

IP Teamwork Simulation Game

MUSC's SimuVersity Medical Center game was designed and developed by OII to engage students and faculty preceptors from different professions in the process of developing and managing an academic healthcare system work force in order to meet the following learning objectives:

1) Know several students from another profession and college by working together on a team

2) Be able to describe how the different professions can be integrated into health systems to optimize health, wellness and overall system success 3) Be able to identify key indicators health system administrators use to evaluate the overall success of a health system including finances, patient satisfaction, patient safety, research activity and clinical outcomes 4) Be able to identify healthcare personnel factors that influence these key indicators including: team collaboration, research productivity, visit efficiency, interpersonal skills, performance improvement and quality improvement training etc.

This program was developed during our QEP planning stages to help engage students from all 6 Colleges at MUSC during Interprofessional Day in a novel and fun way as well as to meet the learning objectives outlined above. The game is an animated, interactive, online simulation that allows students to develop their own academic medical center. They determine their clinical focus, name their system, and hire virtual staff to meet their clinical and research needs. The game runs as an 8-week simulation and each week. <complex-block>

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Training and weekly activity options:

***NOTE: Trainings only benefit staff that you've already hired. Actions here are applied immediately and cannot be undone or repeated.		
Add	Safety & Performance Improvement Training (\$150	0)
Add	Teamwork and communication training (\$1500)	
Add	Evidence-based practice training (\$1500)	
Add	Clinical efficiency workshop (\$1500)	
Add	Weekly case conference (\$200 in opportunity cost per week)	
Add Weekly grand rounds (\$200 in opportunity cost per week)		
Cash on hand: \$1216		Close

student teams examine the performance of their faculty and staff across several key indicators (e.g., patient satisfaction, research productivity, patient safety, outcomes, and finance). They can make changes to the staff each week as well as invest in trainings for their faculty and staff such as: teamwork and communication training, safety and performance improvement training, and evidence-

based practice. All of these decisions impact the performance of the virtual organization each week.

During Interprofessional Day at MUSC, first-year students engage in the simulation game

This Innovation Addresses:

<u>-Objective 2b:</u> Engage student teams in simulated scenarios to further develop and practice teamwork skills <u>-Objective 1b:</u> Improve staff/faculty knowledge, skills and practice models

to develop a richer environment in which team-based care training will occur in clinics and labs

and a campus-wide competition is held in real-time. Interactive leaderboards update in real-time displaying the highest performing virtual health systems across several categories including: Best Patient Satisfaction, Best Safety Record, Best Clinical Outcomes, Most Profitable, Highest Research



Productivity, and Overall Best System. The winning teams are given certificates of achievement in their specific areas of excellence.

Students form teams of 4 representing different professional backgrounds and degree programs. The team must work together to name, staff and run their virtual health system. During our pilot of this new program, 242 interprofessional teams of first-year students (968 total students) competed. Student



ratings of the activity's success in meeting each of the learning objectives suggest that the pilot was a success. 95% rated the program as successful in helping them know several students from other professions and colleges. 94% indicated that, after the activity, they were able to describe how the different professions can form teams that are integrated into health systems to optimize health, wellness and overall system success. 95% indicated that they were able to identify key indicators health system administrators use to evaluate the overall success of a health system including finances, patient satisfaction, patient safety,

research activity and clinical outcomes, and 94% indicated that they were able identify healthcare personnel factors that influence key indicators including: <u>team collaboration</u>, research productivity, visit efficiency, interpersonal skills, performance improvement and quality improvement training. Based on data collected during the pilot, the program has been updated, improved and is now available commercially for purchase by other institutions that wish to use it as an interprofessional teamwork learning tool. MUSC will continue to use SimuVersity Medical Center as a fun way to engage first-year students from all 6 Colleges in a team-based activity that will help them learn with, from and about each other.