LABYRINTHS TO SUPPORT CLINICAL DECISION MAKING IN PSYCHIATRY

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D2.3 SERIOUS GAMES, SIMULATION AND MODELS FOR MEDICAL EDUCATION

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Education for clinical practice is a complex process, involving the development of a body of knowledge, skills and multiple aspects of professionalism. Practitioners act by synthesising a range of relevant information, identifying and testing solutions. Developing competence in this crucial process requires an approach that differs from traditional teaching, where students act only as recipients of information.

Based on our previous experience and knowledge gathered during stays in other universities, we are using branched tyoe of virtual patients authored in the open-source system OpenLabyrinth. Our authoring approach includes three phases: (i) clinical experts develop structures and short description of all nodes of their case in powerpoint slides — i.e. in the environment which they are familiar with; (ii) the powerpoint version is taken by e-learning experts/staff and the first version of the case is developped; (iii) commenting by the clinical expert is done in sveral iterations including cooperation with the e-learning expert, who acts as co-author of the case; (iv) peer review and publishing the case games.mefanet.cz - the new extension of the MEFANET portal platform for serious games.

We have started to author 7 cases, of which 3 are completed and published. The cases include following topics: delirium, suicidality, anorexia, aggressiveness, psychosis, depresion, child patient at the psychiatry department.

We are going to use the labyrinths in face-to-face learning/teaching rather than for self-study purposes.