

Celebrating
15
Years

 **ASPiH 2024** | Nov
3-5
Edinburgh International Conference Centre
Transformative Simulation

Cross-Cutting Simulation

Art, engineering & more in Transformative Simulation

Andy Buttery; Canterbury Christ Church University

Marianne Markowski; University of Greenwich

Mark Wardman; L&D Consultant

We all declare no conflicts of interest



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Please do evaluate our workshop

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Workshop Agenda

To Explore Novel Strategies to inform Transformative Simulation Design

Share non-traditional methods in group activities.

Collaborate in cross-cutting innovation in design of experiential events.

Consider application of design innovations in Transformative Simulation.

Introductions

Andy B – What is simulation for? (from my perspective).

Mark Wardman – Non-Healthcare Simulation, challenges of transfer, lessons learned.

Marianne Markowski – (Convivial) approaches from Art & Design.



Conviviality – Let's have a joyous workshop!

Quality of being friendly, making people feel happy & welcome

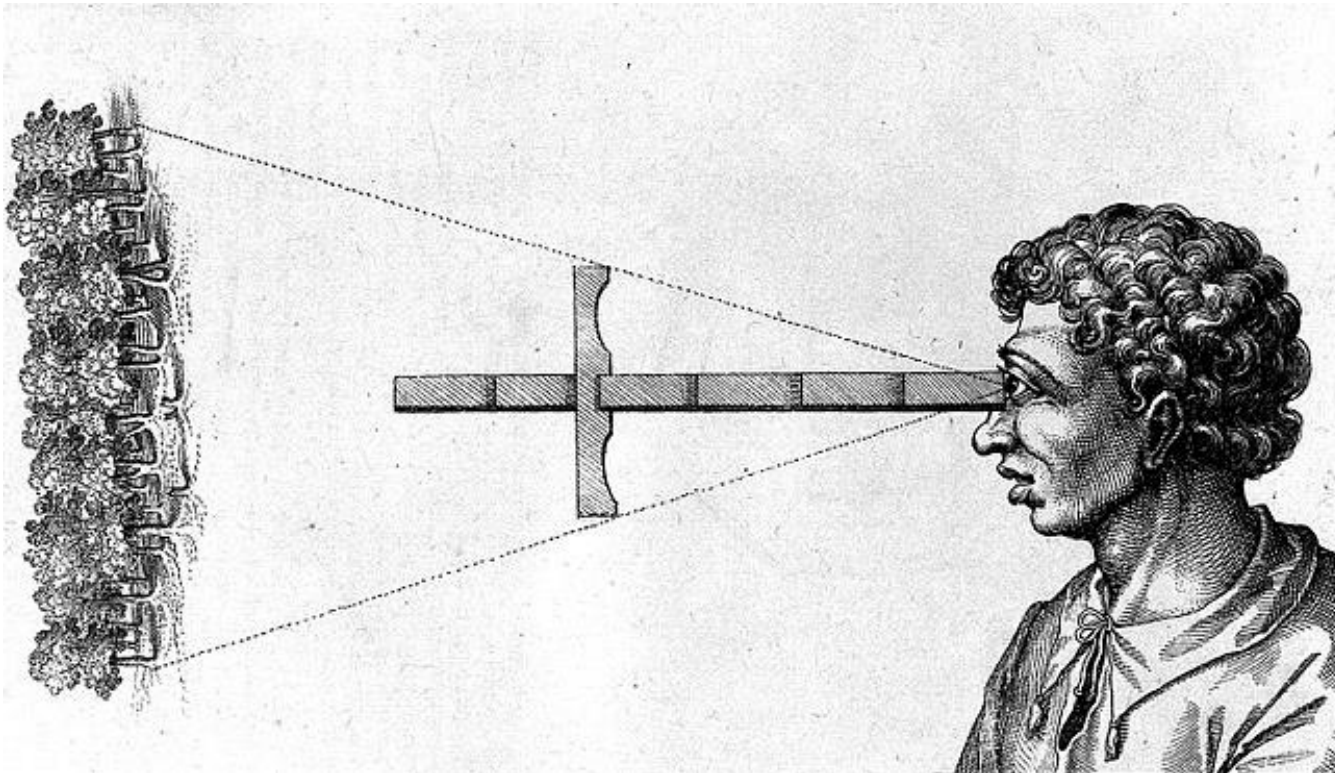
People – *& their ideas & perspectives* happily welcomed

We work with empathy; curiosity; tolerance; and embrace ambiguity, incompleteness, & multiplicity.

A Workshop Provocation! 😊

Andy:

Perspectives on the purpose of simulation



Wellcome Library, <http://wellcomeimages.org>



TS & My Definitions for Simulation & Practice Learning

Transformative Simulation

A tool to transform health & care through collective understanding, insight and learning – Seven Simulation-Based Interventions

Innovate, **I**mprove, **I**ntervene, **I**nvolve, **I**dentify, **I**nclude or **I**nfluence

Mark:

Non-Healthcare Simulation expertise into healthcare simulation

Challenges of transfer & lessons learned



The 7 Principles of Universal Design

1. Equitable Use
2. Flexibility in Use
3. Simple & Intuitive Use
4. Perceptible Information
5. Tolerance for Error
6. Low Physical Effort
7. Size & Space for Approach & Use



Photo by [Agent J](#) on [Unsplash](#)

“The Law of the Instrument”

“If the only tool you have is a hammer.....”

“You tend to see every problem as a nail”



Photo by [Adam Sherez](#) on [Unsplash](#)

“Challenge Our Own Thinking”

“A great many people think they are thinking when they are merely rearranging their prejudices.”

William James

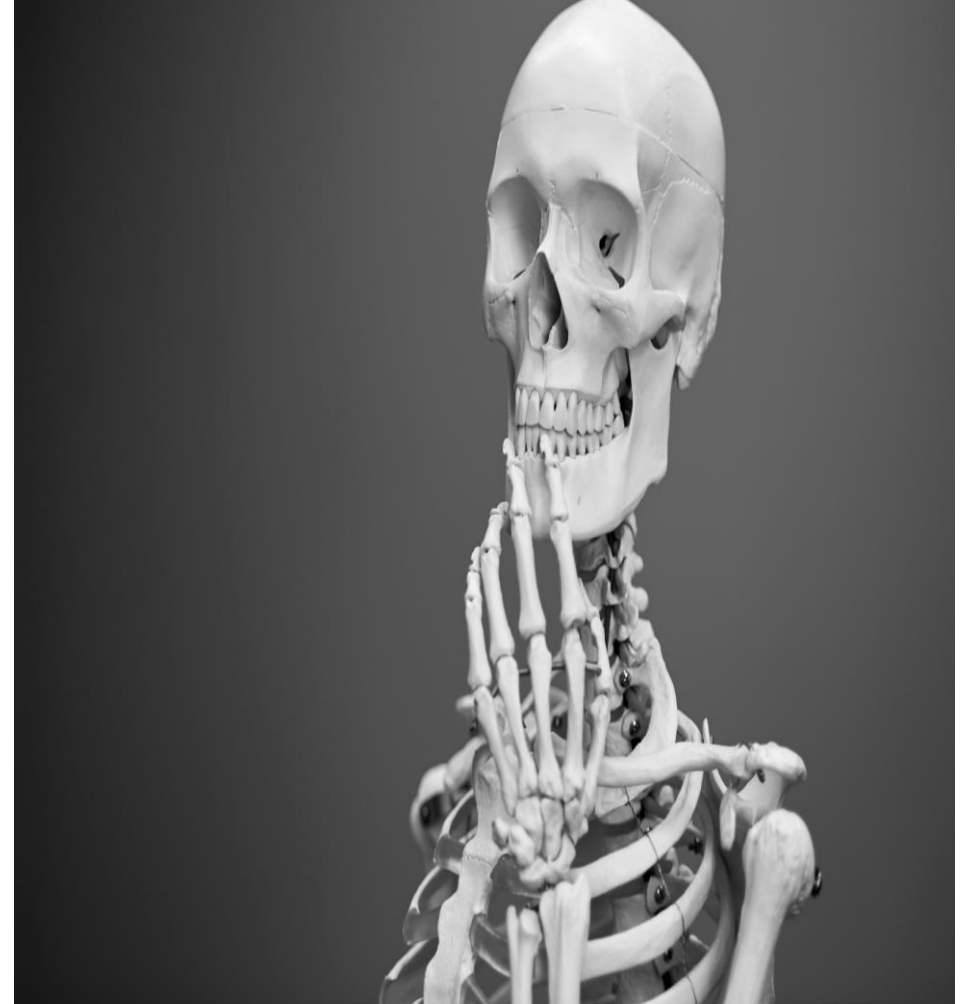


Photo by [Mathew Schwartz](#) on [Unsplash](#)

Marianne:

Approaches from Art & Design.

Employ all 'senses' to explore:

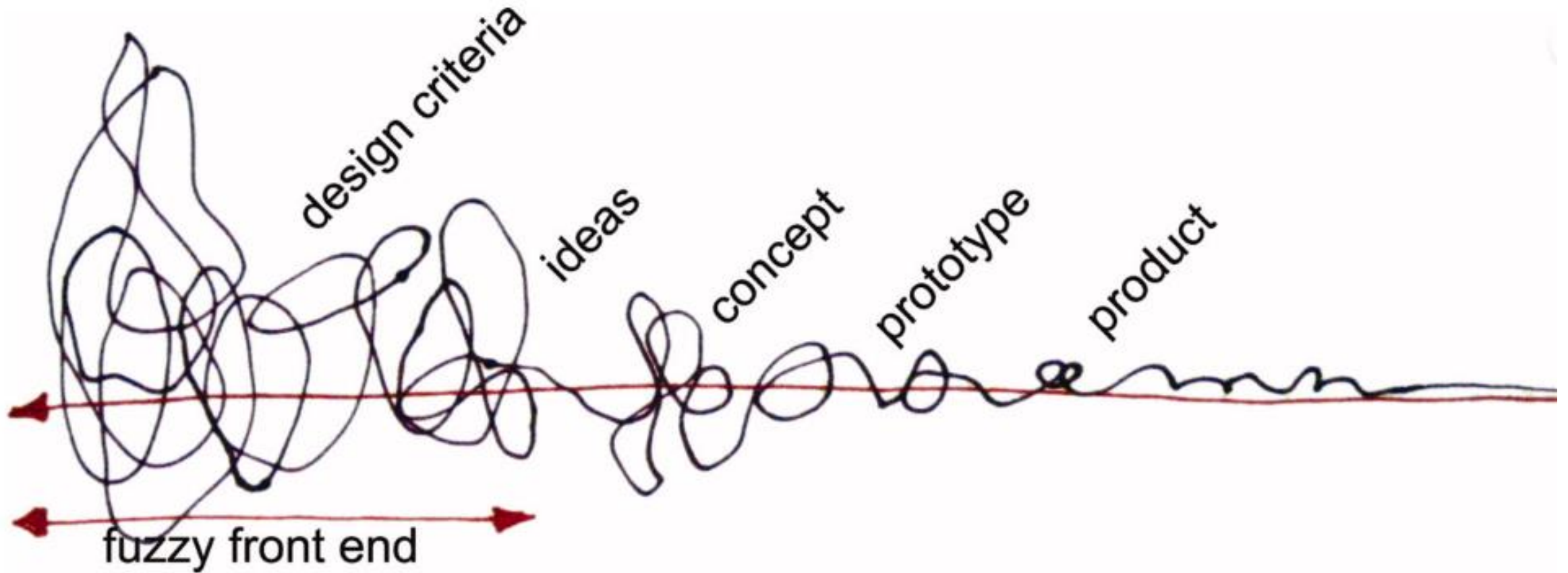
- the problem
- the environment
- the users

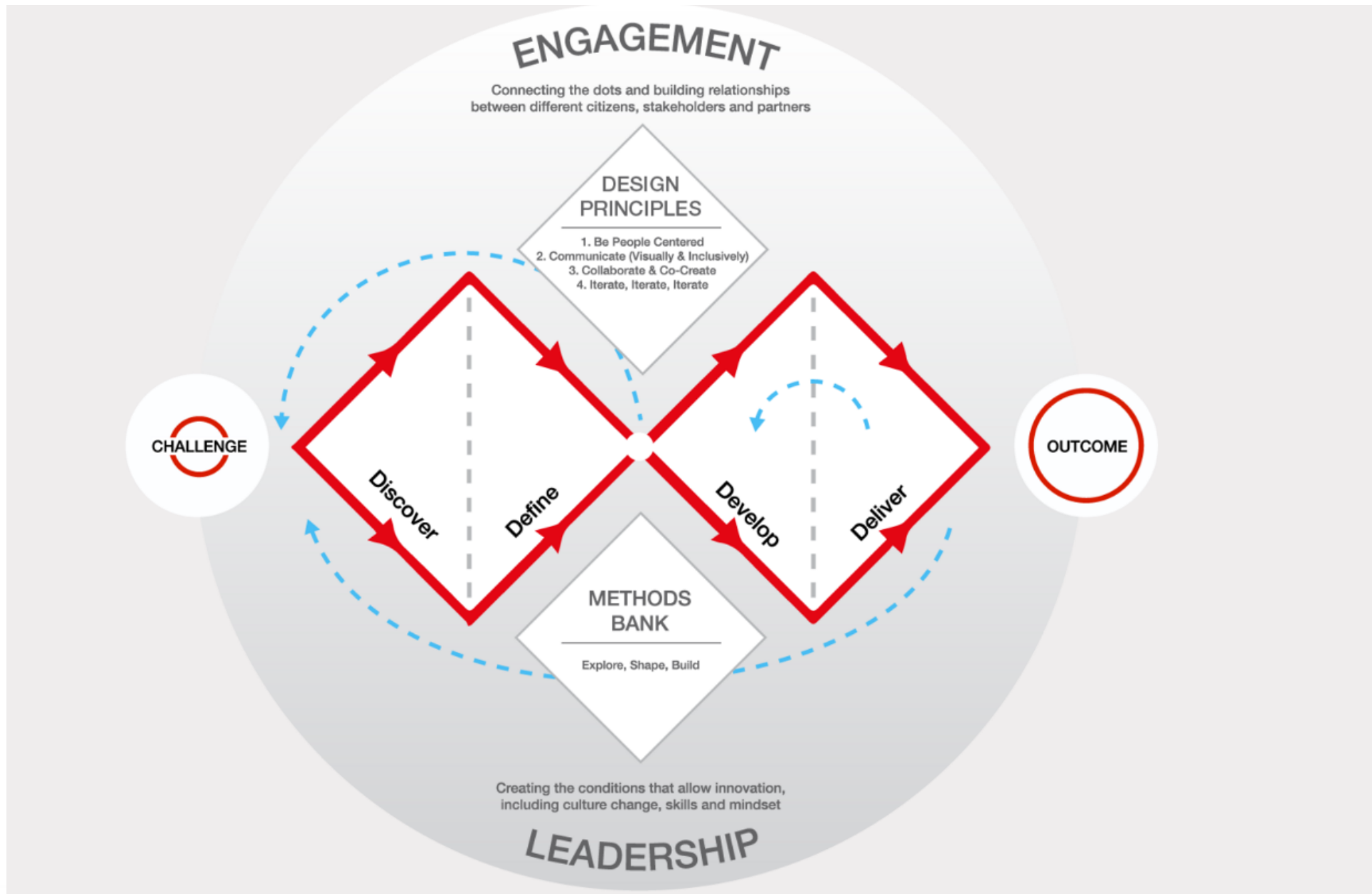
Allow creativity, surprise, shock, mixing and matching & empowerment.

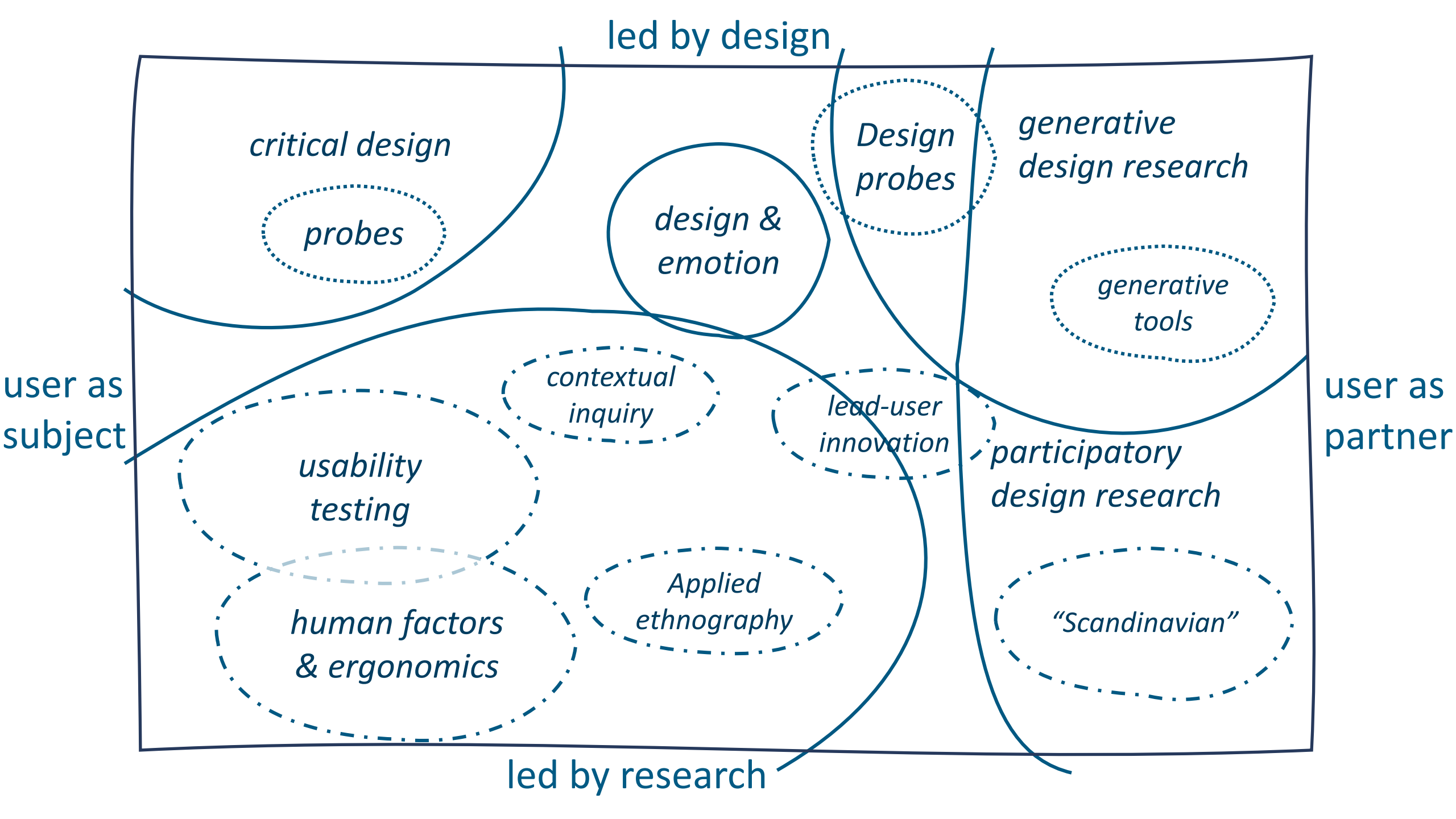
Good listening skills and respect are important.



Co-designing







Exploring Novel Strategies that may be employed in Transformative Simulation

A tool to transform health & care through collective understanding, insight and learning

Innovation:	Introduction of novelties
Improvement:	Change for the better
Intervention:	Affect course or issue
Involvement:	Implicated or engaged
Identification:	Discovery and recognition
Inclusion:	Embedded, having equal access
Influence:	Capacity or power to effect

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Consider application of design innovations in Transformative Simulation.

Outcomes



- First activity: brainwriting
 - Issue: patients are missing their second repeat appointment
 - Task: think about a simulation-based intervention for the first appointment, so this situation can be 'improved'
-
- Second activities:
-
- Play doh/ making or re-enactment (role play)

Take home messages

- 1) open ended probe exploration
- 2) conviviality collaboration / multi-disciplinarity
- 3) use all sense to explore and elicit

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Marianne Markowski; A.M.Markowski@greenwich.ac.uk

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Feedback & Next Steps?



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Thank
You!

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...ation

...ac.uk

...M.Markowski@greenwich.ac.uk

...Mark Wardman, ce6391@live.co.uk

LUNCH!



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