



EUNETIPS prevention in European countries

European network
to promote infection prevention
for patient safety

Berlin, 26 June 2015

Simulation training in infection control

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@peyo3319

Conflict of interest



Never the first time on a real patient !



Impact of a simulation training curriculum on technical and nontechnical skills in colonoscopy: a randomized trial

Samir C. Grover, MD, MEd, FRCPC,^{1,2} Ankit Garg, BSc,^{1,2} Michael A. Scaffidi, BSc(Hon), MEd,^{1,2} Jeffrey J. Yu, BSc,³ Ian S. Plener, MD,^{1,2} Elaine Yong, MD, FRCPC,^{2,4} Maria Cino, MD, MSc, FRCPC,^{2,5} Teodor P. Grantcharov, MD, PhD, FRCSC,⁶ Catharine M. Walsh, MD, MEd, PhD, FRCPC^{3,7,8}

Toronto, Ontario, Canada

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0016-5107/\$36.00

<http://dx.doi.org/10.1016/j.gie.2015.04.008>

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Pre-training Assessment

1. Multiple choice cognitive test
2. VR simulation test

Structured Comprehensive Curriculum (SCC) Group (n=16)

- 8 hours of VR simulation training, accompanied by expert feedback
- 6 hours of didactic sessions

Self-regulated Learning (SRL) Group (n=17)

- 8 hours of VR simulation training, (no expert feedback)

Immediate Post-training Assessment

1. Multiple choice cognitive test
2. VR simulation test

Delayed Post-training Assessment

1. 2 clinical colonoscopies
2. Integrated scenario test

TABLE 1. Summary of the structured comprehensive curriculum

| | Competency domain | | |
|--------------------|---|---|--|
| | Cognitive (6 hr) | Technical (8 hr) | Integrative |
| Content | Theory of colonoscopy, including anatomy, pathophysiology, indications, risks, and benefits of the procedures | Practice of simulated colonoscopy, biopsy sampling, and polypectomy cases Feedback and teaching by an experienced endoscopist Access to simulator metrics | Feedback from experienced endoscopists during training |
| Method of delivery | Interactive small-group lectures | Simulation-based training, with mentorship by an experienced endoscopist | |
| Assessment | Knowledge test (multiple choice) | Performance of a simulated colonoscopy | Performance during an integrated scenario and 2 clinical colonoscopies |

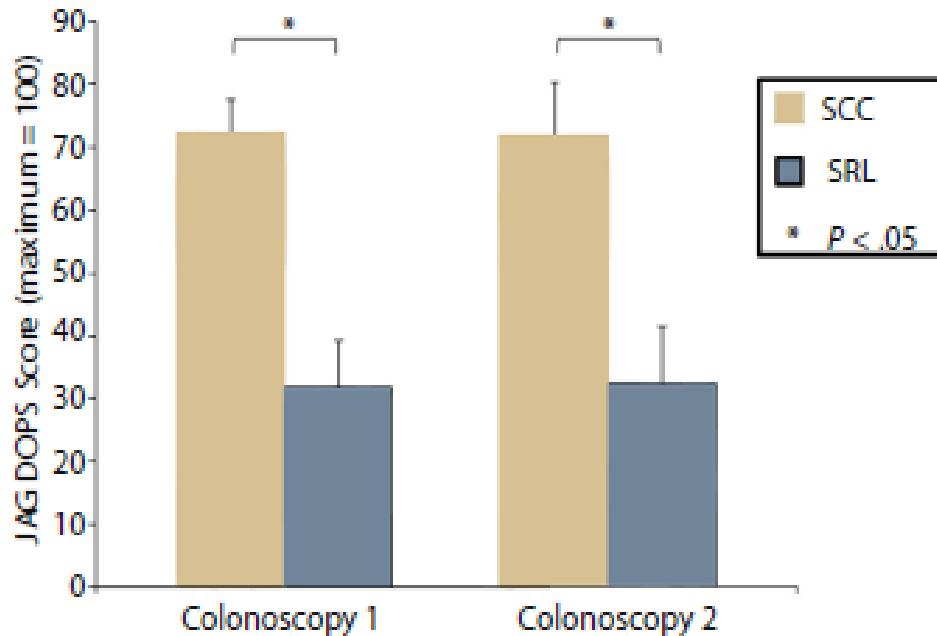


Figure 2. Participants' JAG DOPS scores (expressed as mean \pm standard deviation) during their first and second clinical colonoscopies for the SCC and SRL groups. *SCC*, structured comprehensive curriculum; *SRL*, self-regulated learning.



ELSEVIER

Contents lists available at ScienceDirect

American Journal of Infection Control

journal homepage: www.ajicjournal.org

Major article

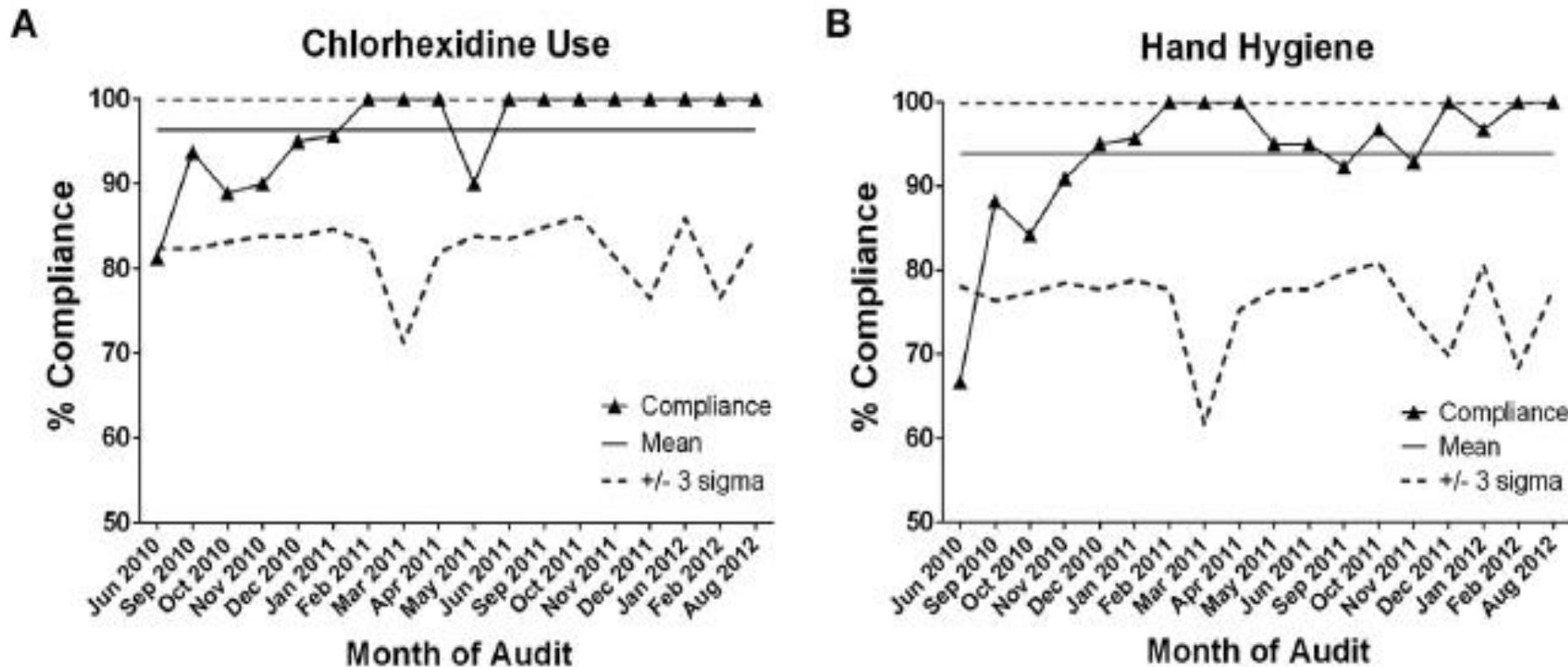
A multitiered strategy of simulation training, kit consolidation, and electronic documentation is associated with a reduction in central line–associated bloodstream infections

Gilman B. Allen MD^{a,b,c,*}, Vincent Miller MD^{b,d}, Cate Nicholas MS, PA, EdD^{c,e}, Sally Hess CIC, MPH^f, Mari K. Cordes RN, VA-BC^g, John B. Fortune MD^{b,h}, Joan Blondin RRT, MBA^f, Takamaru Ashikaga PhDⁱ, Michael Ricci MD^{b,c,h,j}

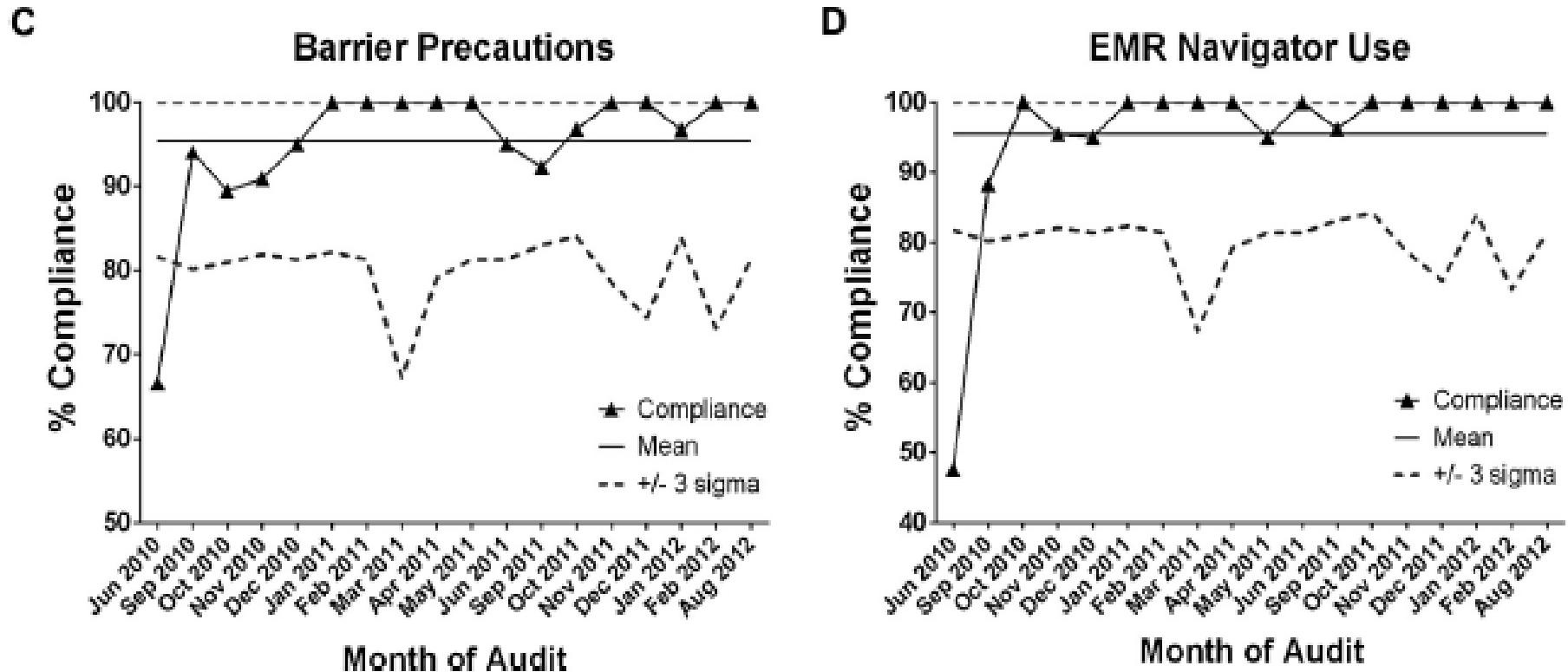
^a Department of Medicine, College of Medicine, University of Vermont, Burlington, VT

^b Fletcher Allen Health Care, Burlington, VT

^c Fletcher Allen/University of Vermont Clinical Simulation Laboratory, University of Vermont, Burlington, VT

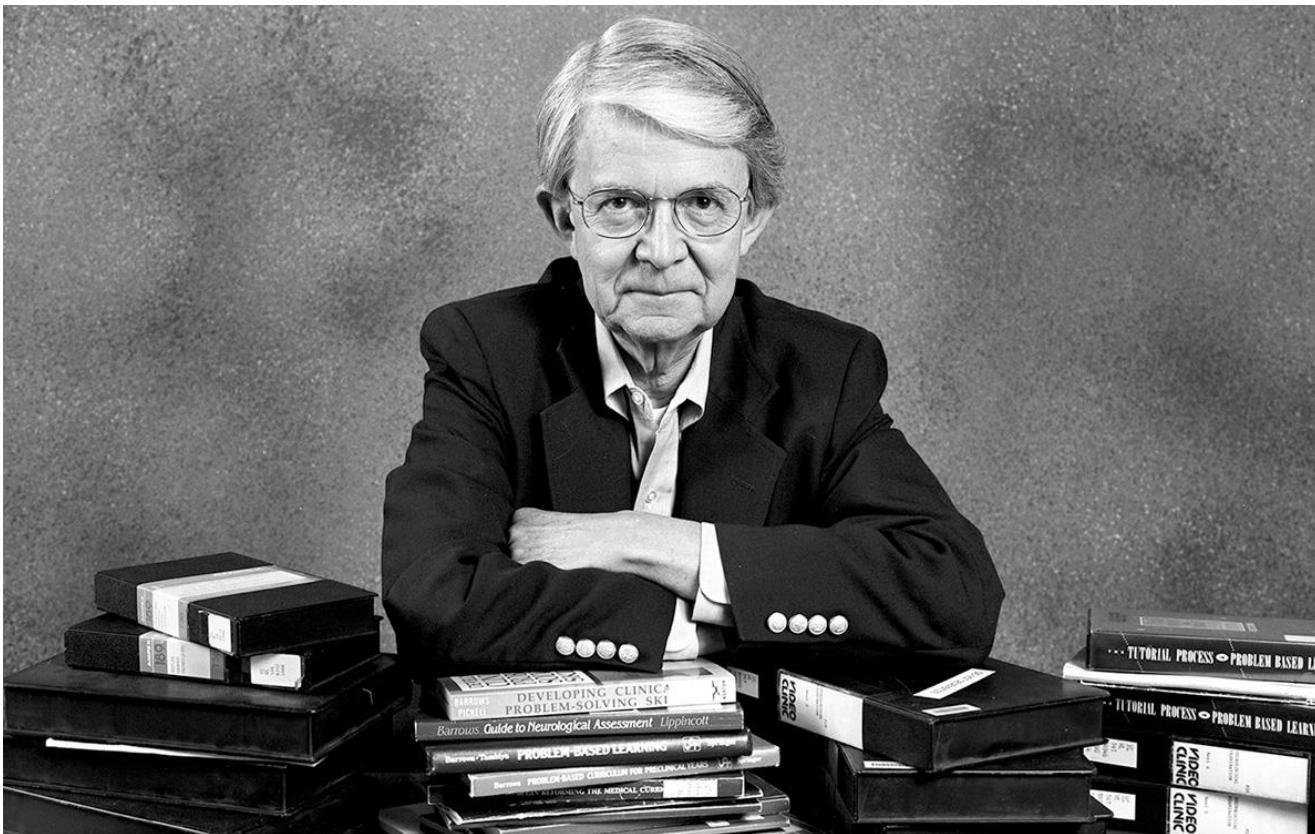


G.B. Allen et al / American Journal of Infection Control 42 (2014) 643-8



G.B. Allen et al / American Journal of Infection Control 42 (2014) 643-8

From the 20th century

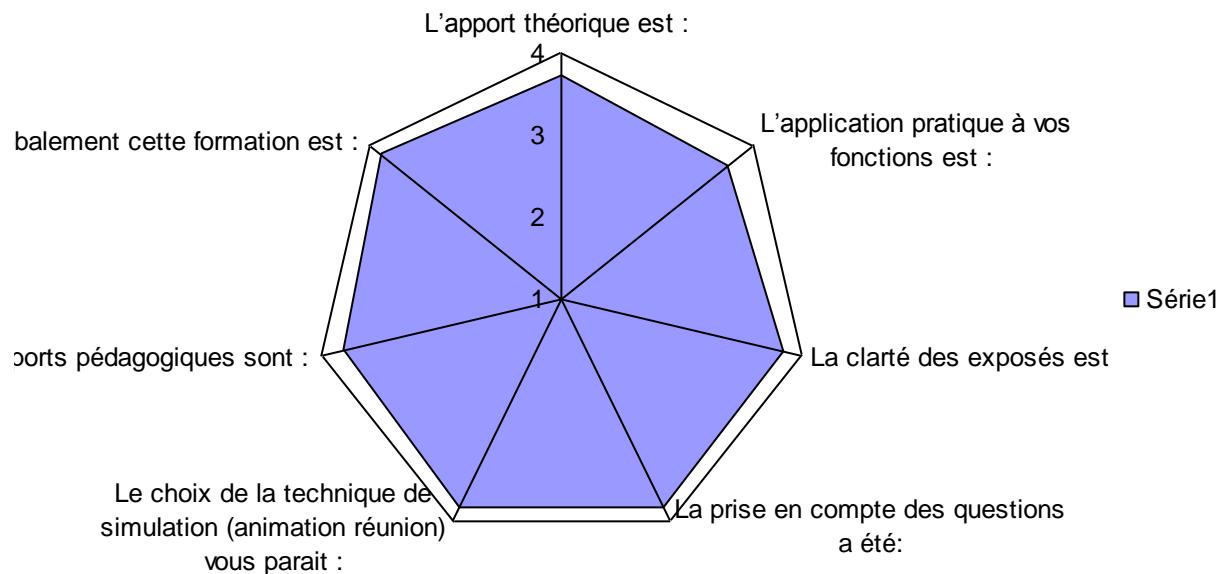


Howard S. Barrows (1928- 2011)

To the 21th century

Simulation session for ICPs

A 2 hour role-play session to mimic a root cause analysis



Medical education

Jennifer M Weller
MD, MClinEd, FANZCA,
Associate Professor¹

Debra Nestel
PhD, Professor²

Stuart D Marshall
MHumanFact, MRCS,
FANZCA,
Lead Researcher and
Instructor³

Peter M Brooks
MD, FRACP,
Director⁴

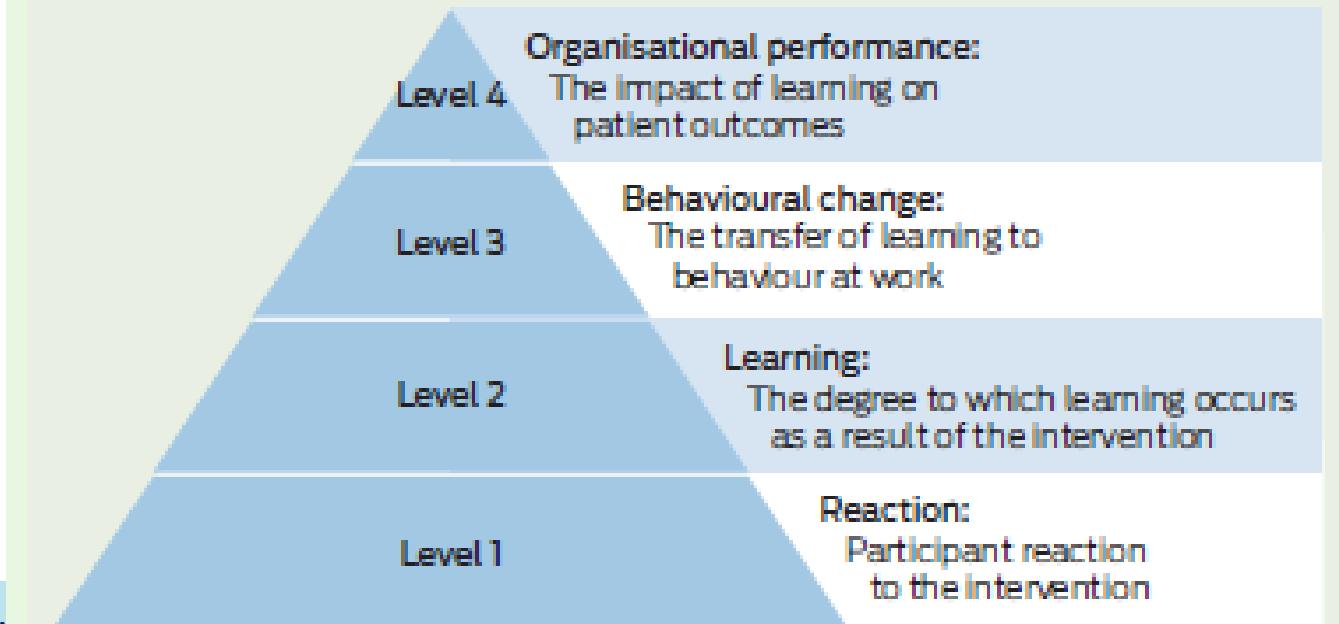
Jennifer J Conn
FRACP, MClinEd,
BSc(Hons),
Senior Lecturer⁵

¹ Centre for Medical and Health Sciences Education, University of Auckland, Auckland, NZ.

² Gippsland Medical School, Monash University, Churchill, VIC.

Simulation in clinical teaching and learning

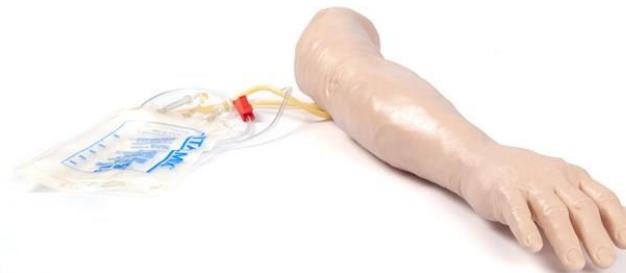
2 Kirkpatrick's four levels of education evaluation¹⁹



Full-body mannequins



Part-task trainers



Simulated patients,



Computer-generated simulators



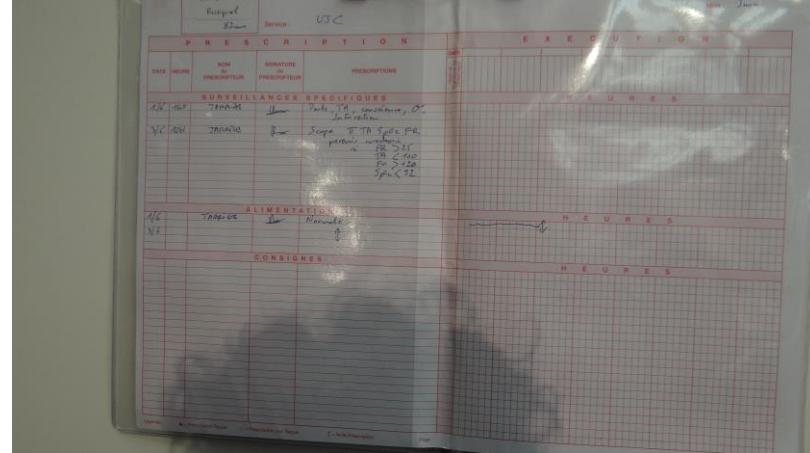
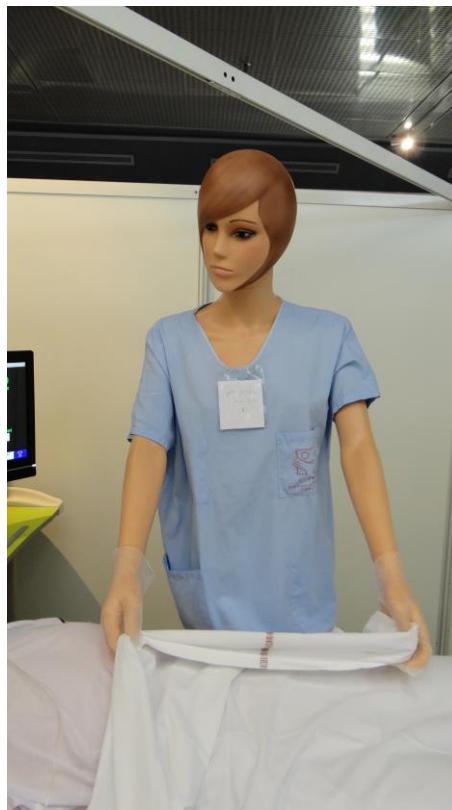
Hybrid simulators



Simulation session chronology



The error room



Why?

The Congress finds as follows:

(1) Simulation-based education and training in medicine, nursing, allied health, podiatry, osteopathy, dentistry, and emergency response teams can enhance procedural skills and reinforce best practices by allowing students, experienced clinicians, and health care professionals to practice procedures in a realistic setting.

H.R.855 - Enhancing Safety in Medicine Utilizing Leading Advanced Simulation Technologies to Improve Outcomes Now Act of 2009

<https://www.congress.gov/bill/111th-congress/house-bill/855/text>

Why?

(2) The enhanced clinical skill development provided by simulation-based training benefits patients and health care consumers in the form of improved health outcomes, patient safety, and quality; reduced medical errors and deaths; and reduced costs associated with providing patient care.

(4) The creation of medical simulation centers of excellence to provide guidance and leadership to educational institutions and health care entities will facilitate the deployment of medical simulation technologies and the commercialization of cutting-edge medical simulation research.

<https://www.congress.gov/bill/111th-congress/house-bill/855/text>



DE FRAN
ON EN S

Simulation accouchement

PROGRAMME SCIENTIFIQUE

APPEL À COMMUNICATION





Les Précautions standard





HARRY SALTZMAN and ALBERT R. BROCCOLI
present

**ROGER
MOORE**
7 as
**JAMES
BOND**
in IAN FLEMING'S
**"LIVE AND
LET DIE"**^A

with YAPHET KOTTO · JANE SEYMOUR

Produced by HARRY SALTZMAN and ALBERT R. BROCCOLI

Directed by GUY HAMILTON · Screenplay by TOM MANKIEWICZ

Title Song Composed by PAUL and LINDA McCARTNEY

and Performed by PAUL McCARTNEY and WINGS

Music Score by GEORGE MARTIN

Original Motion Picture Soundtrack Available on United Artists Records and Tapes

United Artists
Entertainment Division
Paramount Pictures Corporation



http://www.sofrasims.fr/

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ESCP International Workshop 2015 In Collaboration with SFPC

22/06/2015 au 23/06/2015

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HAUTE AUTORITÉ DE SANTÉ

ÉVALUATION ET AMÉLIORATION DES PRATIQUES

Guide de bonnes pratiques
en matière de simulation en santé

Décembre 2012

Evaluation of simulation centres

- 1) Training sessions design
should associate ICPs**
- 2) IC materials (Gloves, gowns,
hand rub products...) should be
available in the centres**

Gamification du quotidien et des tâches



Serious game Impact

www.sf2h.net

LETTER

doi:10.1038/nature12486

Video game training enhances cognitive control in older adults

J. A. Anguera^{1,2,3}, J. Boccanfuso^{1,3}, J. L. Rintoul^{1,3}, O. Al-Hashimi^{1,2,3}, F. Faraji^{1,3}, J. Janowich^{1,3}, E. Kong^{1,3}, Y. Larraburu^{1,3}, C. Rolle^{1,3}, E. Johnston¹ & A. Gazzaley^{1,2,3,4}

Respond to relevant signs



Drive!



No response



Serious game Impact

Amélioration du contrôle cognitif par les jeux vidéo
(Anguera et al, 2013) :

Trois groupes de personnes de plus de 60 ans comparés :

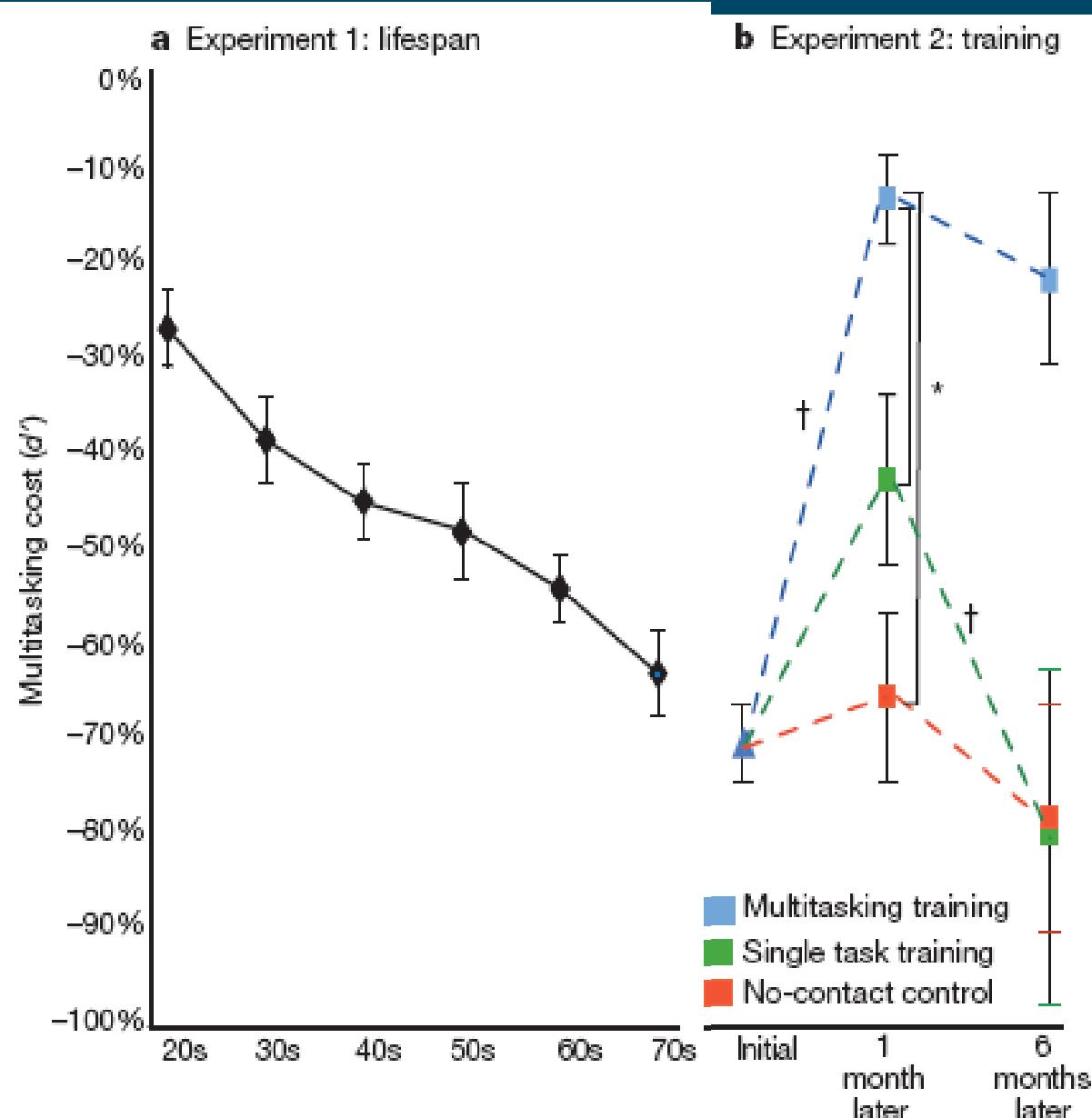
- Tâche simple (15 sujets),
- Tâche multiple (15 sujets),
- Groupe contrôle (15 sujets).

Entrainement et évaluation via NeuroRacer :

- 1 heure par jour, 3 fois par semaine pendant 4 semaines
- Performances immédiates puis à 1 mois et 6 mois post intervention.

Serious game : Impact

www.sf2h.net





<http://www.ardeaarts.org/birthBeta/>

This is a playable prototype of the *Emergency Birth!* game.
Created by the Engender Games Group Lab at UWW.

Project funded by a Strategic Initiative Grant from the University of Wisconsin at Whitewater.

Project Director and Programmer: Elena Bertozzi

Consulting Physician: Dr. Dilys Walker

Audio Lead: Jon Sorenson

Graphic Design, Illustration: Moutafue Yang and Natalie Nguyen

Animation: Natalie Nguyen

Audio Engineer: Josh Bartels



A need to improve Flu management in healthcare premises

- Annual outbreaks
- Good vision of our weaknesses
 - Knowledge
 - Interest and limits of flu vaccine
 - Symptoms of flu - diagnosis
 - Contagiousness
 - Treatment
 - Difference between seasonal flu and variant flu
 - Practices
 - Influenza rapid diagnostic test
 - Droplets precautions
 - Communication

Difficult to change behaviors and beliefs

- Classical methods exist but...

- Efficacy is limited
- Time-consuming bundles are necessary

- Need for a innovative tool!

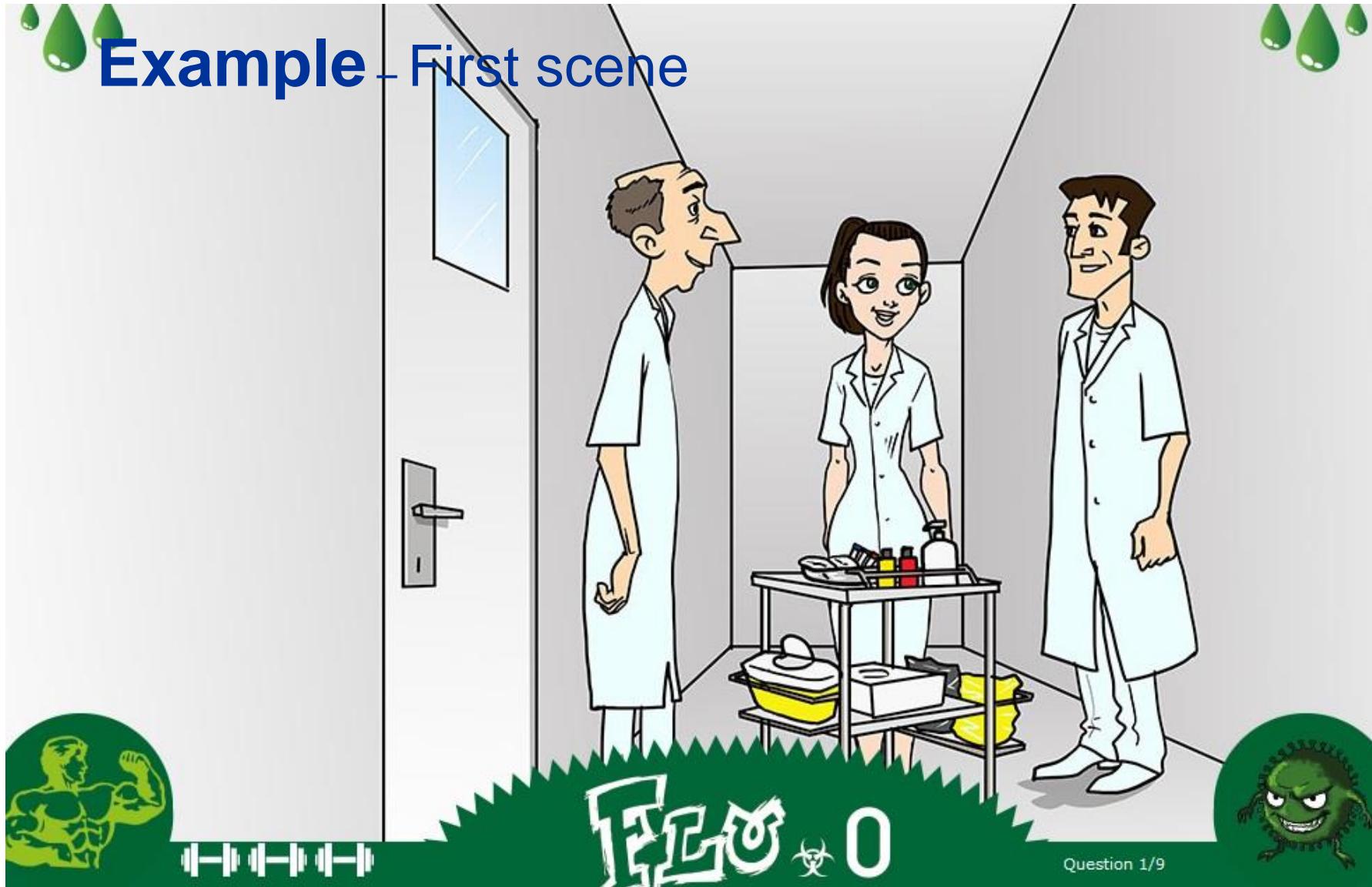


Serious game: learn good practices with fun!

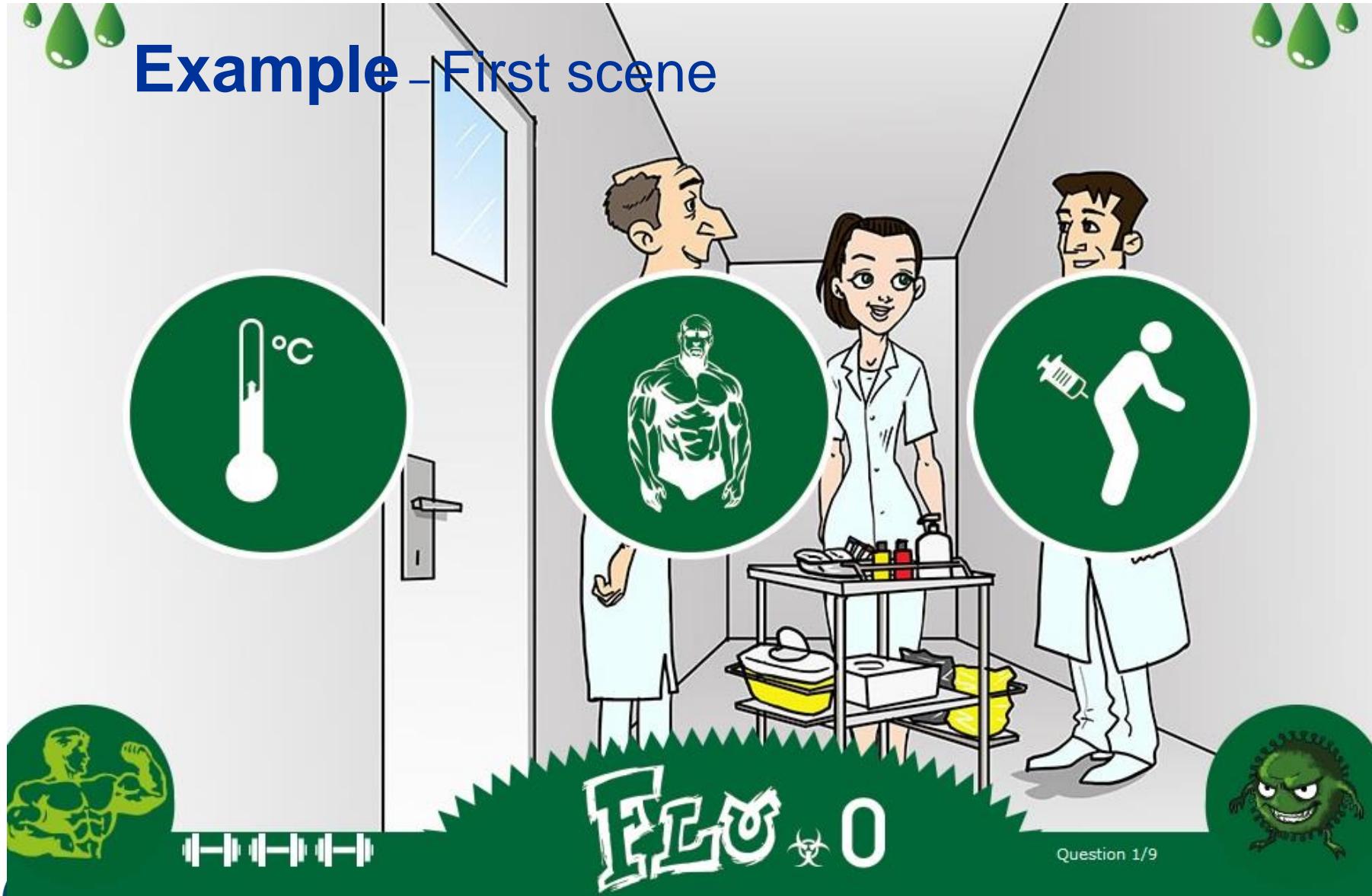
□ Flu.0

- 3rd serious game for Infection control of CCLIN Sud-Ouest
- French or English-speaking tool
- Free, can be used everywhere, online or downloaded
- Healthcare worker avatar - 9 scenes
 - 8 key point questions + 1 crazy question
 - 3 possible answers
 - explanation of why the answer is correct or not
- A final score evaluates the player's performance





Example -First scene



To evaluate the impact of Flu.0

- Call for participation to play and evaluate the game
- Questionnaire before and after the game
 - Opinion on sentences about flu
 - What players learnt thanks to the game
 - Rate the game
 - Main thing they would do differently after this game
- Descriptive analysis – chi-square test for evolution

Impact of Flu.0 - Results

- 264 physicians (213 fellows), 62 Senior nurses, 577 nurses students

Rate given to the game: 7.9/10

Seasonal flu = benign disease

Flu vaccination of health care workers = useful

I know the indications of the antiviral treatment

I feel well prepared to face a flu case

Well prepared to perform rapid flu diagnostic test

| | Physicians / Senior nurses | | Nurse students | |
|--|----------------------------|----------------|-----------------|----------------|
| | Before the game | After the game | Before the game | After the game |
| Seasonal flu = benign disease | 156 (48%) | 113 (35%) | 207 (36%) | 68 (12%) |
| Flu vaccination of health care workers = useful | 302 (93%) | 322 (99%) | 496 (86%) | 567 (99%) |
| I know the indications of the antiviral treatment | 201(62%) | 280 (86%) | 234 (41%) | 423 (74%) |
| I feel well prepared to face a flu case | 257 (79%) | 309 (95%) | 433 (75%) | 556 (97%) |
| Well prepared to perform rapid flu diagnostic test | 95 (29%) | 280 (86%) | 140 (24%) | 433 (75%) |

Impact of Flu.0 - Results

 95 % learnt at least one key point

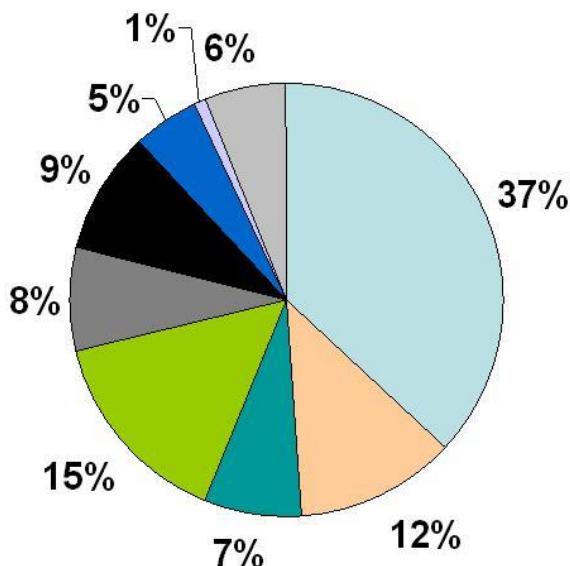
Two

52% Physicians/senior nurses,
82% nurse students

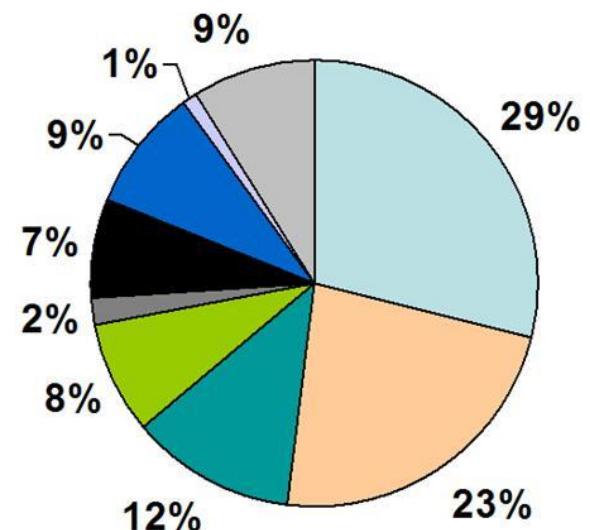
-  Rapid flu diagnostic test
-  Infection control measures
-  Interests and limits of vaccination
-  Difference between seasonal flu and flu variant
-  Antiviral treatment
-  Contagiousness
-  Diagnosis and symptoms
-  Communication
-  Other

Three

16% Physicians/senior nurses
45% nurse students



Physicians/ Senior
nurses



Nurse students

Impact of Flu.0 - Results

94 % would change their practices after the game

– Better droplets precautions

- - Physicians / Senior nurses 47 %
- - Nurses students 80%

– Better Flu diagnosis

- - Physicians/senior nurses 17 %



No change of practices: 11% physicians/senior nurses, 4% nurses students.

Conclusion

-  **Simulation training and infection control:**
 - A fast and marvellous rising world,
 - Some basics to learn for us,
 - Collaborations to create :
 - Simulations centres, scientific societies,
 - A step not to miss in order to go forward!



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SEARCH



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SESAM Belfast 2015



The SESAM Annual Meeting will take place from 24-26 June in Belfast. Click the image to register.

SESAM Belfast 2015



<http://www.sesam-web.org/>

Welcome to the SESAM Website

A rich source of information for simulation enthusiasts from all over the world and from different professions and disciplines.

SESAM Literature Highlights

For the second time, SESAM invited members to submit suggestions for reading material within specific topic areas. For the respective topics experts reviewed the literature...

