

Virtual Patients and Simulations



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**BSc Surgery and Anaesthesia
Innovation Training and Safe
Delivery**

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*Medical Media and Design Laboratory
Division of Surgery*



Summary

- Virtual Worlds - Public and Private
- Training in virtual worlds
- Innovation – Designing clinical facilities and services
- Innovation – Delivering services
- Virtual patients and team training
- Major Incident rehearsal

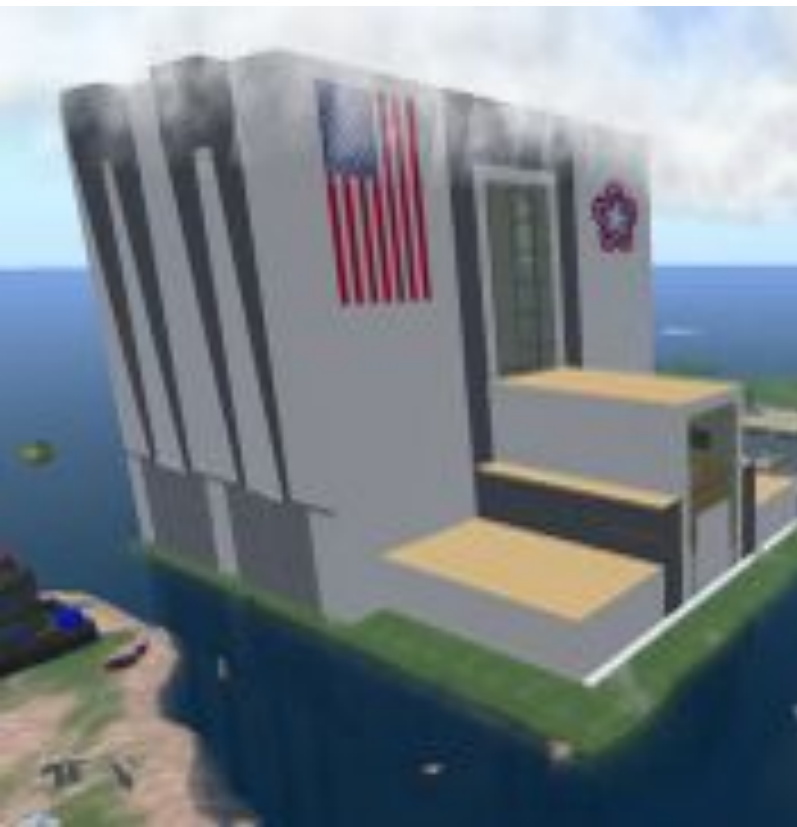


Virtual Worlds – Immersive, 3D experiences

- Users interact with each other via personalised avatars
- Easily accessible technology, fully recordable and reproducible scenarios
- International Collaborations
- Remote Healthcare



Second Life is a public space



Healthcare – Patients are there

Patient group meeting: May 2006

Patient groups in Second Life:

Neurological Disorders
Nutrition
Obsessive Compulsive
Disorder
Organ donors
Polycystic Ovary
Syndrome
Chronic Pain
Psychosis
Prostate Cancer
Self Harm
Sexual Health
Epilepsy
Social Anxiety
Spina Bifida
Traumatic Brain Injury
Sensory and Motor
Disability
Substance Misuse

Mental Health
Cluster Headache
Counseling
Crohn's and Colitis
Deaf community
Dementia
Depression
Diabetes
Disability
Red Cross
Endometriosis
Fibromyalgia
Dissociative Identity
Disorder
Horses for healing
Hospices

Irritable Bowel Symptom
Aging
Leukemia and Lymphoma
Facial Differences
Loss, death and bereavement
Manic depression
Muscular Dystrophy
Mobility Impaired
Mental Health
Multiple Sclerosis
Multiple Personality Disorder
Smoking

International Virtual Association of Surgeons, Apr 2008

Surgeons have held conferences in Second Life
Leong et al. BMJ.2008; 337: a683



NIHR CLAHRC for Northwest London
Accelerating research into better care



Feb 2009 NHS Confederation
100 UK Health Service
Managers in London
(all day)

+70 International in Second Life
(on average spent 50% of their
day at conference – inc patients)

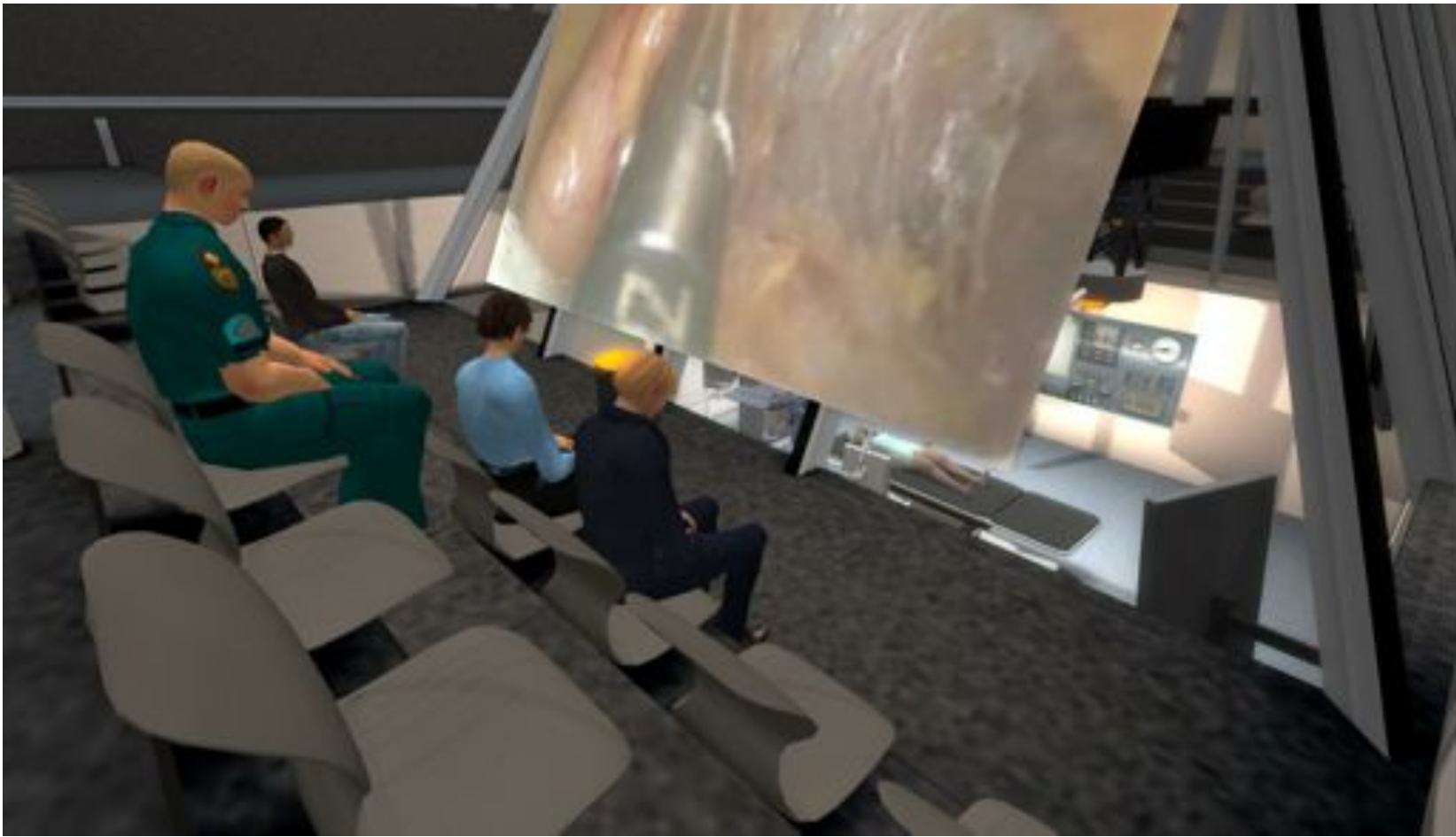


Surgical Skills Lecture

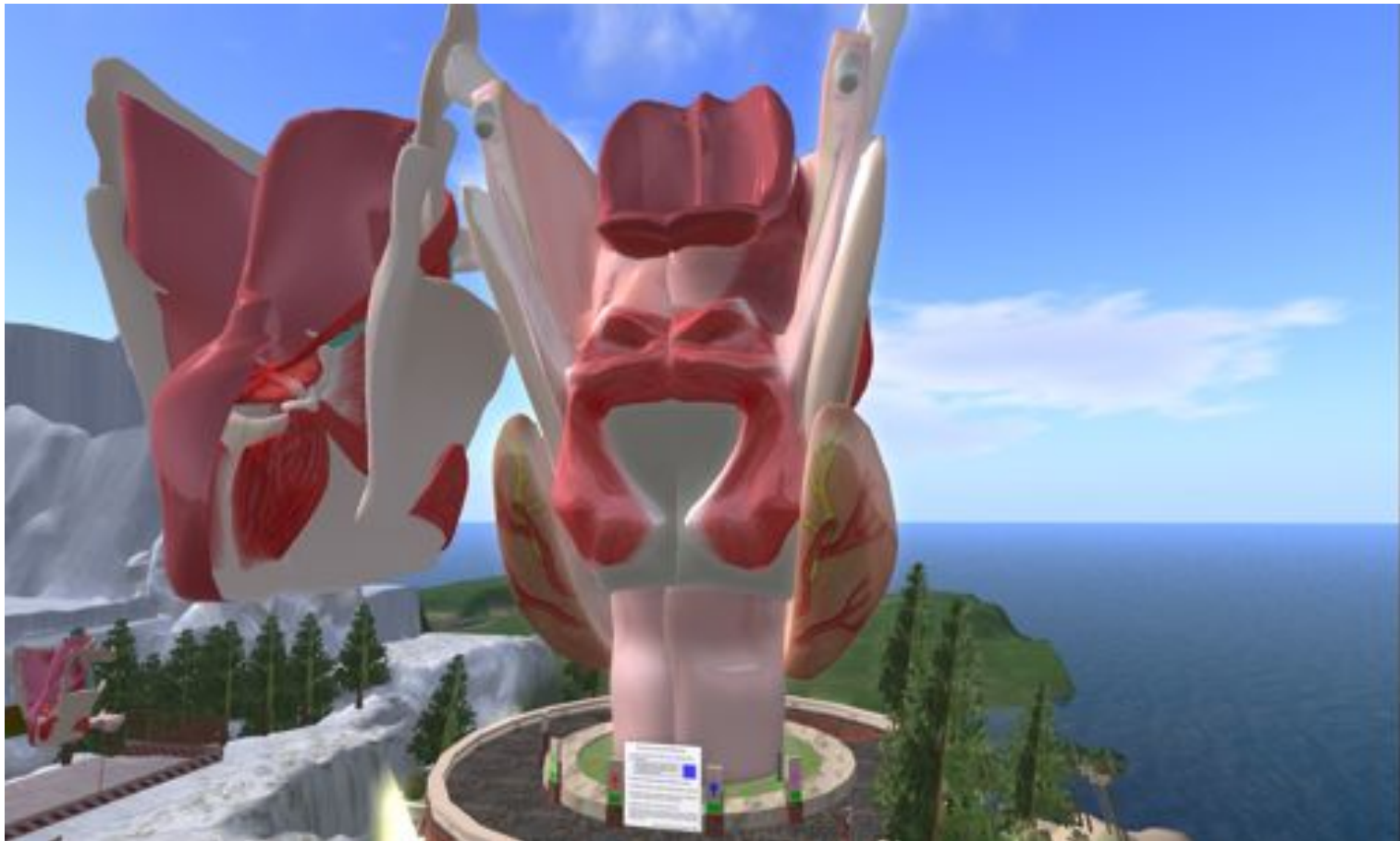




Surgical Training



Anatomy



Opensim – behind the firewall



**United States Army Simulation and Training
Technology Center: Military Open Simulator
Enterprise Strategy (MOSES)**



Innovation - Designing healthcare facilities and services



Memorial Sloan-Kettering Brooklyn Infusion Clinic



Real World



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Virtual World



Innovation – delivering services



Are there other ways that behaviour is affected by using virtual worlds?

The Proteus Effect: Appearance and actions of your avatar affects your behaviour

- Having a tall or more attractive avatar boosts confidence— effect persists in physical world *Yee and Bailenson 2007*)
- Exposure to own avatar running on a treadmill leads to higher physical activity 24 hours later than if avatar was inactive (Fox & Bailenson 2009)



Virtual worlds obesity study

Virtual World (VW) and face to face (F2F) programs ran for 12 weeks

Participants met 4 times per week

Meetings centred on **Nutrition** **Physical activity** **Habit change** **Social support**

Both groups lost weight (VW: 3.98kn, F2F: 2.74kg).

- VW group conducted more exercise
- They also improved on confidence in their ability to exercise and lose weight
- F2F group had no significant different in these measures



Obtaining valid consent from people with LD...

- People with learning disabilities have poorest access to health care and receive least comprehensive service
- People with learning disability learn best from multimodal experiences
- Immersive VR has been shown to support learning
- Use a virtual hospital experience to discover if we can enhance recall and understanding



Virtual patients – Vish Patel

 [HOME](#) [CREATE](#) [MY ACCOUNT](#) [HELP](#) [LOGOFF](#)

Patient in Bay 1

This is your patient. He has sounded the nurse call button twice but the evening nurse was unable to make her way to him.



[Unisex Changing Room](#)

[Talk to Patient.](#)

[Charts at the end of the bed](#)

[Hand Sanitiser in Bay 1](#)

Case Information

Case: THOTH scenario
version 0_1 (018)
ID: 29700
Score: 100

[Restart Case](#)

Case Pathway

Review your pathway

[Outside the Training Centre.](#)

[Recovery Ward](#)

[Nurses Station](#)

[Patient in Bay 1](#)

Case Score

Number of times washes hands (0)



Operating theatre induction and teams

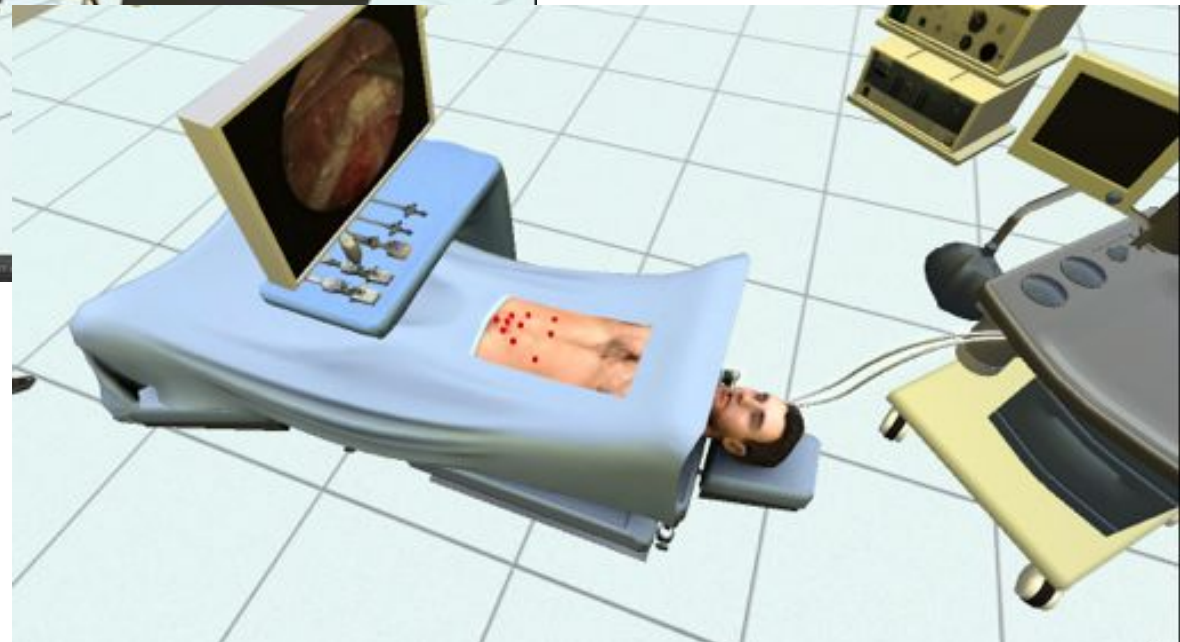


Medical Infusion Device Study



Surgical Prep Rehearsal – McGill University

Imperial College
London



Teamwork in Virtual Worlds

What do we mean by teamwork?

- Collaboration
- Negotiation
- Shared decision making

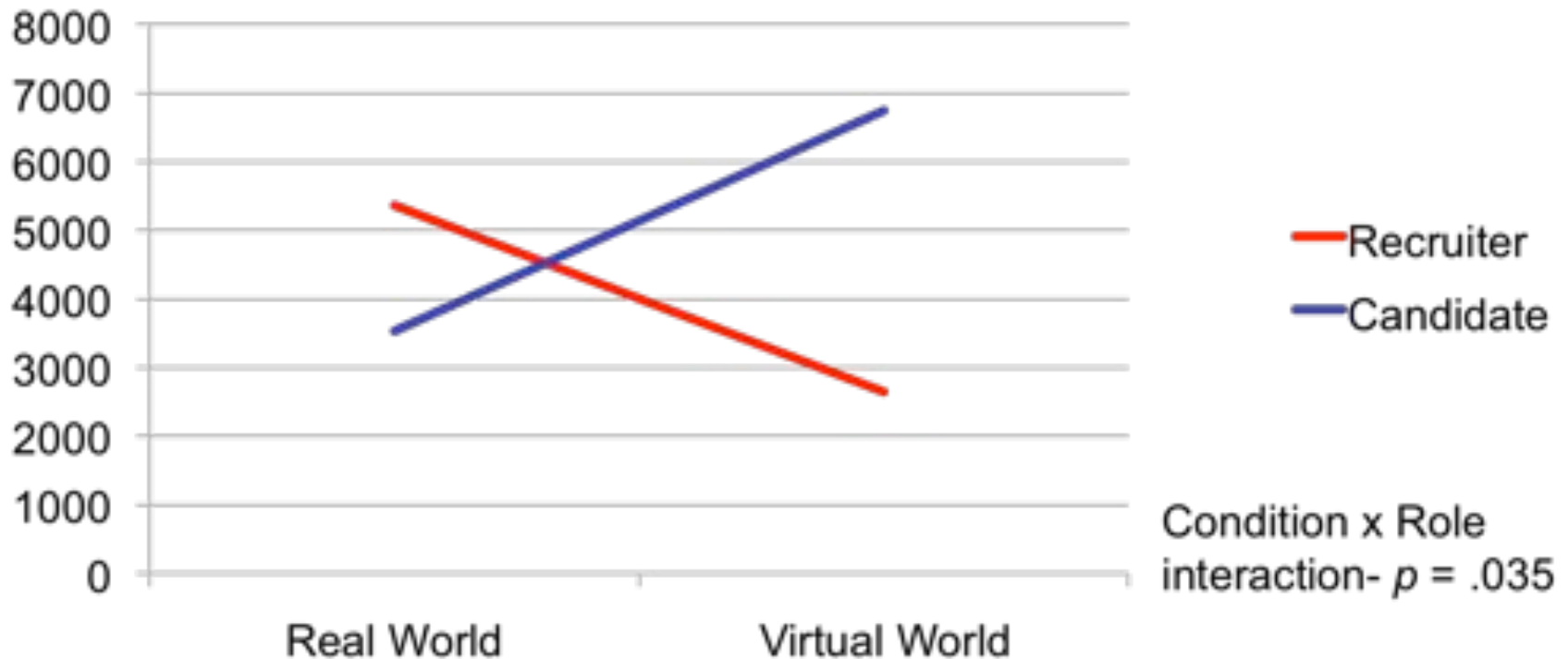
How can we measure this using objective quantitative measures?



Negotiation scenarios



Effect on perception of hierarchy



Major Incidents



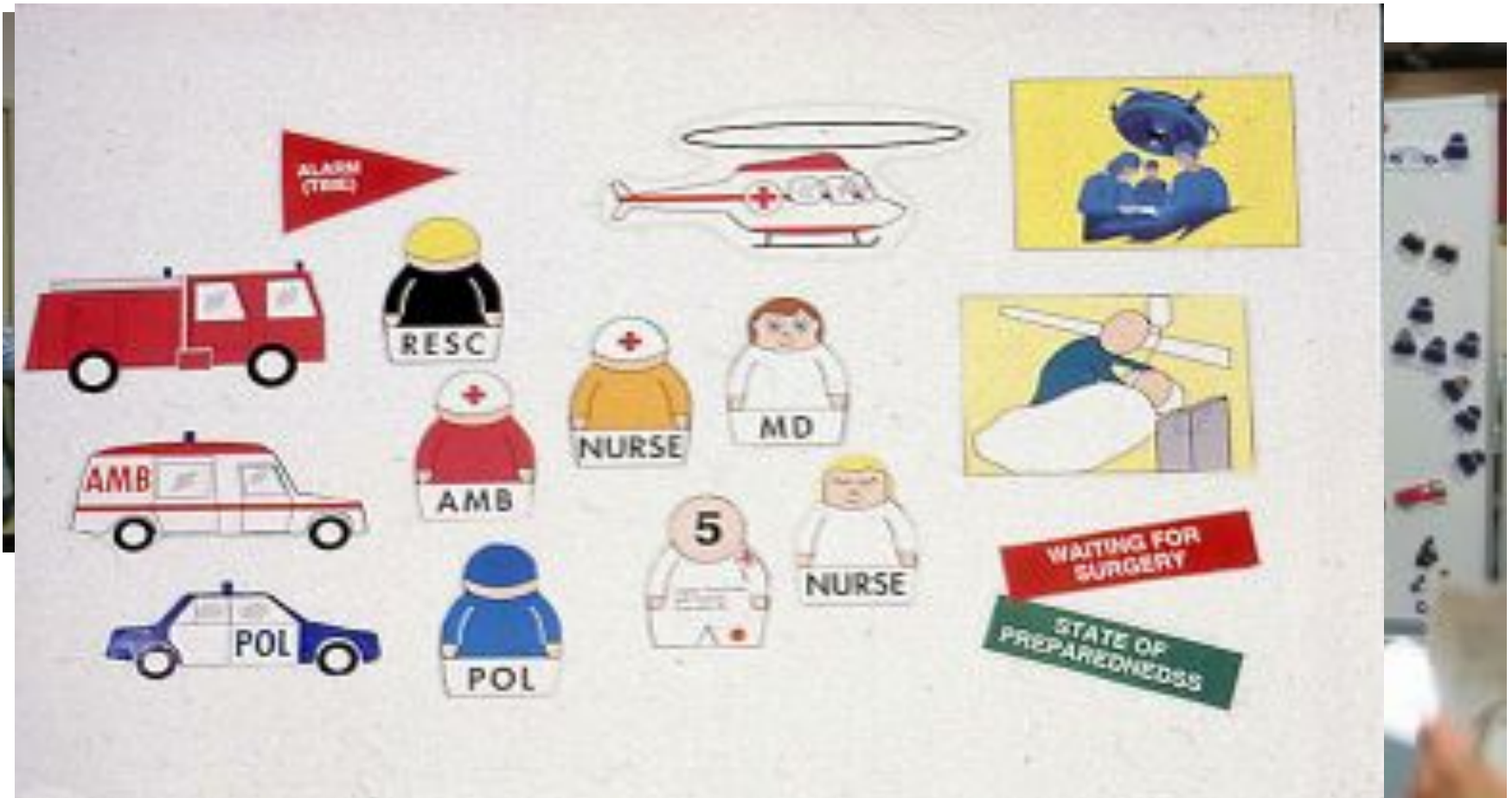
Hazardous Area Response Teams



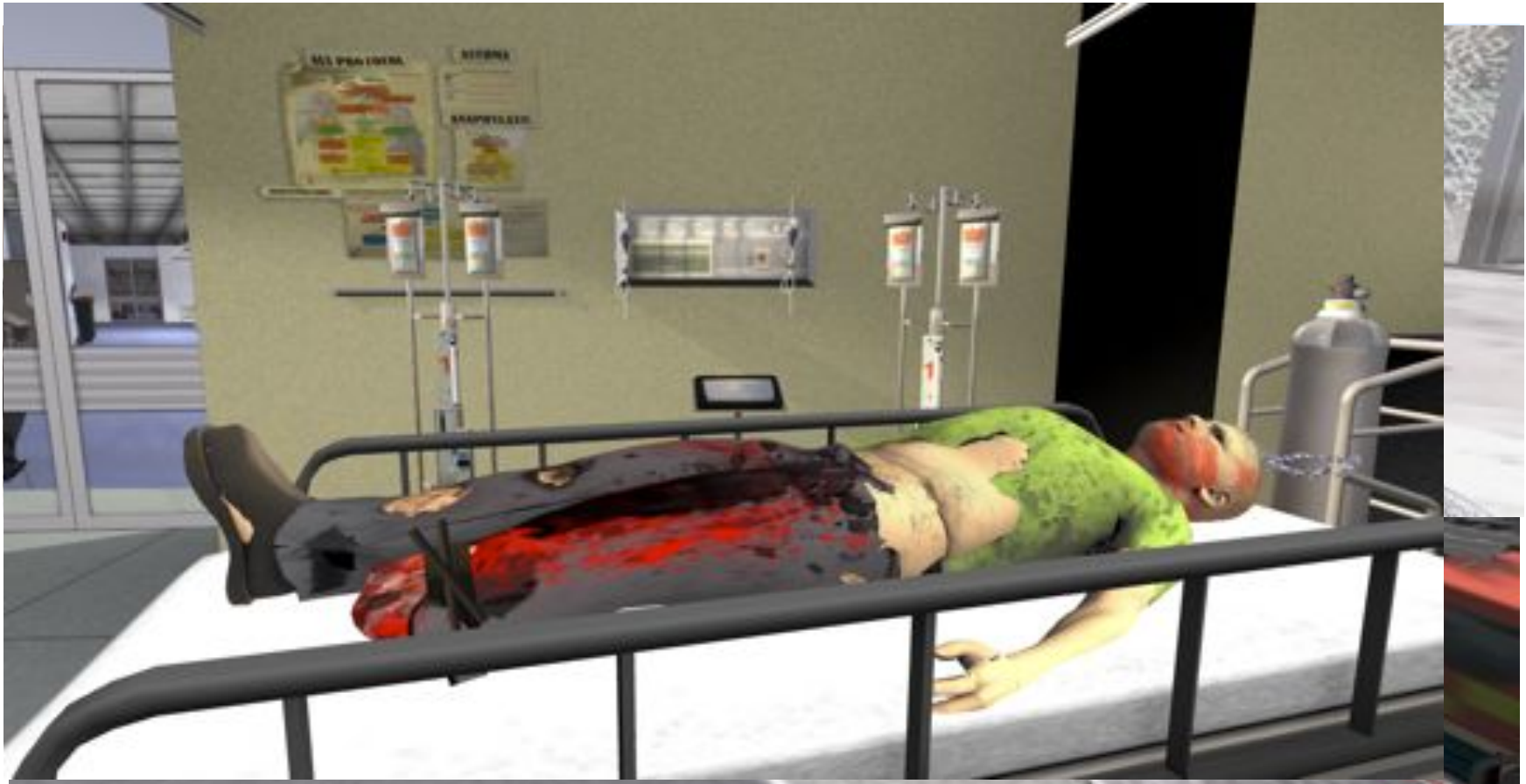
The need for simulations



Emergo Train



Major Incident and Patient Simulation



Major Incident Rehearsal





Whole Hospital Scenario



Whole Hospital Scenario



Whole Hospital Scenario



Benefits

- Learn from errors – can use extreme scenarios to force errors
- Exaggerate key features of an incident
- Give training on common and rarely occurring incidents
- Realistic or exaggerated resource constraints
- Train for situational awareness
- Observe others performance
- Record and provide detailed feedback

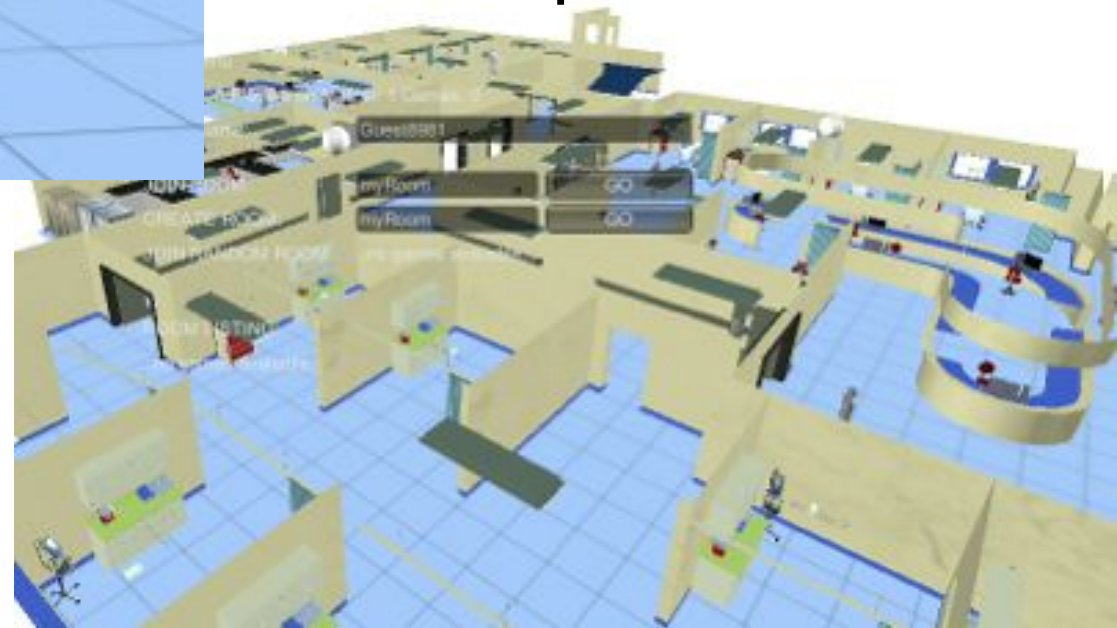


Productisation



- Accessible in web browser or on tablet
- Any major incident
- Custom hospital layouts
- Soundscape and distractions

- Customisable departments
- Customisable resources
- Script your own virtual patients



Future – Linked/Multi-level/Multi-agency ...



Live Scenario

Acknowledgements

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- Nicola Batrick
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