
- Subjective feeling of dissatisfaction from the debrief team
- Felt that candidates were missing out on the benefits of effective peer to peer feedback

OUR AIM

- Reduce the burden of distraction for candidates not actively involved in scenario
- Embrace peer to peer feedback
- Ultimately improve the quality of debrief during simulation
OUR INTERVENTION

- Introduction of a digital audience response system
- Wooclap (Belgium)
- Many others available on market

PRACTICAL STEPS

- A free account with Wooclap was set up
- Accessible via QR code, website address or SMS

CENTRE CHANGES REQUIRED

- Use of second projector to display in real time
- Room reconfiguration to optimise view of two displays
- Functioning wifi to enable seamless connection
- Reserve device availability in case of personal device failure
- Virtual networking software to allow control of software remotely
**IMPORTANCE OF PRE-COURSE BRIEF**

- Before each sim course:
- Candidates briefed on the benefits of peer to peer feedback
- How to produce constructive feedback
- How to use the platform
- **Essential** for buy in from candidates
• Focus on a mix of technical and non-technical skills
• Limited by fit on screen and risk of overburdening candidates

During each simulation scenario
• Candidates shown live video of the scenario unfolding
• Asked to comment on good and less good practice in 3 categories and a section to ask questions in an anonymous fashion
• Audience responses displayed in real time in the debrief room, remaining visible during the debrief
METHODS

- Following the simulation course candidates were asked to rate on a linear scale from 1-10 how they agreed with the statement “The use of Wooclap improved the ability for the audience to participate”
- The number of comments generated during each course were totalled

RESULTS

- The tool was piloted during 18 courses initially with 114 participants in total
- 1266 comments were received, with an average of 75 per course.
- On average there were 15 responses per simulated scenario
- The average score for the question “The use of Wooclap improved the ability for the audience to participate” was 8.9/10
RESULTS - CONTINUED

- In total there were 16 medical students, 35 physiotherapists, 46 FY2 doctors and 17 members of the trauma team surveyed.

DISCUSSION - BENEFITS

- Potential reduction in distraction from personal devices
- Generally those who were younger or more tech enthusiastic appeared to embrace the audience response system
- Subjective improvement in debrief with increased audience participation due to active watching of scenario
- Additional benefit of allowing participants to ask anonymous questions

DISCUSSION - NEGATIVES

- Not all participant groups appeared to embrace the technology
- Poor use of software in our more intensive courses
- Technical Limitations
CONCLUSION

• Digital Audience Response Systems have the potential to enhance the debrief process in clinical simulation
• There is a disparity of uptake dependent on candidate demographics and course intensity