

Training Paramedics in Second Life



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13th April 2010

Overview

- SGUL: Medicine and Healthcare
- Paramedic Foundation Degree course
 - Work Placement
 - Problem Based Learning
- Theory to Practice - 'Virtual Patients'

A Virtual Patient

vpSim

“an online interactive computer simulation of real-life clinical

[Investigations]

You explain to Joan and her son that in order to confirm your diagnosis you will need to do some investigations.

“Just do whatever you want my dear, as long as it makes me feel better” says Joan.

Her son wants to know what investigation you are going to do.

What do you tell him?

- ▶ Peak flow
- ▶ ECG
- ▶ Cardiac Echo
- ▶ Blood cultures
- ▶ Blood sugar

From Virtual Patients to Virtual Worlds

Learning space

- Shared a platform for communication and collaboration in real-time.
- Active: direct interaction.

Environment

- Adds context and immersion.
- Objects can be manipulated in ways not possible with more conventional delivery methods

Decision making

- Open-ended decision processes much like real life, rather than being prompted by a list of possible options
- Patient management decisions can be explored in a realistic, responsive, but safe way

SL Scenarios



- St Georges University Islands in Second Life
- PIVOTE: Open source

Student Reflections

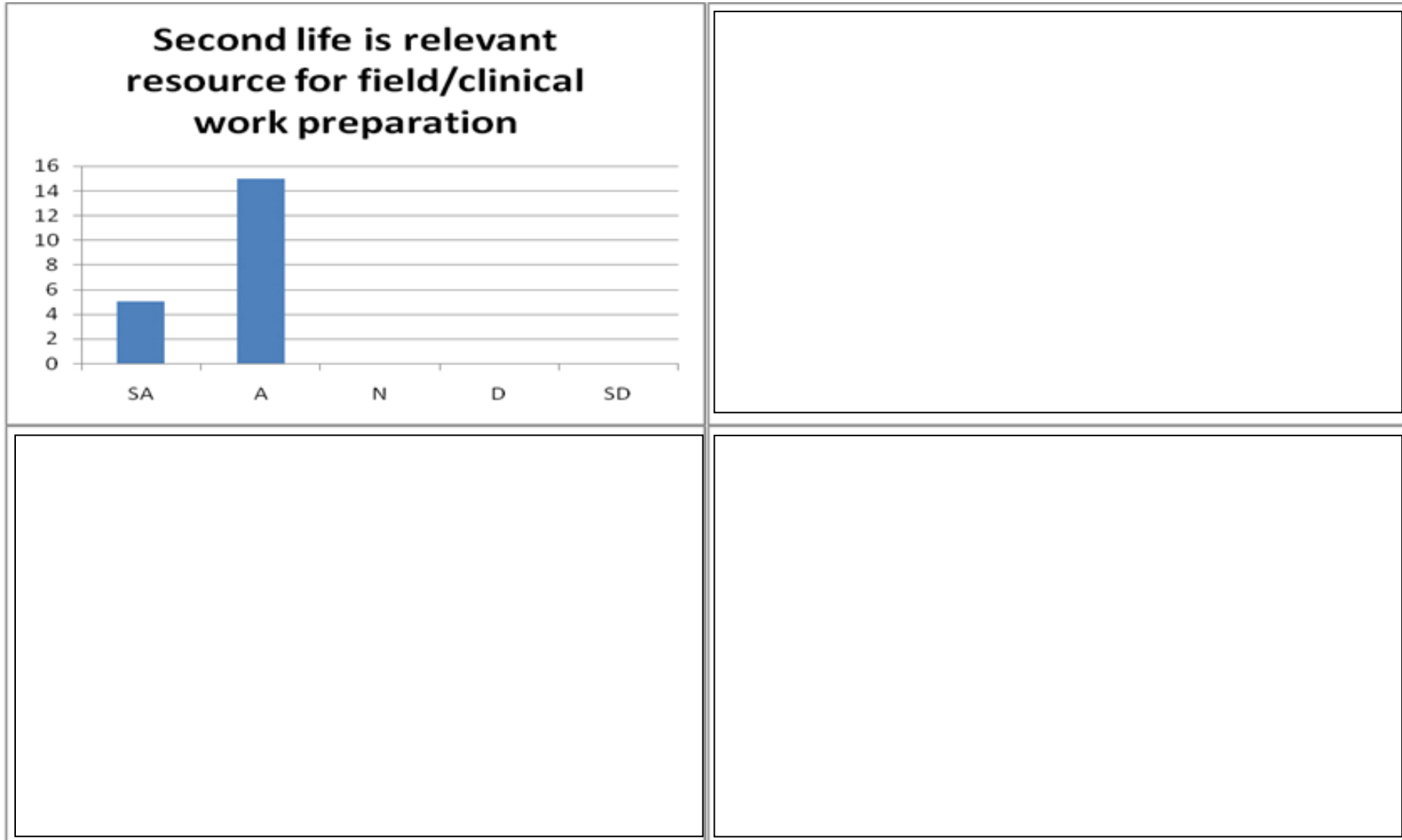


Fig 1: Paramedic Student perceptions (n=20)

Comments

“Communicating with others helped assess the situation... gave better understanding”

“It’s much better to be able to actually perform treatments rather than just talk about it.”

“the open nature lends itself very strongly to creating a rich and valuable decision-making exercise.”

Approaches to Collaboration



Current Work: Medical Scenarios



With thanks to Daden Ltd.

Come find us in Second Life at St Georges University Island

Slurl: <http://slurl.com/secondlife/St%20Georges%20University/66/181/25/>

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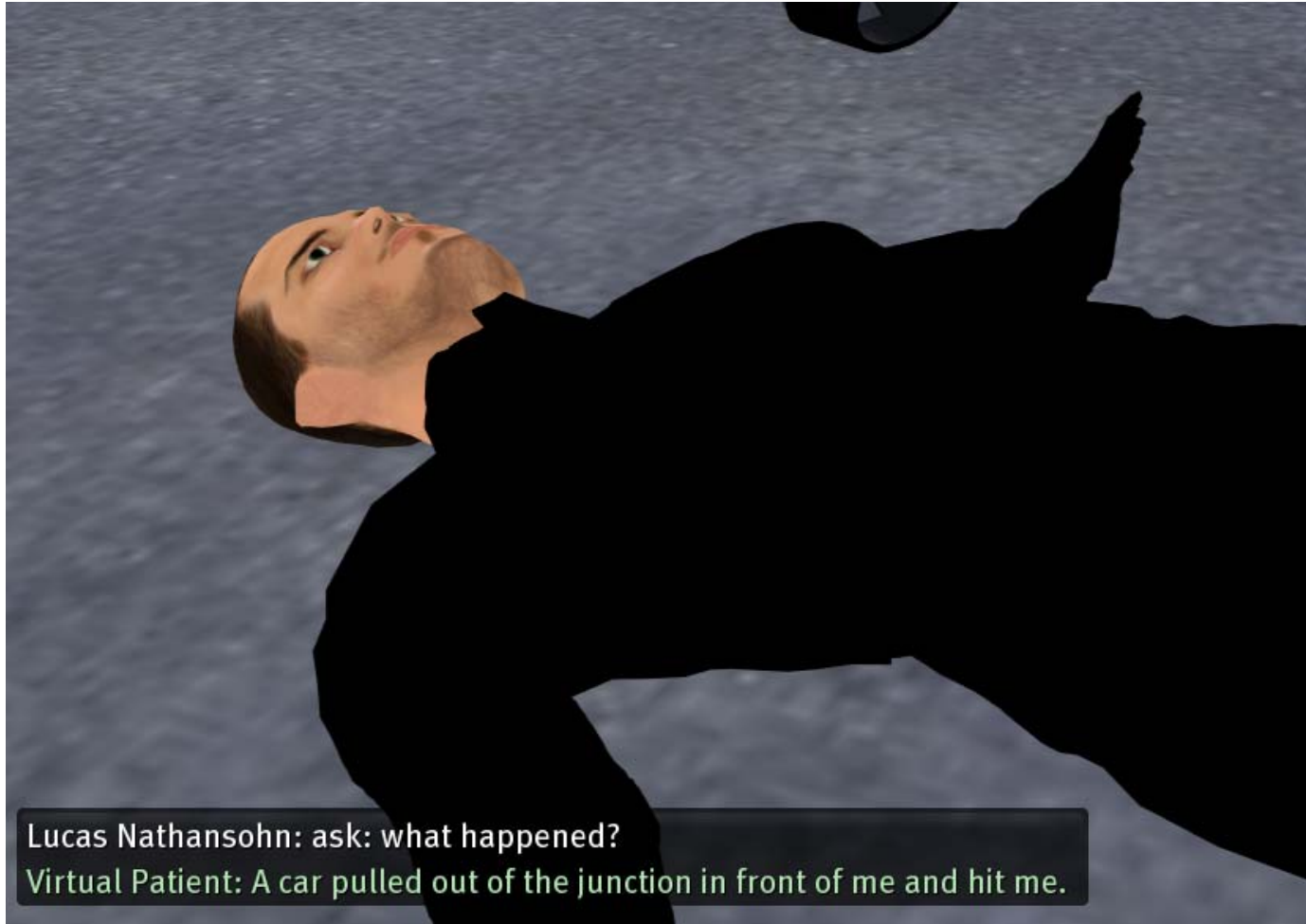
<http://www.elu.sgul.ac.uk>

<http://www.pivote.info>





Chat



Lucas Nathansohn: ask: what happened?

Virtual Patient: A car pulled out of the junction in front of me and hit me.

Touch



Using Objects

