Developing Clinical Simulations for Teaching and Evaluating Teamwork and Communication Skills in Medical and Nurse Practitioner Students
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Rationale
Individuals with severe mental illness require multidisciplinary teams to address their psychiatric disorders, co-morbidities and poor social & occupational functioning. Psychiatric NPs & MDs need to communicate with each other & work as a team to provide optimal care.

Barriers to teamwork:
• Traditional hierarchy & fear of losing authority
• Strife nationally limiting NPs’ scopes of practice
• Not knowing each others’ roles in working with patients

Need to learn about & from each other
Each group brings their own expertise to clinical care; addressing hierarchical issues in a safe learning environment can improve teamwork skills.

Purpose
Develop an IPE clinical simulation experience for medical & nurse practitioner students to teach teamwork & communication skills

Framework
University of Toronto Center for IPE Core Competencies Curriculum
This curriculum served as the foundation for the development of this simulation
Based on Reflection, Learning and Formative Assessment throughout health professions education

Evidence Based Resources
TeamSTEPPS developed by AHRQ & Department of Defense--evidence based for teaching teamwork for health professionals

University of Toronto IPE Constructs
Learning on a Continuum:
• EXPOSURE (Introduction)
• IMMERSION (Development)
• COMPETENCE (Entry to Practice)

Collaboration (Teamwork)
• Roles, Responsibilities, accountabilities & scopes of practice
• Decision making/critical thinking

Communication
• Listening
• Giving/receiving feedback
• Common language
• Dealing with Conflict

Values and Ethics
• Relational-centered
• Diversity centered
• Interdependence
• Creativity/Innovation

Clinical Simulation Experience Plan
Clinical simulation experience will occur over 4 week time period to allow development of skills
Each team consists of one medical & one psychiatric NP student

EXPOSURE = KNOWLEDGE
Online Session 1: synchronized platform (Blackboard Collaborate) for each team to communicate their preconceptions about each other’s professional roles in working with severe mental illness. Moderated & introduction of Team STEPPS concepts

IMMERSION = SKILLS/BEHAVIORS
Standardized Patient Experience
• Assess, plan, & implement health education using teamwork & communication skills in their team for a patient with Bipolar I Disorder

Online Session 2: Teams work together via Blackboard Collaborate to prioritize & develop health education plan based on their patient’s health risks

Future Steps
Pilot Clinical Simulation
• Recruitment November 2014
• Implement January to May 2015
• Identify gains & problems in process of learning teamwork & communication skills using qualitative analysis
• If successful, implement on larger scale at UMB

COMPETENCE (Entry to Practice)
Develop clinical practice experience using NP & medical student teams caring for individuals with severe mental illness over time

Lessons Learned
Benefit:
• Framework led to organization of objectives & the “big picture” for progressing IPE throughout the health professions curriculum

Challenges:
• Difficult to use TeamSTEPPS program for outpatient setting. Most vignettes & examples are in patient & no mental health examples
• TeamSTEPPS training time consuming

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Literature Cited


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University of Toronto IPE Constructs
EXPOSURE
IMMERSION
COMPETENCE

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2011. Future Steps

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