

Case Study: Training Paramedics at St George's, University of London



CLIENT

St George's Hospital, London

REQUIREMENT

As part of the JISC funded PREVIEW project St George's Hospital wanted to explore how problem based in Second Life could be used for training paramedics and for problem based distance-learning.

OUR SOLUTION

Daden created a virtual patient player for Second Life. The player is based on the Medbiquitous Virtual Patient (MVP) XML standard. It allows students to role play scenarios within a virtual world.

The students approach the scene exactly as they would in the physical world. A mannequin is used for the patient/casualty and working as a team in Second Life the students decide what they should do such as:

- Assess responsiveness
- Make Initial ABC checks
- Examine patient using choice of equipment and techniques
- Determine which drugs to give the patient
- Decide which medical equipment to use to treat the patient

We also created all the objects the paramedic (or student) would need such as:

- Cannulas to dispense drugs
- Radios to call for help
- Splints for fractures
- Stretcher to carry patients

The mannequin has touch points (for assessing airway, breathing etc); attachments points (to ensure that splints are placed in the right place) and clothing that can be cut away to expose wounds and facilitate better examination.

Alan Rice, Senior Lecturer in Paramedic Science, at St George's, University of London said "This programme provides the students with a fun learning environment, where they can afford to make mistakes online, which they could not afford to make in the real world. When they make a mistake online, they are always keen not to make the same mistake again."

Daden built the Medbiquitous player on the web so that it can be deployed into almost any virtual world. More importantly allows the client to edit or create new scenarios in-house. It also means that students with no access to virtual worlds can still take part.

RESULTS

From the testing and assessment of the system it appears that the use of MVP within Second Life has significant potential. Students could see that Second Life offered a reasonable compromise between using real life actors and paper based exercises. Comments include:

- "Making decisions helped learning"
- "Quite impressed by functionality."
- "Good learning experience to mix trusts and look at other policies." "Has potential to train for major incident."

FUTURE DEVELOPMENT

This approach to problem-based learning, the MVP standard and the SL player, and the scenarios developed will provide a useful way of conducting PBL, and of providing unique learning opportunities. The system will be suitable for creating a wide range of e-learning applications within virtual environments beyond the medical field.

MORE INFORMATION

- Visit the St George's project web www.elu.sgu.ac.uk
- Visit the PIVOTE pages at www.daden.co.uk/pivote
- Contact us

