

Simulation Workshop: January 25, 2005

Workshop #1 Evaluation Summary

118 participants from the disciplines of medical and nursing education and research and related business groups attended the workshop, including 6 from SUMMIT. 49 participants completed an open-ended evaluation form at the end of the one-day workshop, resulting in a response rate of 42%.

Participants' comments are summarized below:

1. What did you find most interesting about the workshop?

- Nine people specifically mentioned Butch Rosser, Michael Zyda, Noah Falstein, and Kay Howell
- Eight liked "the variety of speakers and panelists" and four said they liked "all talks and discussions"
- Six liked the "discussion on the difference between games and simulations" and three commented specifically on "the contrast between games and the medical perspective"
- Four people said "the life experiences of game developers-pitfalls and insights"
- Three said "the game development panel"
- Two said "the poster session"
- Two said "the morning session"

Additional comments:

- "Game design session"
- "Sawyer's lunch talk"
- "Mastrangelo"
- "Stimulating new ideas"
- "Building a really good game is very expensive"
- "Finding out about available technology"
- "Multiple levels of details-very thorough"
- "Strong personalities adamant about their opinions"

2. What did you find difficult or unclear?

- Four said "Panel discussions were vague" and two said "Goals of panel sessions were not clear"
- Four said "Nothing" was difficult or unclear
- Three mentioned the difference between simulation and games
- Two mentioned "How to find the funds"
- Two mentioned some of the jargon used
- Two felt the "Agenda was somewhat strange"
- Two said "Need more issues for development, application and process"

Additional comments:

- "No representation from "simulationist crowd"

- "Different physicians have different needs"
- "Do gamers really understand Medical Education needs?"
 - "How to develop partnership with gaming industry"
 - "How to get some of these products"
 - "Your longer term goals for the workshop"
 - "What is the state of the art in healthcare gaming?"
 - "Still don't have roadmaps of decision points"
 - "No Bio of speakers with pictures"
 - "Diagrams on powerpoint slides"

3. Did you feel actively involved in the workshop?

Positive comments:

- 24 participants said "Yes!"
- Nine said they "Enjoyed the Q & A session for audience"
- Three said they "just wanted to listen and learn"
- Two said they "enjoyed working on problem with panel"

Additional comments:

- "Met interesting people"
- "Good breaks for informal networking"
- "Good format with short talks & encouraged questions"
- "Size of the group (small and good)"
- "Poster sessions"

Negative comments:

- "Not always with some speakers"
- "Would like some organized small groups"
- "Not as much as hoped in panel discussions"
- "Had to fight for microphone to ask questions"
- "NO-Felt out of place with such Luminaries"
- "Workshop is out of our area of work"

4. What have you learned that you can use in your work?

- Six said "The potential for using games"
- Three said "Gaming approach in medical education"
- Three said "Identified good contacts"
- Two said "Requires a lot of planning and a ton of money"

Additional comments:

- "Appreciation for gaming"
- "Ideas for new research projects"
- "Goal orientation"
- "Gamers push limits"
- "Needs of medical games versus typical game features"
- "How extensive the Gaming/Simulation Industry is"

- "Work needed to bridge people"
- "Important for academic & industry group to lobby government"
- "Regressive exploration limits medicine teaching limits"
- "Buy a playstation"

5. What follow up questions do you have?

- Two said "What should we research?"
- Two said "List of attendees preferably with photos"
- "What are the Public Health problems?"
- "What do we currently have problems teaching?"
- "What are the sources of errors/deaths?"
- "When and where is the next workshop?"
- "Post details from presentations as many as possible"
- "Any student events for PhD programs in Simulation?"
- "Define, compare and contrast Medical Simulation versus Gaming methods"
- "Tools and techniques for game development"
- "Alternatives to high priced development strategies"
- "Would like more details on Game Development"
- "Very little discussion on hardware interfaces"

6. What feedback do you have for the workshop leaders?

Positive comments:

- Fourteen said "Super Job"
- One said "Clock management good"

Suggestions were:

- Four people said "State clearly that all slides will be on website"
- Three people said "More time at intervals /networking/slide discussions"
- Two people said "Display/demo of games"
- "Breakout sessions in smaller groups"
- "Add exhibition of relevant products (serious games)"
- "Publicize additional workshops well & send snippets of scheduled workshop highlights"
- "Panel discussion on how and where funding prospects exist"
- "Add a half hour for Breakfast session"
- "Have a student session"
- "More posters"
- "More hands on"
- "Detail session on how games differ from simulators"
- "Would like TATRC to fund workshops to span communities in entire country"
- "Remains a gap in understanding that the medical & simulation community is different from gaming community"
- "Some of the gamers are very knowledgeable, but shut down discussion"