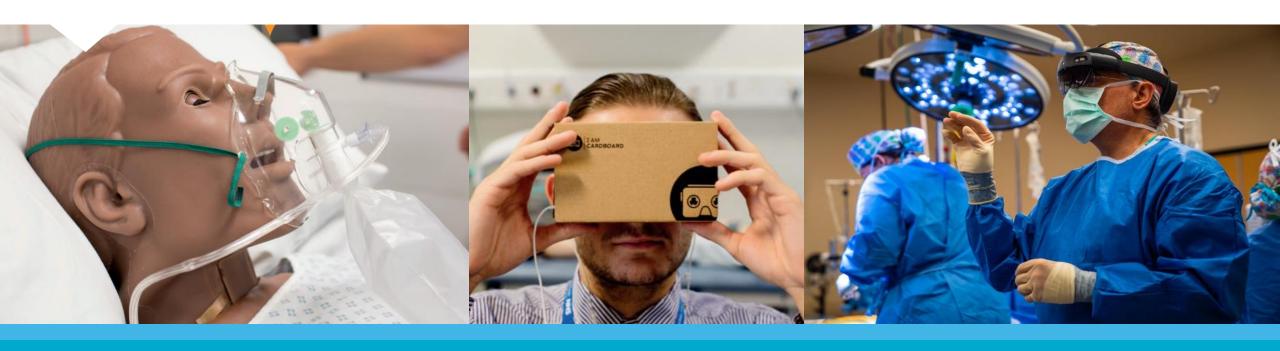


## HEE KSS SimNet Conference 23 May 2022





## Impact: Creating the conditions for success

## HEE KSS SimNet Conference 23 May 2022

**Professor Bryn Baxendale** 

HEE TEL Lead for Simulation and Immersive Learning Technologies

On behalf of the HEE TEL team

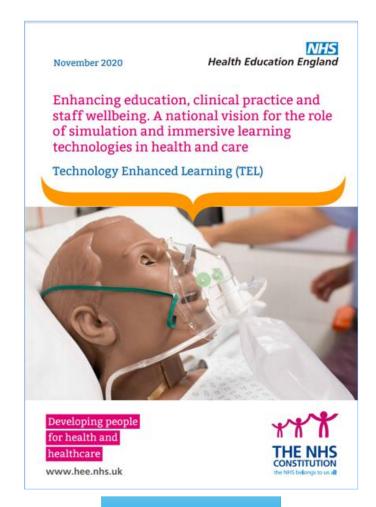
bryn.baxendale@hee.nhs.uk

SimImmTech@hee.nhs.uk

## Strategic vision for simulation and immersive learning technologies in health and care

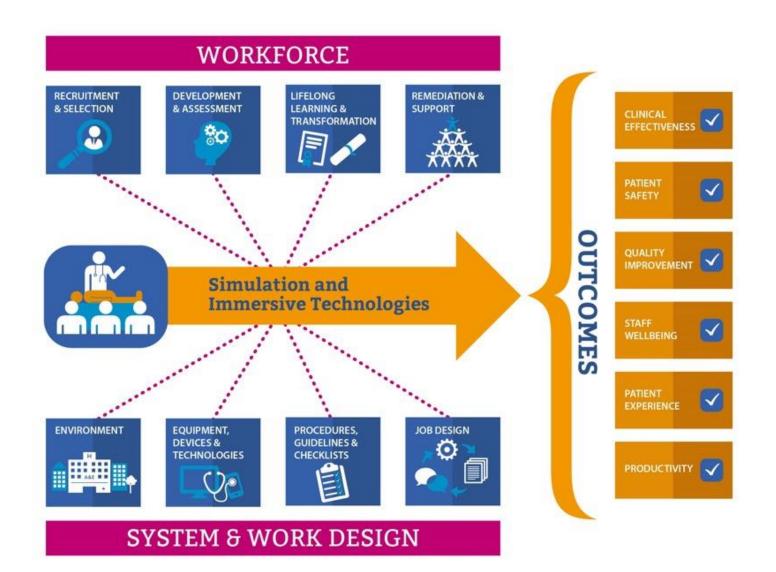
- Improving patient safety
- Delivering a modern workforce
- Enhancing the quality and capacity of the learning environment
- Involving patients and the public
- Developing the simulation and immersive technology community
- Research and innovation
- Lessons from outside of health and care

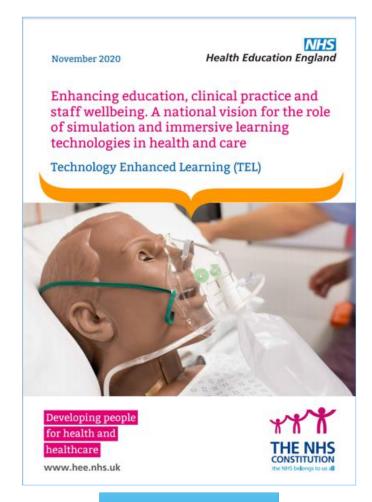




November 2020







November 2020

#### HEE TEL



#### **Simulation and Immersive Technologies**

The workstream has a number of key projects and emerging themes of work to help build capability, capacity and strengthen evidence of effective use of simulation and immersive technologies at scale

- Postgraduate medical and dental specialty training: Reset, Recover, Reform
- Enhancing placement-based learning and the Blended Learning programme
- Supporting the implementation of the national patient safety syllabus and strategy



#### HEE TEL

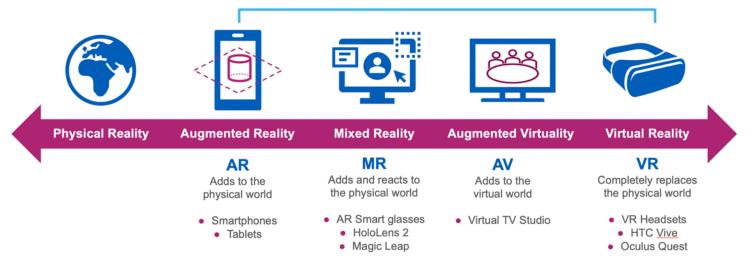


#### **Simulation and Immersive Technologies**

Immersive technologies have the power to revolutionise health and care education and improve the quality, safety and effectiveness of care delivery. HEE TEL has contributed to key strategic publications and are helping to accelerate the evidence-based introduction of extended reality (XR) in health and care education, training and practice.







#### Measurable benefits

**THE GROWING** 

VALUE OF XR IN

Clear pathway for integrating XR technologies in educational practice

Resources to support XR adoption and evaluation shared on the Learning Hub

Case studies describing content creation and application in different contexts

## **Extended Reality (XR) roadshows**















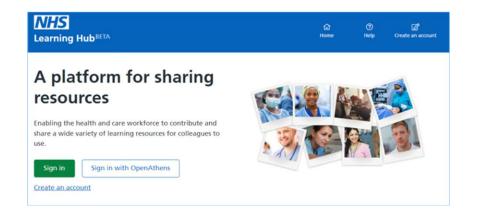
- Regional roadshows
- Mixed reality education users meetings
- Content creation groups / networks
- Immersive learning technology officers

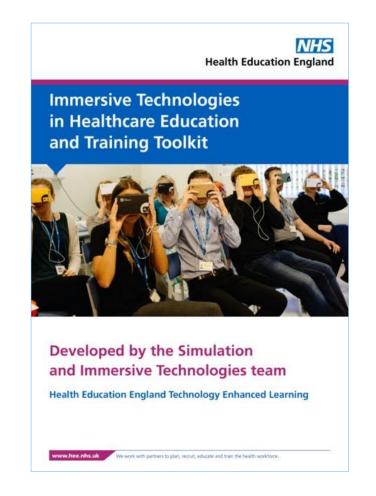


### 360 degree video VR content creation toolkit











#### HEE TEL



#### **Simulation and Immersive Technologies**

The workstream provides resources and coordinates programmes of work to help the national and local adoption of simulation and immersive technologies.

- Designing a national faculty development programme for simulation educators and technicians: this will provide a modular elearning and workshop programme co-designed with key stakeholders and available to all colleagues interested in understanding and applying simulation-based methods within their practice
- Applying evaluation tools and techniques, enhancing standards for quality assurance purposes, and engaging with specific networks or communities of practice to develop and share good practice



## **Supporting TEL**

#### **Virtual and Hybrid Learning Project**



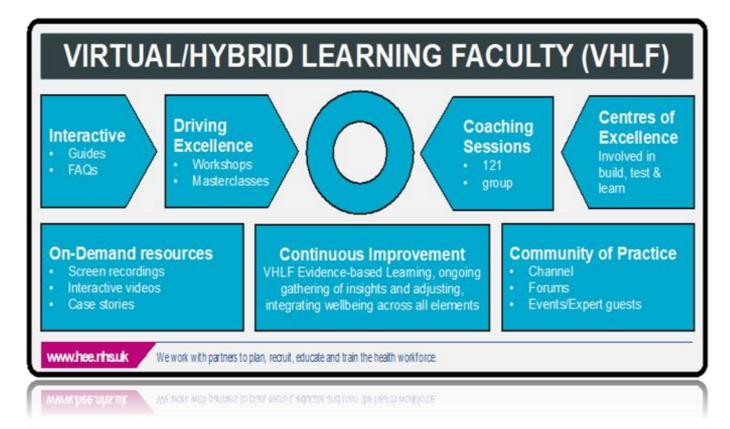
#### **VHLF Community of Practice (COP)**

A key component of the VHLF is the COP. It aims to drive excellence in the community for those who are passionate about sharing knowledge and connecting with other educators and colleagues who provide learning interventions.

This is a dedicated space for educators and those who work in the education community to connect with each other through various opportunities where you can share knowledge and best practices of virtual and hybrid learning, attend CPD events and hear about the latest developments within the faculty.

To sign up to the Community of Practice, please register your interest by completing this <u>form</u>.

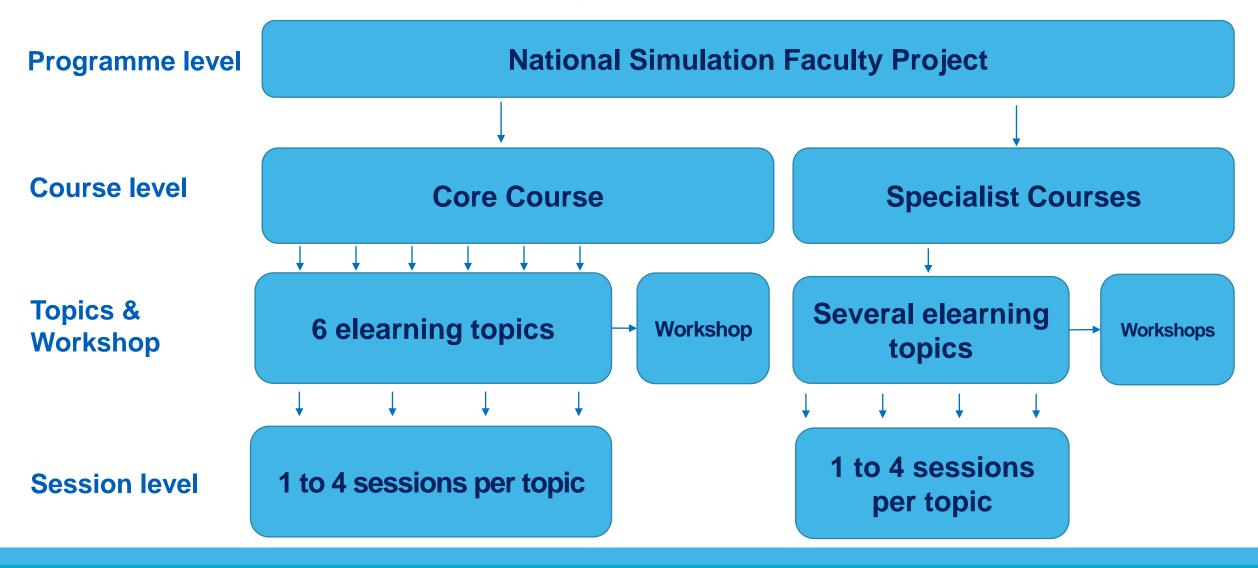
- Upcoming CPD Events Summer Series
- The next series of CPD masterclasses for the COP has now started.
- These events are open only to COP members. Please join the COP now to find out more. Sessions will run until July.



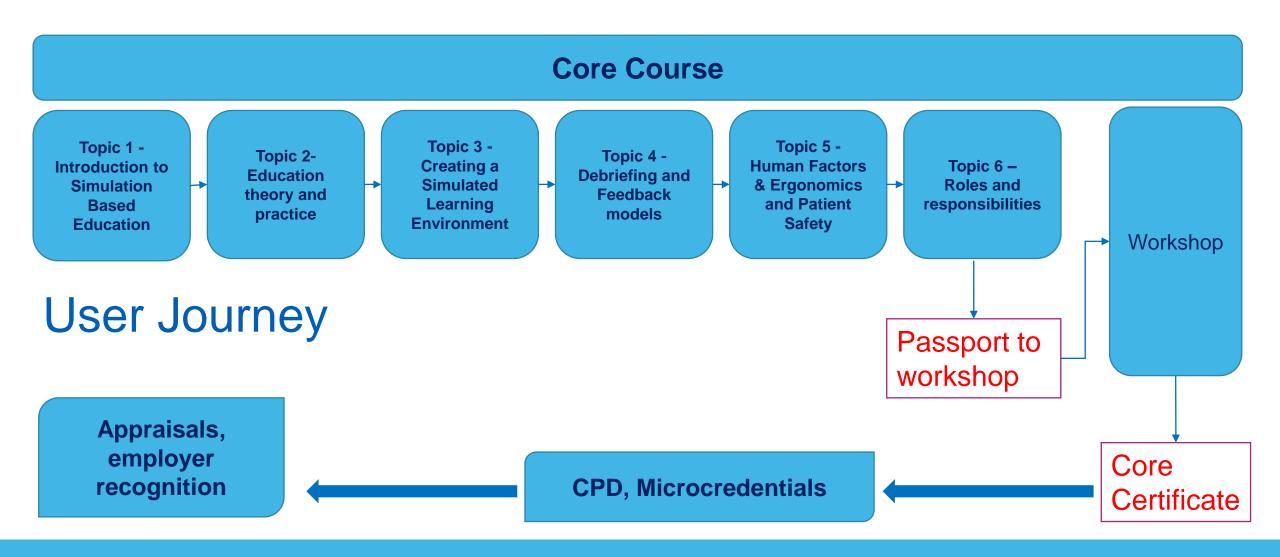
By joining the COP, you will automatically be added to a dedicated Microsoft Teams channel set up to support this growing community.

With over 1,200 colleagues signed up, this is a place to connect with fellow educators and those involved in the education community and to hear the latest news about the project, events and upcoming opportunities.

## **HEE Updates – National Faculty Development**



## **HEE Updates – National Faculty Development**



## **HEE Updates – National Faculty Development**



#### **PC** version



#### **Mobile version**





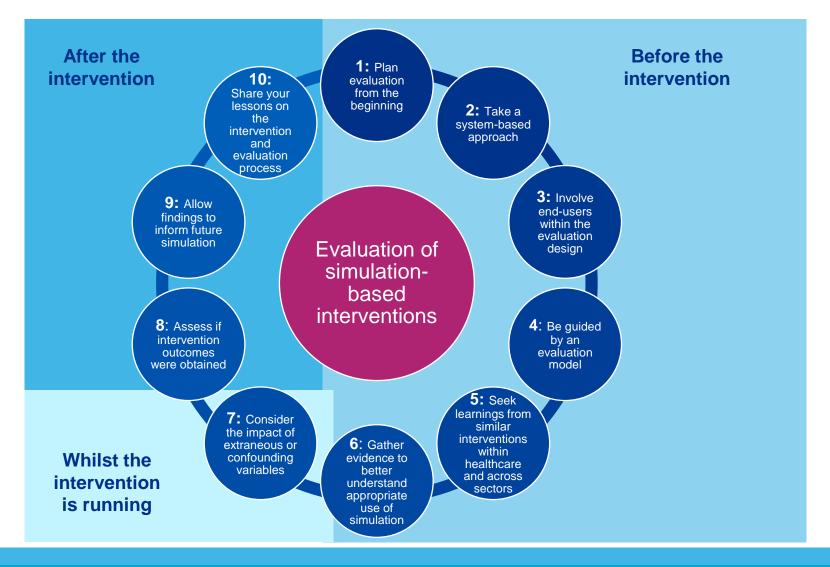
Introduction to using learning theory in simulation-based education

This session introduces key educational theories and practice and how they help us make the most of simulation-based education.





# Principles of best practice



## **Next steps**





Build a 'library' of key guidance resources and case studies / exemplars to enhance knowledge synthesis and best practice in evaluation of simulation interventions at scale



Refine and apply specific evaluation methods to demonstrate the benefit of simulation in assisting postgraduate medical and dental specialty training recovery and reform



Embed and apply key evaluation principles and practices in the use of simulation to **enhance clinical placements for healthcare students** 

## Implementation pathways



#### **Training and system needs**

Workforce, profession and locality priorities



#### **Portfolio of solutions**

HEE TEL and Simulation / Immersive modalities



#### **Intervention design**



Mapping process

Technical and practical feasibility



#### **Commission and deploy**

HEE Business Managers Suppliers framework



#### **Adopt and use**

Simulation and SimTech leads Faculty support resources Trainer and student champions network



#### **Monitor and evaluate**

Commissioning / Quality Leads Programme / Patient Safety leads HEE TEL / Expert evaluation team

**Direction of implementation pathway** 

## Continuous improvement model



#### **Feedback**

#### **Training and system needs**

Workforce, profession and locality priorities



#### **Portfolio of solutions**

HEE TEL and Simulation / Immersive modalities



#### Intervention design



Mapping process

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**Feedback** 



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**Direction of implementation pathway** 

## **Building evidence and demonstrating impact**





HEE

NHS I/E

**AHSNs** 

NHS employers

Royal Colleges

HEIs

PPI

Industry

HF / design

**EXPERTISE** ERS **PABILITY** KNOWLEDGE

Technologies and Methods

System needs

Design and usability

Pilot testing and feasibility

Spread, adopt and usefulness Implement, sustain and

use

**Funding** 

WORKFORCE

**Evaluation** 

**ADAPTATIONS** 

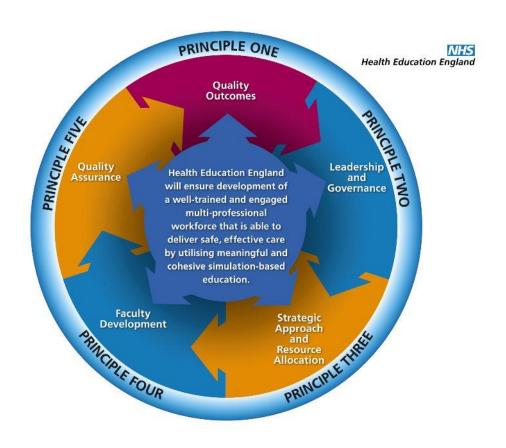
## **Supporting TEL**





#### **Standards**







Simulation-based Education in Healthcare

Standards Framework



#### Where next?

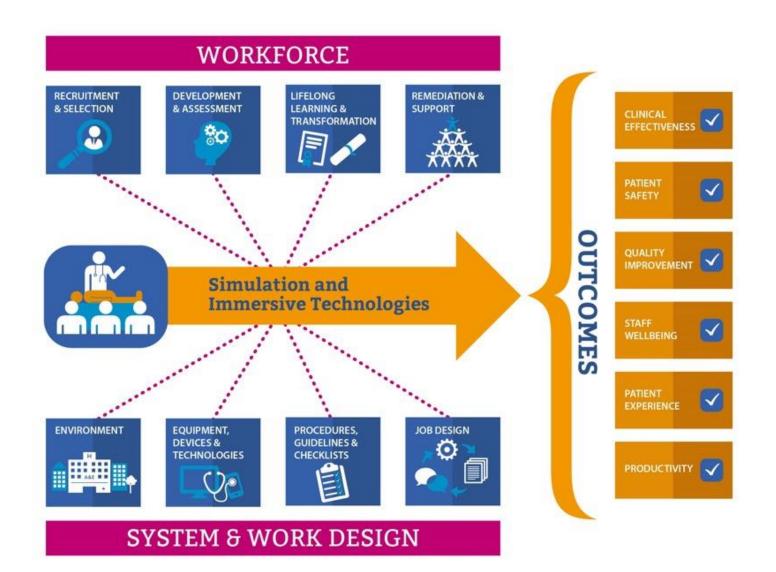


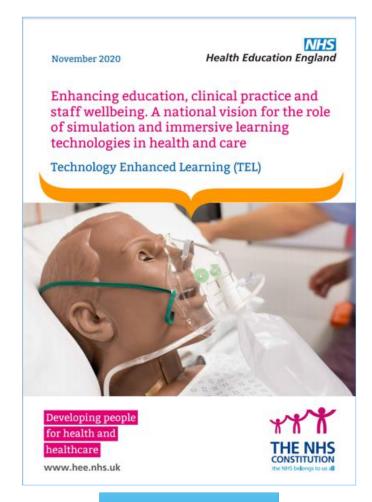
•How do we support and build resilience within the health and care education and training system?

 Can we help design and improve the health and care system in which our learners will be working to support job satisfaction and well-being?



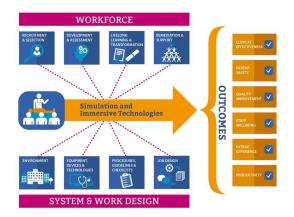






November 2020





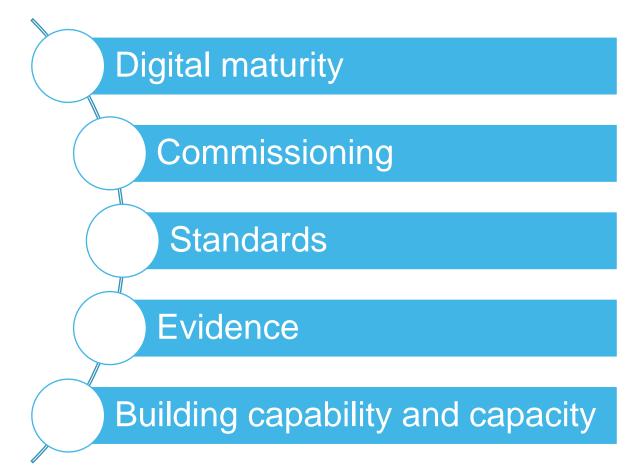
System level change programme

Evaluation culture to establish impact and value

Stronger academic function within HEE TEL and across networks

Critical stakeholder relationships across a complex ecosystem

Understanding what success will look like for you





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