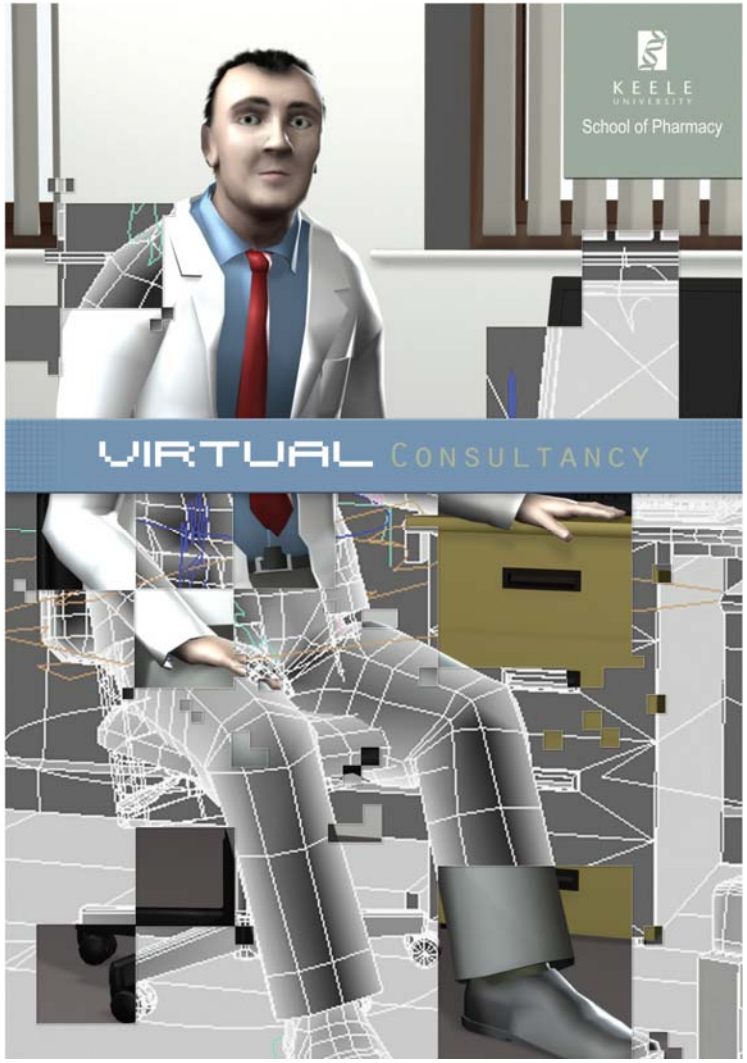

Virtual Patients: Video Game Technology for Clinical Training

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What is a Virtual Patient?

- A computer generated character (e.g. patient, doctor, pharmacist) that responds to questions…
  - from keyboard input (free-text, assisted text or MCQs)
  - from verbal command (voice recognition software)
- A 3D environment that can be explored for information within a given context.
- A system that can provide automated instant feedback to the learner.

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The Guardian | Thursday 9 July 2009

Ask Jack blog
All the answers to your questions
guardian.co.uk/technology/askjack

Games acquire the art of conversation

You can shoot, snowboard, and conquer worlds, but talking in games has never convinced anyone.

Why use a Virtual Patient?

- Access to human actors/real life patients cannot be accessed at will
- A Virtual Patient can be used to examine short and long term consequences of decision making
- You learn from your mistakes, but you can’t make a mistake in real-life!
- Difficult to simulate a consistent experience for large cohorts of students with human actors.

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How does it differ to Second Life?

- Face-to-face communication can be simulated without the need for two people
- An internet connection is not required
- “Patients” can be programmed without the knowledge of a programming language
- Training to use the software is minimal

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Demonstration:
Interact with a Patient

The Full Patient Experience

- The Patients
  - Patients in Primary Care
    - Community Pharmacy Placements
    - Walk-in Centres
    - GP practices
    - PCTs
  - Patients in Secondary Care
    - Ward visits
    - Outpatient Clinics
    - Dispensary Services
    - Medicines information services
  - Patients in the University
    - Simulated Patients
    - Expert Patients
  - Patients In Mind
    - Virtual Patient Population
    - Case-based Scenarios

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Development Drivers

- Quality Assurance
  - Royal Pharmaceutical Society of Great Britain (RPSGB)
- National Guidance
  - National Institute of Clinical Excellence (NICE)
  - National Health Service (NHS) guidance
- Learning objectives of School programme

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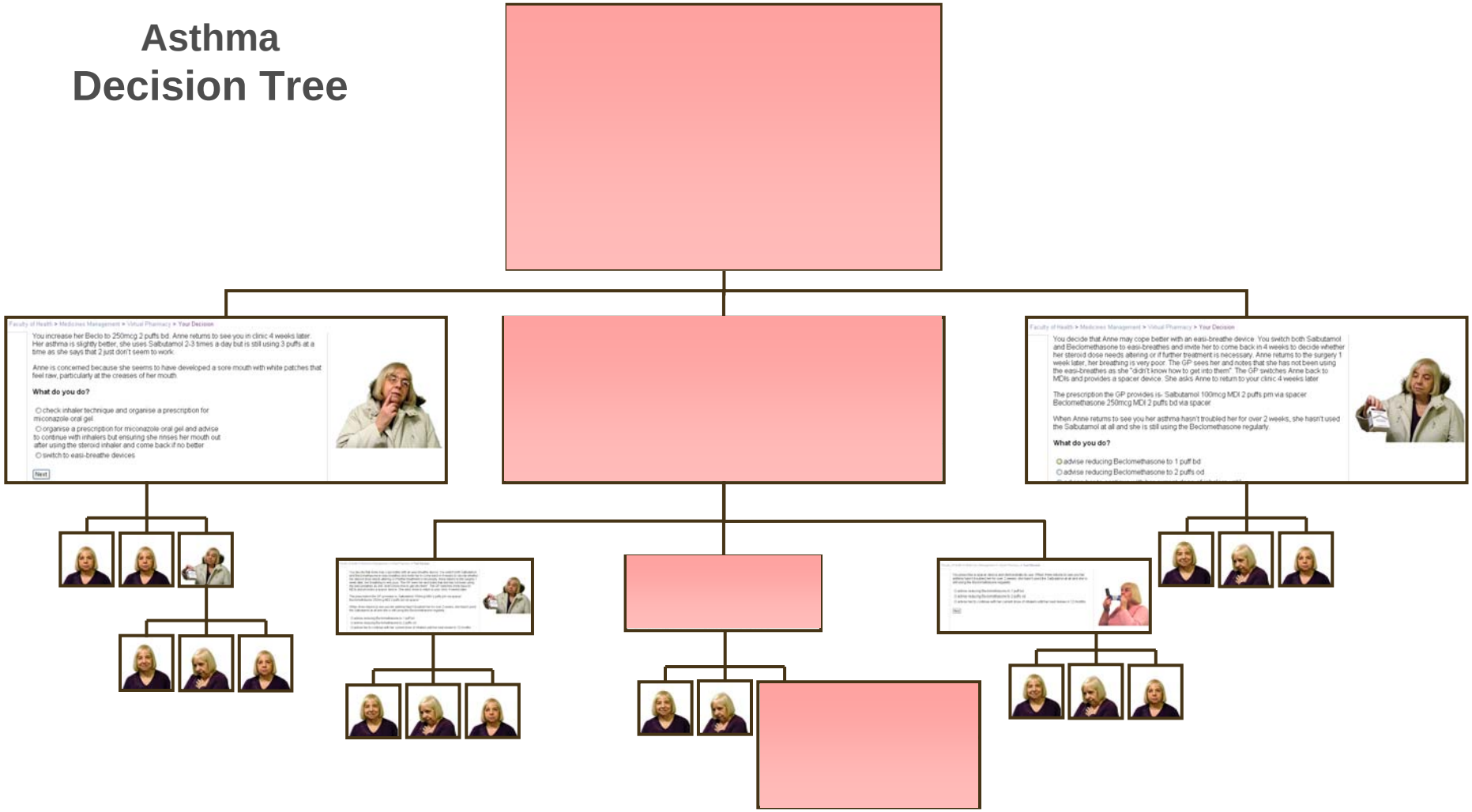
Asthma
Decision Tree



KEELE UNIVERSITY

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Class-room Based Activity

- Students given a patient history and asked to prepare some questions
- Student allocated a set time to interview the ‘patient’
- Feedback from the ‘patient’ & human facilitator to prepare the student for their interview with a real patient

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Demonstration:
Program a Virtual Patient

Ongoing Virtual Patient Projects

- Use of tracking tools for student formative assessment and portfolio development
- Development of new cases to explore more issues around ethnicity, age and gender
- Virtual cases that involve examining decision making across a population of virtual patients (e.g. Risk of Treatment)

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Further Information

Additional Session “hands-on” Demonstration

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