

UniversitätsKlinikum Heidelberg



Virtual Patients for Education, Assessment and Research

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Virtual Patient

 "...specific type of computer program that simulates real-life clinical scenarios; learners emulate the roles of health care providers to obtain a medical history, conduct a physical exam, and make diagnostic and therapeutic decisions"

[AAMC 2010]

Popular synomyms

- Case-based training systems
- Interactive Patients
- Patient Simulations

Reasons for the lack of real patients

- Some diseases are seasonal
- patients with severe diseases cannot serve as educational subjects for a large number of medical students
- the average stay time of patients in hospitals has decreased over the last years.

Acceptance of Virtual Patients

- High acceptance among students and medical teachers
- Judged as an effective learning method
- Practical approach has been assessed very positively
- Requested for all clinical subjects
- One Virtual Patient per week desired

[Huwendiek et al. 2006a, Huwendiek et al 2006b]

The CAMPUS Virtual Patient System



[Haag, Huwendiek 2010]

CAMPUS Authoring Component



Authoring



CAMPUS Classic Player



Simulative approach: Diagnoses



Constructive alignment [Biggs]:

Coordination of learning objectives, teaching and learning activities and assessment tasks



Integration of intended learning objectives and VPs in AthenaMed. Provision of communication tools.

Exemplary Integration: Timetable of the pediatric module

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		8:15 - 9:00 9:00 - 10:00	8:15 - 10:00 Einführung zum Modul und Fallbesprechung	8:00 - 8:40: Fortbildung 8:45 - 10:00: Seminar Fieber	Seminar Entwicklungs-störungen	Seminar Wachstum	Seminar Akutes Abdomen						
		10:15 - 11:45	10:00 - 11:00 Einführung zu den Virtuellen Patienten	POL-1 / CBT-1	POL-1 / CBT-1	POL-1 / CBT-1	10:00 - 11:00 Fallbesprechung	×					
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Exemplary Integration: Seminar



Secure CAMPUS VP Assessment System

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Assessment with Virtual Patients: Practical Implementation



Summative assessment with Virtual Patients

- Acceptance among students (n=192)
 Likert scale: 1="disagree" to 5="strongly agree"
- Average
 - Useful way to assess: 3.6
 - Is easy to practical use: 3.8
 - Assessment is close to reality:
 - Assessment supports the practical training: 3.5

3.6

Virtual Patients for Research

- How must Virtual Patients be designed to optimally facilitate learning?
- How can we adapt Virtual Patient design for different learning objectives?
- How can we integrate Virtual Patients into the curriculum so that they have the best possible impact on students learning?

Medbiquitous Virtual Patients Working Group

 Mission: "...to develop XML standards and Web services requirements to enable interoperability, accessibility and reusability of Web-based virtual patient learning content."

Medbiquitous Virtual Patient (MVP) Components



[Virtual Patient Working Group 2010]

CAMPUS Card-Player: Native VP



Card Player: OpenLabyrinth VP



Path type variations of VPs





[Huwendiek et al 2009]

MVP support in CAMPUS



International cooperation



Summary





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