

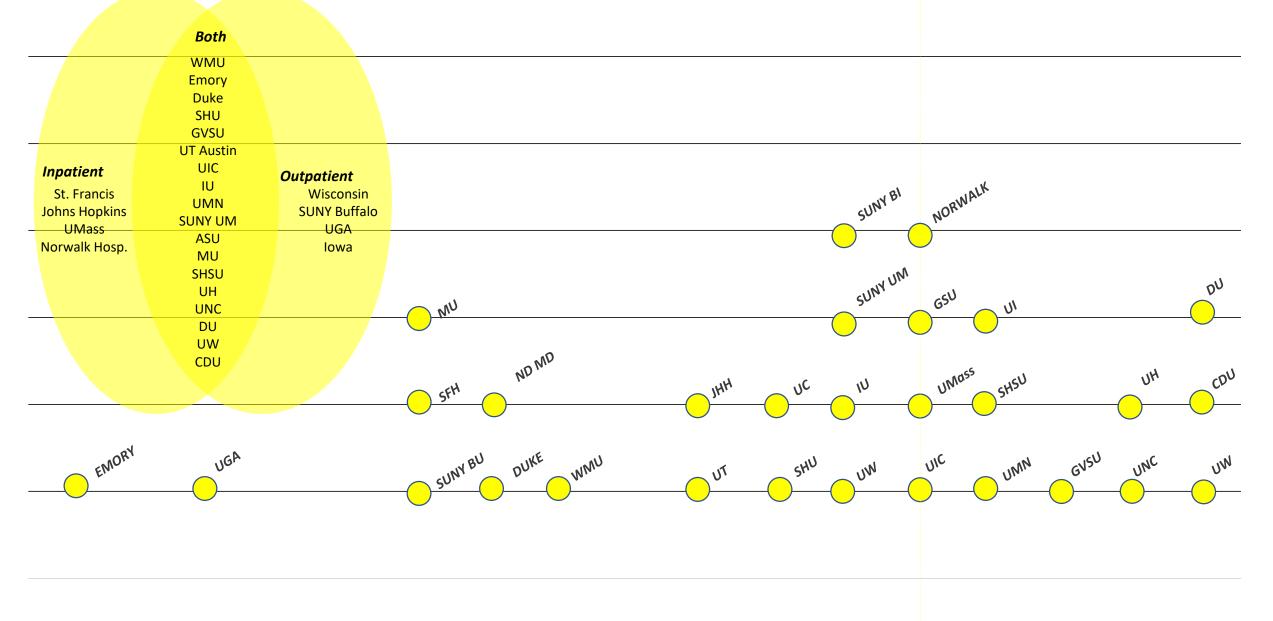
SLAM Sim Portfolio

- Western Michigan University (Medicine)
- Emory University (Medicine)
- Duke University (Medicine)
- University of Wisconsin (Medicine)
- SUNY Upstate Medical (Medicine) 14174.00
- University of Minnesota (Medicine, Nursing, Pharmacy)
- Indiana University Evansville (Medicine, Nursing, PT/OT)
- University of Texas Austin (Medicine and Nursing)
- University of Illinois Chicago (Medicine)
- Sam Houston State University (Medicine)
- University of Houston (Medicine)
- Duquesne University (Medicine)
- University of Washington (Medicine)
- University Notre Dame, Maryland (Nursing)
- SUNY Buffalo (Pharmacy)
- University of Iowa (Pharmacy)
- University of Georgia (Pharmacy)
- Marshall University (Pharmacy) 10210.00
- Grand Valley State University (Nursing and Health Professions)
- Sacred Heart University (Health Professions)
- Armstrong State (Health Professions)
- Johns Hopkins Hospital (In-Hospital)
- St. Francis Hospital (In-Hospital)
- UMass Memorial (In-Hospital)

Pharmacy UI Medicine UB WMU UGA Emory MU Duke SUNY B UW UIC UT SUNY UM IU SHSU UW DU UH Nursing & UNC Health Professions St. Francis SHU Johns Hopkins GVSU **UMass** Memorial GSU Norwalk Hospitals

Norwalk (In-Hospital)

SLAM Sim Portfolio

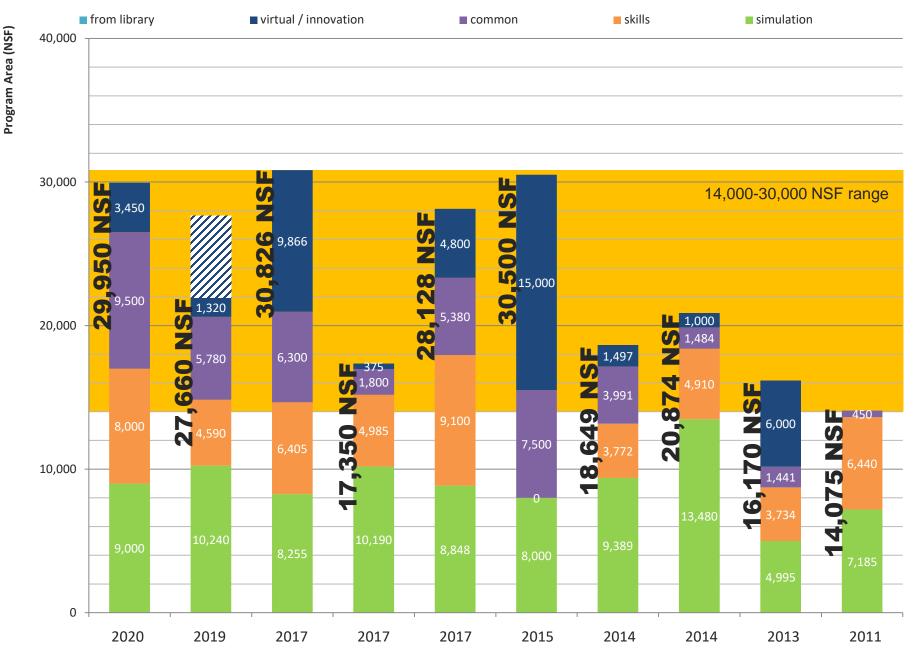


Emerging Trends

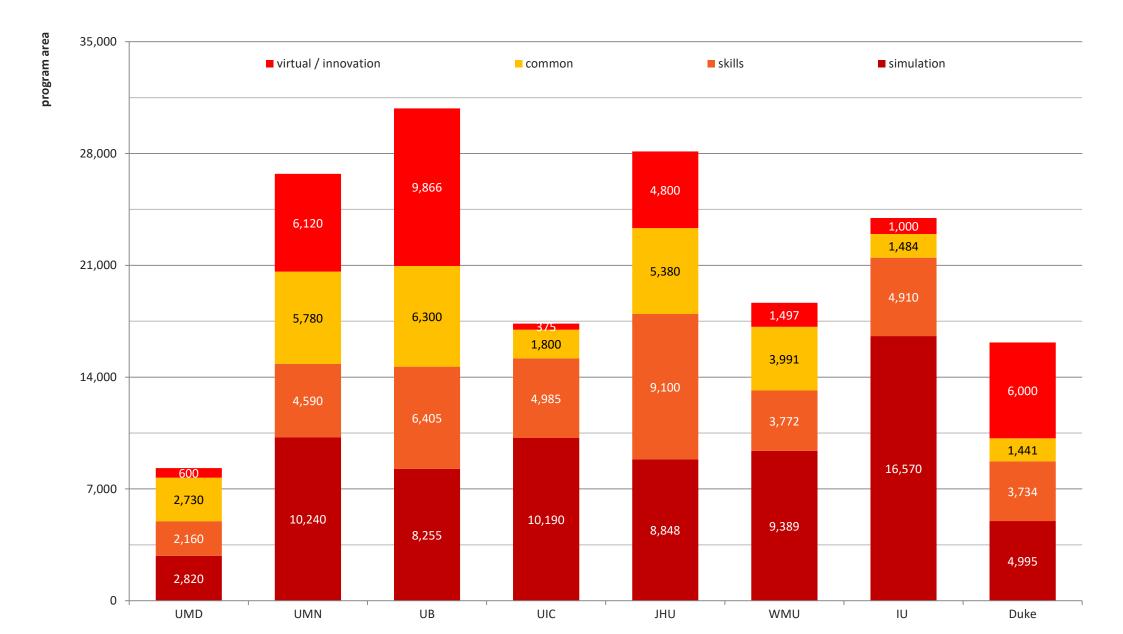
Hospital Simulation	Standard Patient Simulation
 Debrief Room distribution Control Room (centralized vs localized) Nurse Station with Pyxis, linens, EHR system Simulated Emergency Power Manikin Workshop Relationship to hospitals & community partners Professional training (doctors, nurses, health professionals) Isolation/Infectious Disease training Data collection & analysis / Research In-situ Simulation 	 Learner write-up Separate paths for learners and patients Control/Observation area for facilitators and patients In-room small group debrief Data collection & analysis / Research Wearable technology Telemedicine Digital/Technology based diagnostic tools
Procedural Skills	Other
 Task Trainer kits Surgical Task Trainers Flexible rooms, movable partitions In-room storage or centralized storage/prep? Computer-based training (EHR system? Pyxis?) BSL-3 Lab protocols Virtual Reality Augmented Reality Objective-feedback task trainers Rapid prototyping of medical/training devices 	 Robotic Surgery Inter-professional Education – continuum of care Revenue generation Offices and touchdown space Support/Storage Telemedicine Home Health Approach to debrief (training vs. teaching) AV Integration Imaging & Radiology Medical device development / 3 party collaborations Makerspace, Virtual/Augmented Reality, Emerging Technologies



Simulation Center Space Benchmarking TOTAL AREA (NSF)

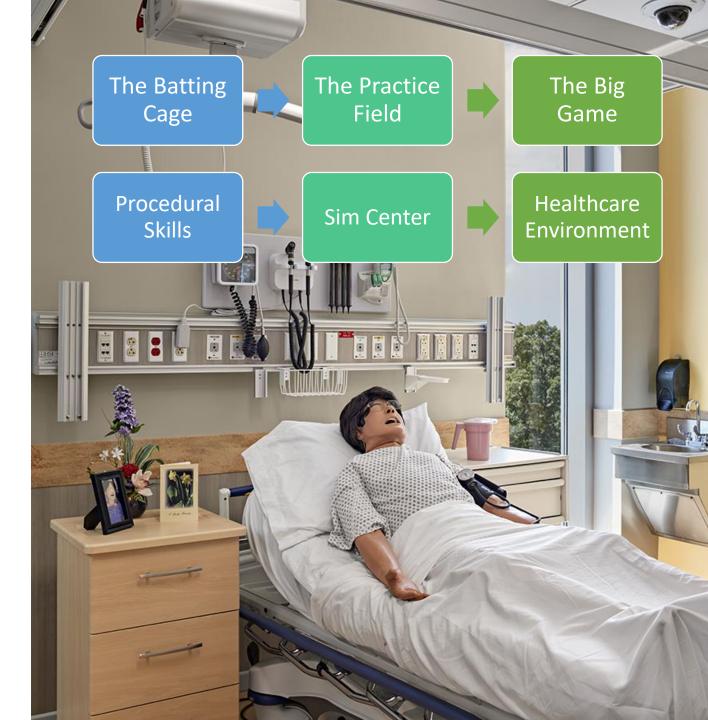


Benchmarking



Planning Considerations

- Level of learners
- Dedicated vs. Generic
- Fixed vs. Flexible
- Clinical vs. Skills
- Low Fidelity vs. High-Fidelity
- Technology/AV Components
 - Cameras, microphones, speakers, etc.
 - Control Rooms (Centralized vs. Distributed)
 - Data/Video capture software
- Efficiency
- Suite/Space Considerations
 - Inpatient Simulation (Sim Hospital)
 - Outpatient Simulation (Standardized Patient Suite, Clinical Skills Suite, OSCE Suite)
 - Procedural Skills (Assessment Lab, Multi-Purpose Wet/Dry Lab, Task Trainer Lab)
 - Soft Space (*Reception, Learner Landing, Faculty Offices & Support*)



Emerging Trends

- Virtual/Augmented Reality
- Just-In-Time Labs: Self-Guided, Objective Task Training
- Preparing Learners for Home Health
- Health Sciences Maker Spaces
- Offering Sim for Non-typical partners



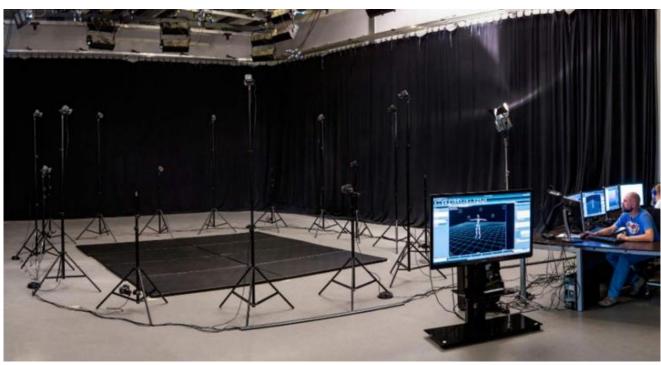






Virtual Reality

- Flexible, open space for technology to continue to be developed
- Currently mostly single-player, but multi-player sim scenarios are in progress.
- Does not have to be expensive to begin to implement
- Debrief space adjacent
- Isolation important (sensors bobbing can cause dizziness)
- Separate thermostat zone with lower set point too warm can exacerbate motion sickness. Account for equipment within the room (1 computer per headset).













Just-In-Time Labs

- Training for specific skills
- Surgery/procedure prep
- 24/7 access
- Typical for a hospital sim lab or somewhere practicing surgeons have easy access





Home Health Environments

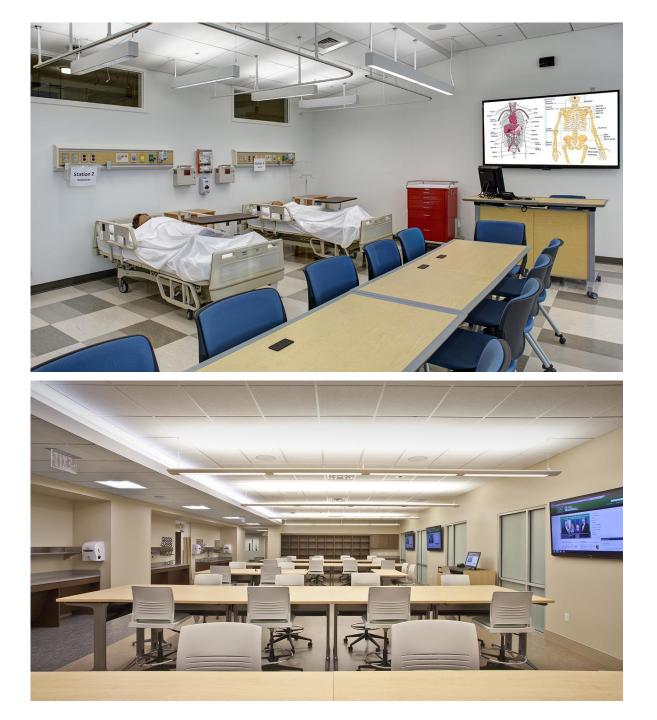
- Experts predict the global population of people 80 and older will more than triple between 2015 and 2050, growing from 126.5 million to 446.6 million.
- Greater need for individuals to heal at home or age at home also calls for more health care professionals to treat patients at home
- Especially nursing, physical therapy, occupational therapy, speech therapy, etc.
- Preparing students for home health will increase the their ability to provide patient care when they graduate.





Procedural Skills

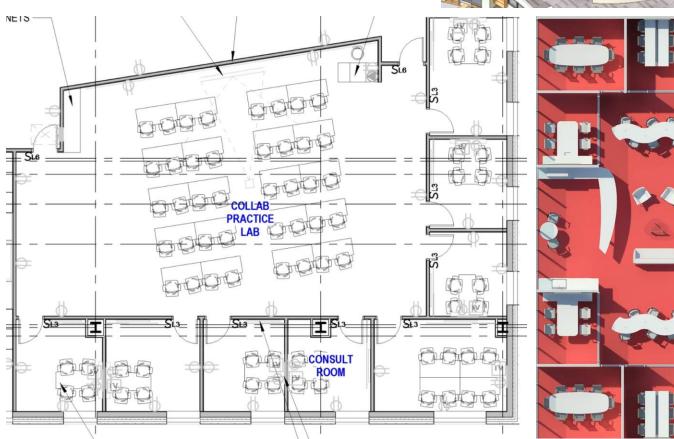
- Large flexible wet/dry space
- Skills and Assessment Labs
- Dedicated "Just-In-Time" skills lab, technology trainers
- Storage required to provide flexibility



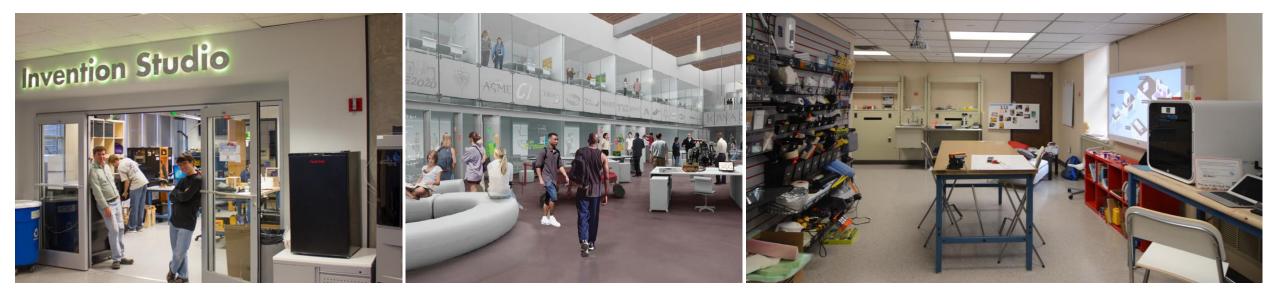
SIM for Non-Clinical Scenarios

"Collaborative Lab" provides large group meeting space + small group meeting/consult spaces. Small group spaces can serve as study space and, with proper technology, can flex as additional sim rooms for non-clinical scenarios.

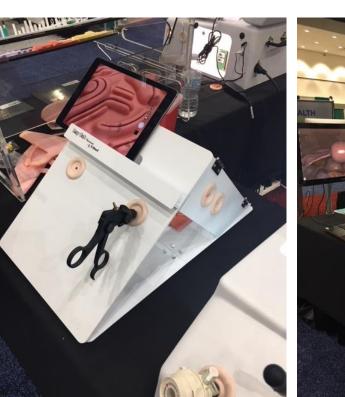
- Social Work
- Home Healthcare
- Education/Teaching
- Divinity/Seminary
- Law Enforcement

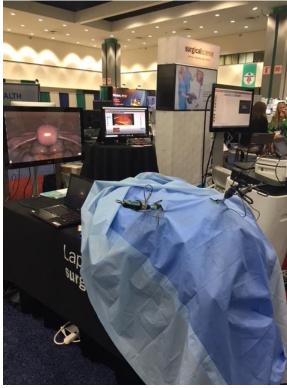


- Provide an extra-curricular means for students to engage in more hands-on projects and to develop skills that may be currently underdeveloped
- Go beyond traditional machine shop environment by offering access to
 - rapid prototyping equipment, 3D printers, laser cutters, and traditional hand tools
 - conceptual design spaces
 - a unique culture that can be transformative to its users

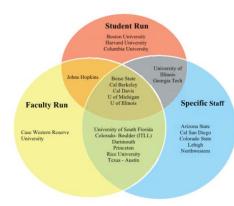


- Relatively young concept
 - First dating back to roughly 2001 at MIT
- Can be traced by to the Do-It-Yourself culture which began outside of the university system
 - Maker spaces started appearing as spaces where members paid membership fees for access to the technology inside.
 - Enabled users to express themselves creatively and be innovative
- As cost of equipment has declined, spaces began to appear in public and academic libraries
- Colleges and university have started to turn toward makerspaces as a compliment to courses already being offered by:
 - Linking material learned in the classroom to the real world





Reinforcing adaptive and creative thinking







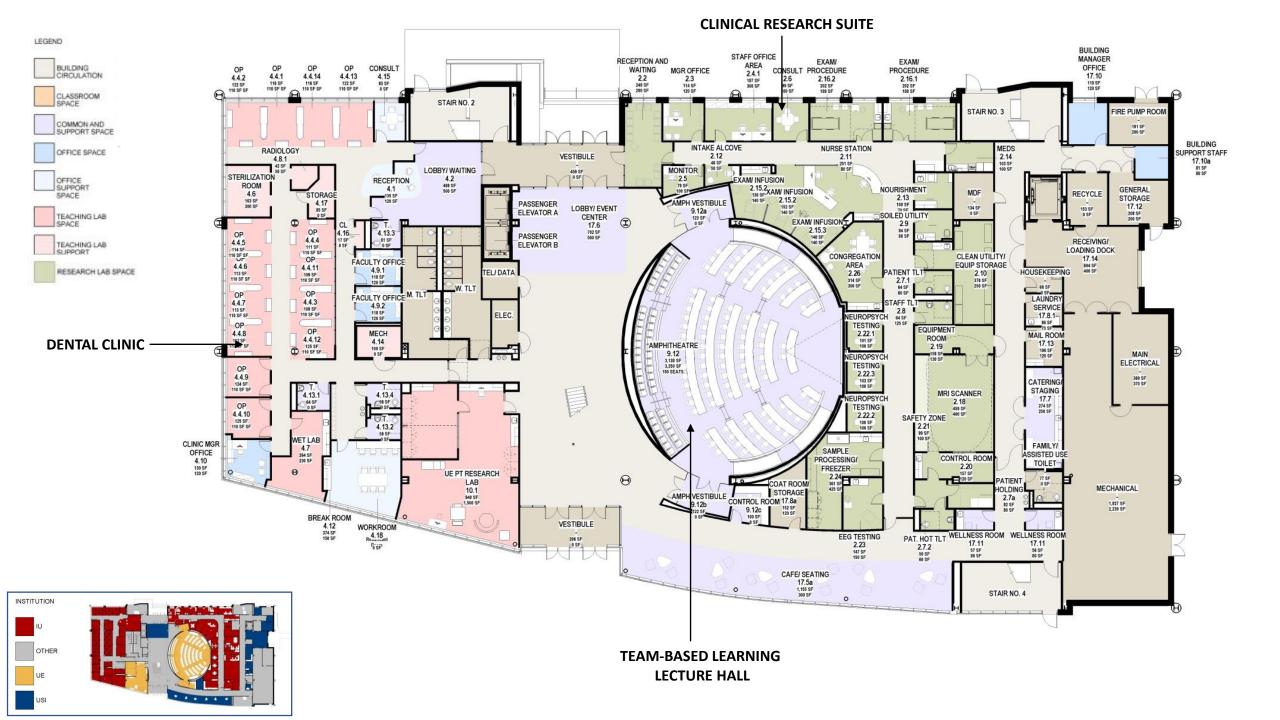


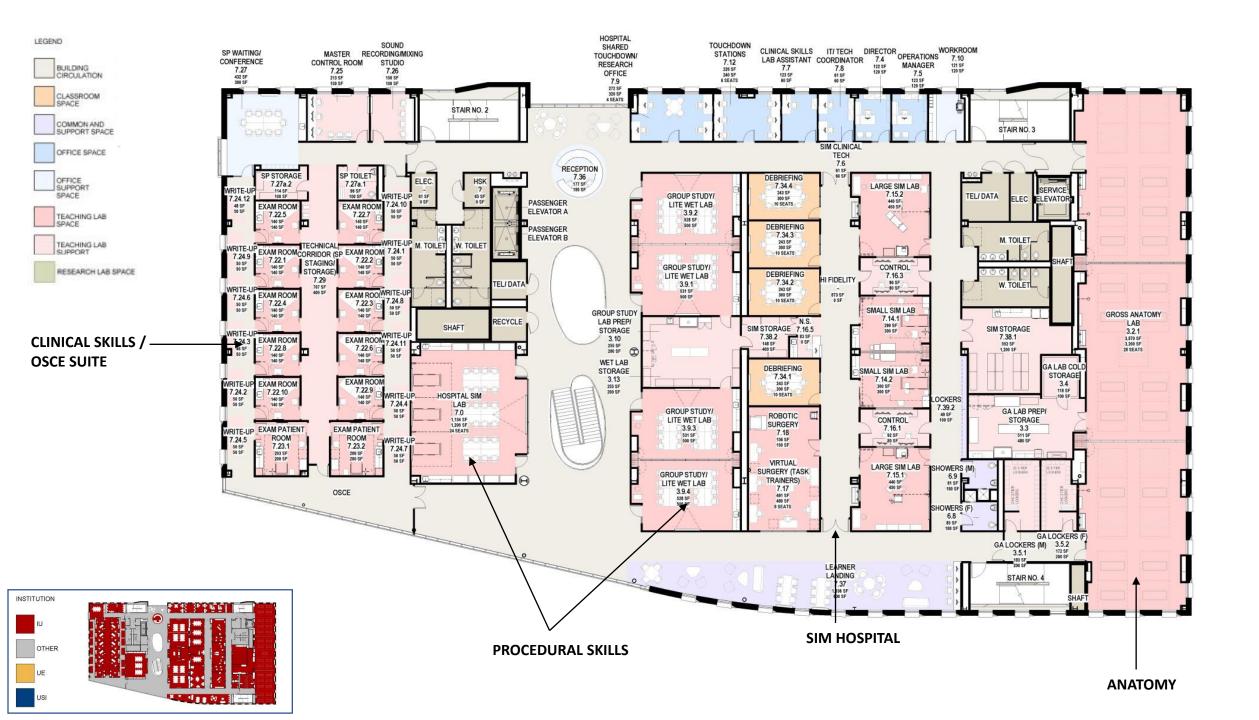
Stone Center for Health Sciences

Evansville, Indiana



CASE STUDY





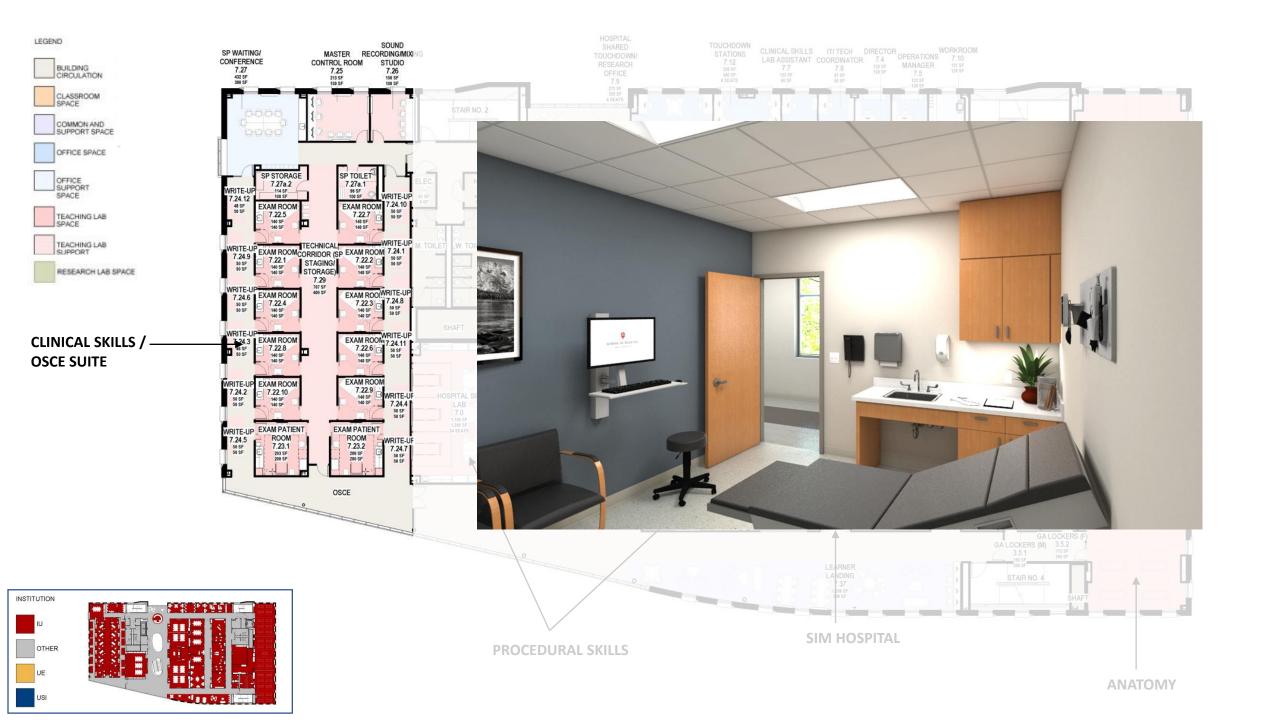


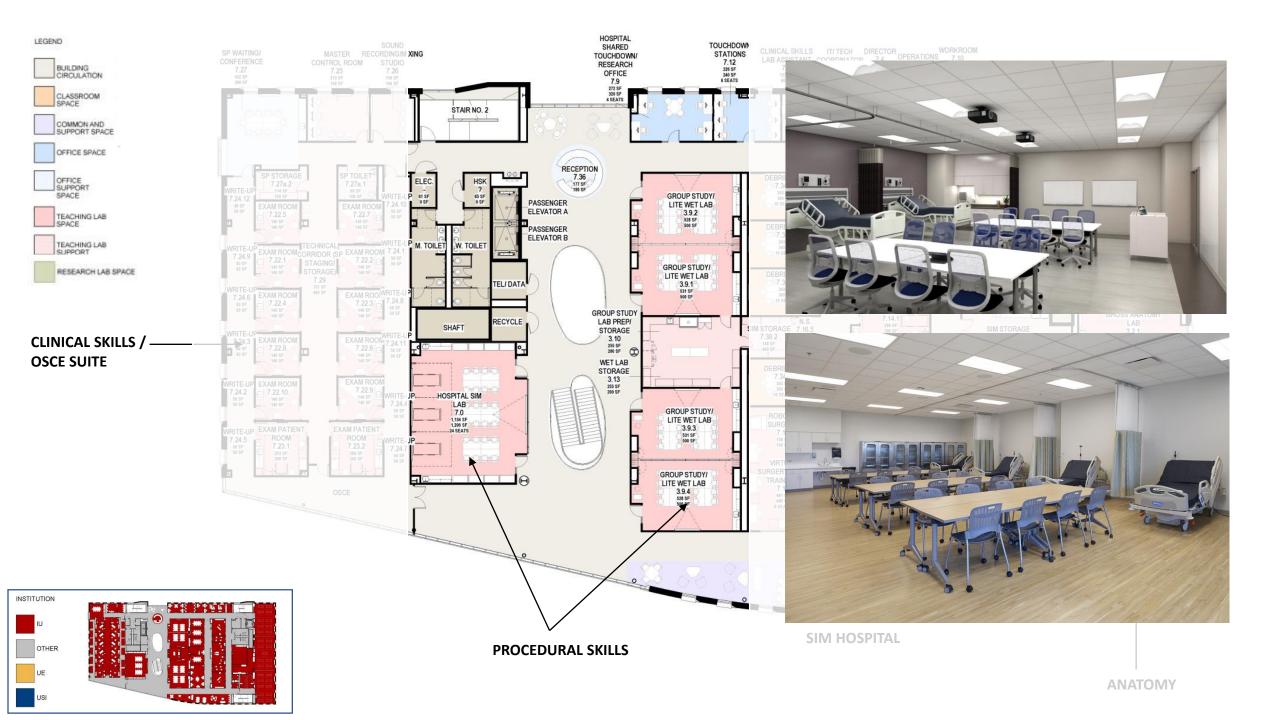
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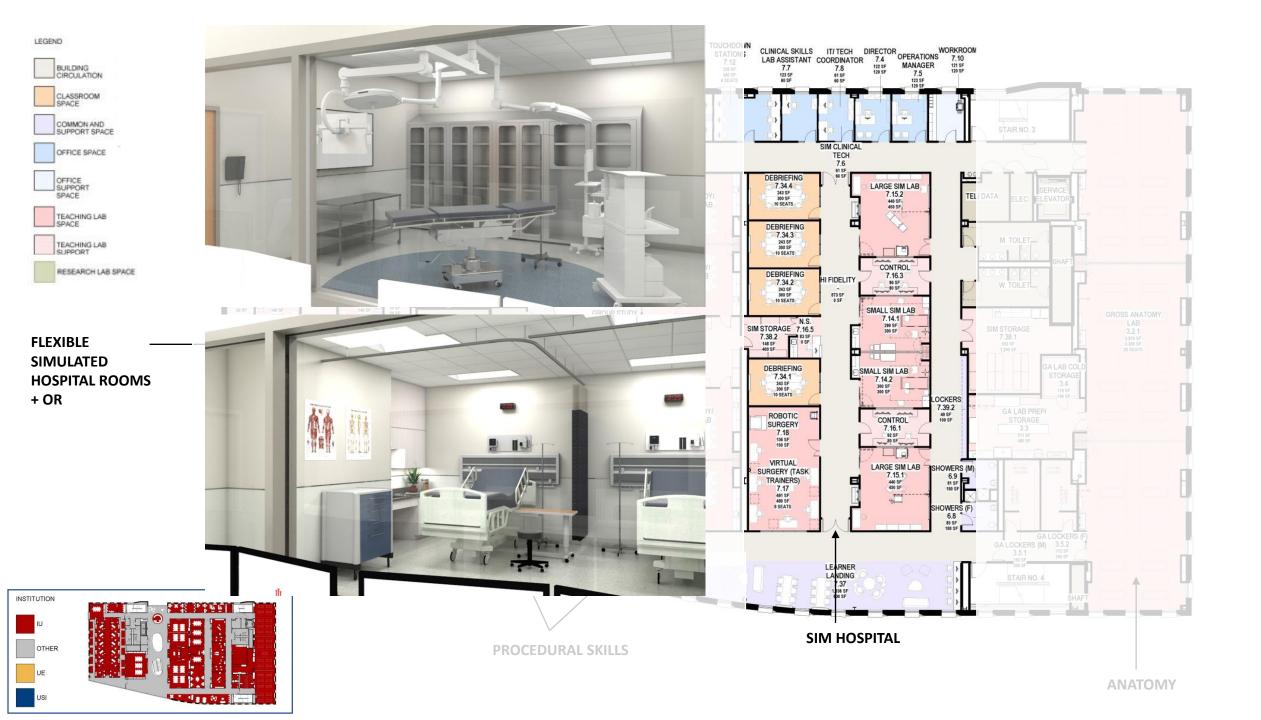
USI



USI







DeVos Center for Interprofessional Health

Grand Rapids, Michigan



CASE STUDY





Grand Valley State University



MODEL LIVING SUITE

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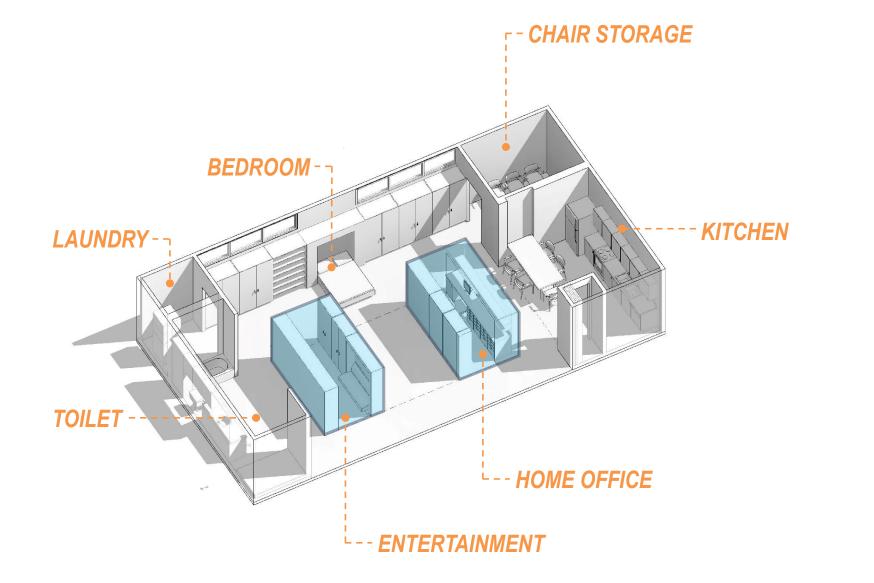






-- CHAIR STORAGE - KITCHEN LAUNDRY - T TOILET ---- WRITABLE **SURFACE**

-- CHAIR STORAGE - KITCHEN LAUNDRY ----TOILET -



LAUNDRY **CHAIR** 99 **STORAGE** BEDROOM 25'-0" TOILET a Or OF The **KITCHEN ENTERTAINMENT HOME OFFICE** 48'-0"

LAUNDRY **CHAIR** WRITABLE **STORAGE SURFACE** 25'-0" TOILET R E E. E, **KITCHEN** E, R 48'-0"

LAUNDRY **CHAIR STORAGE** 25'-0" TOILET E T 4 E **KITCHEN** 48'-0"

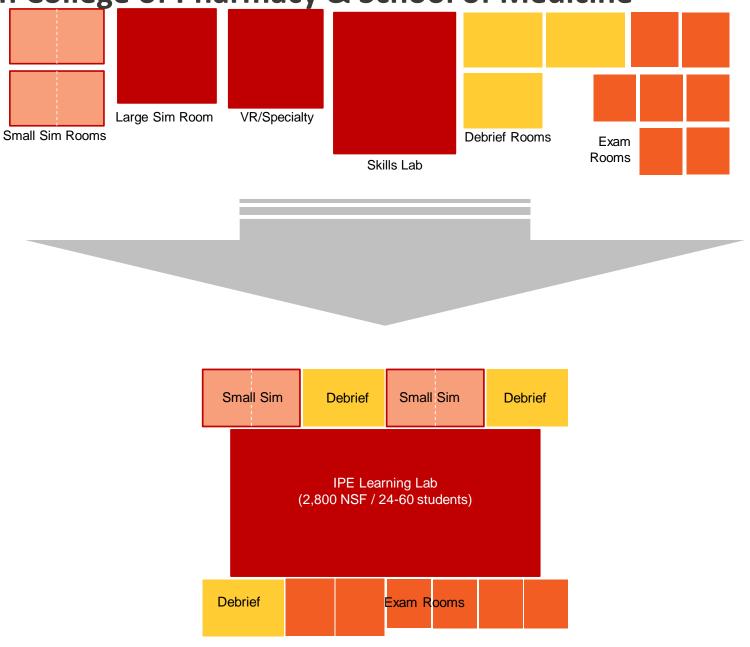
University of Minnesota Duluth College of Pharmacy & School of Medicine

Duluth, Minnesota

Recommended for UMD:

Sim Studio Concept: The simulation studio concept is a developing trend to enhance the flexibility and scalability of immersive learning environments. If the proposed space program can be colocated there are opportunities for enhanced flexibility and economy of space that could result in enhanced outcomes and significant savings.





UNIVERSITY OF ILLINOIS CHICAGO



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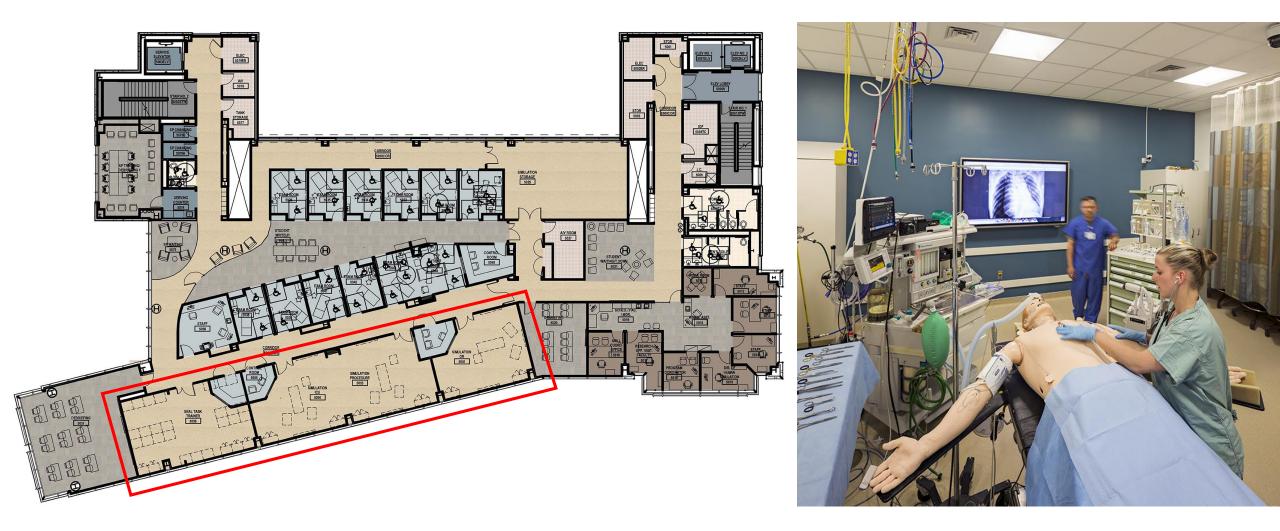








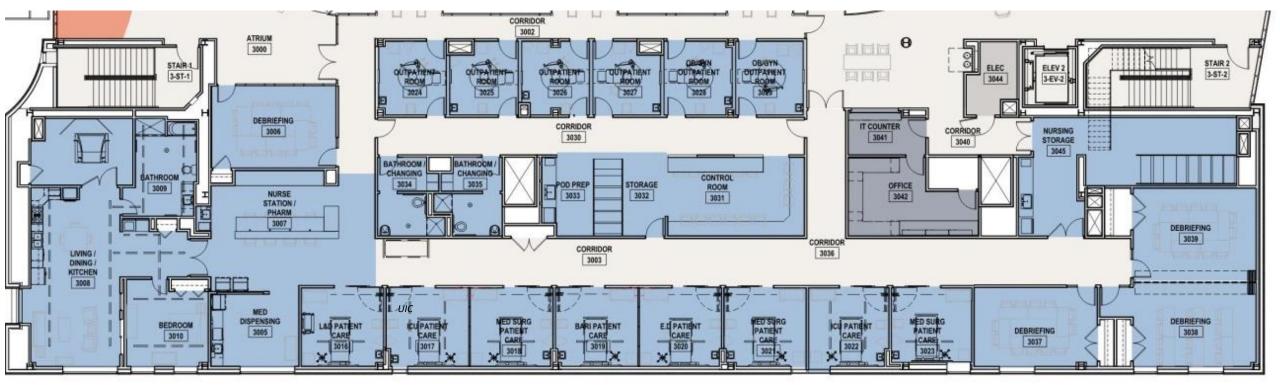
DUKE



ARMSTRONG STATE



SACRED HEART











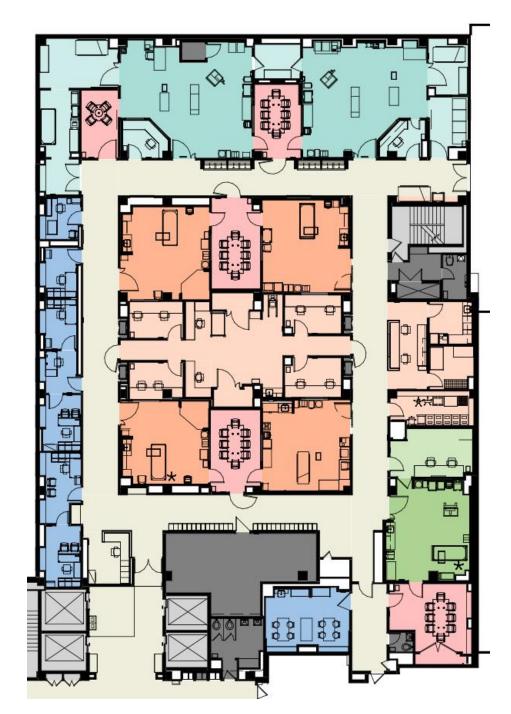
Sacred Heart UNIVERSITY

ST. FRANCIS



JOHNS HOPKINS

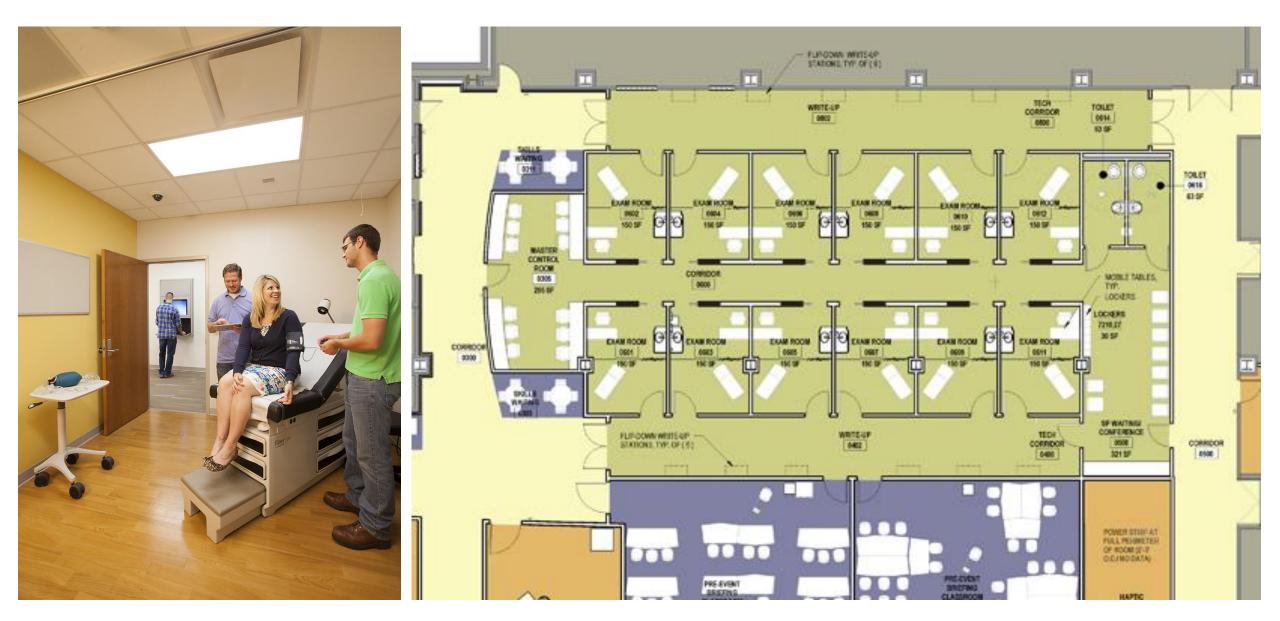








WMU



UT Austin Dell Medical School

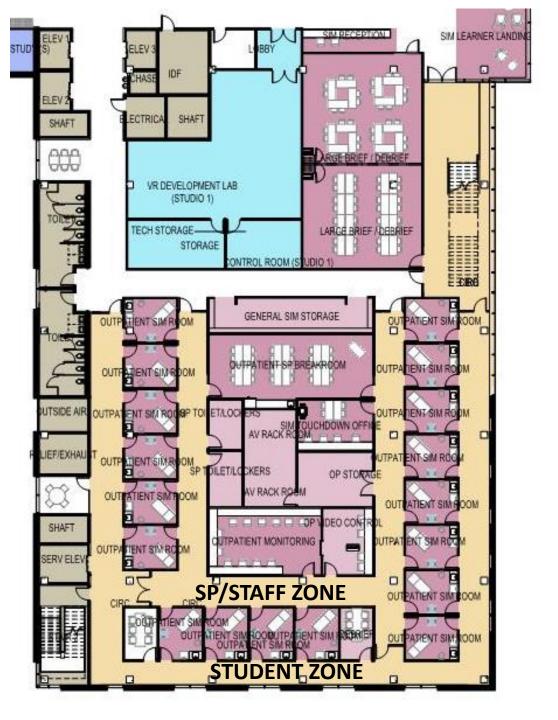






University of Minnesota

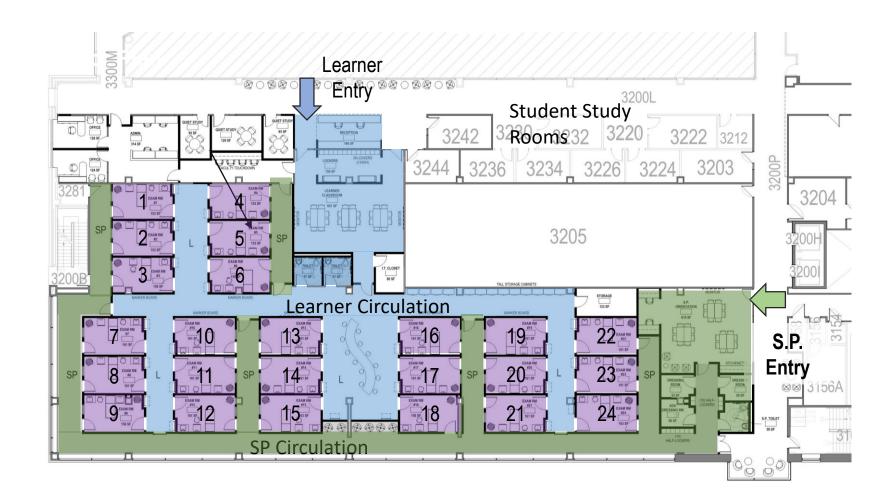




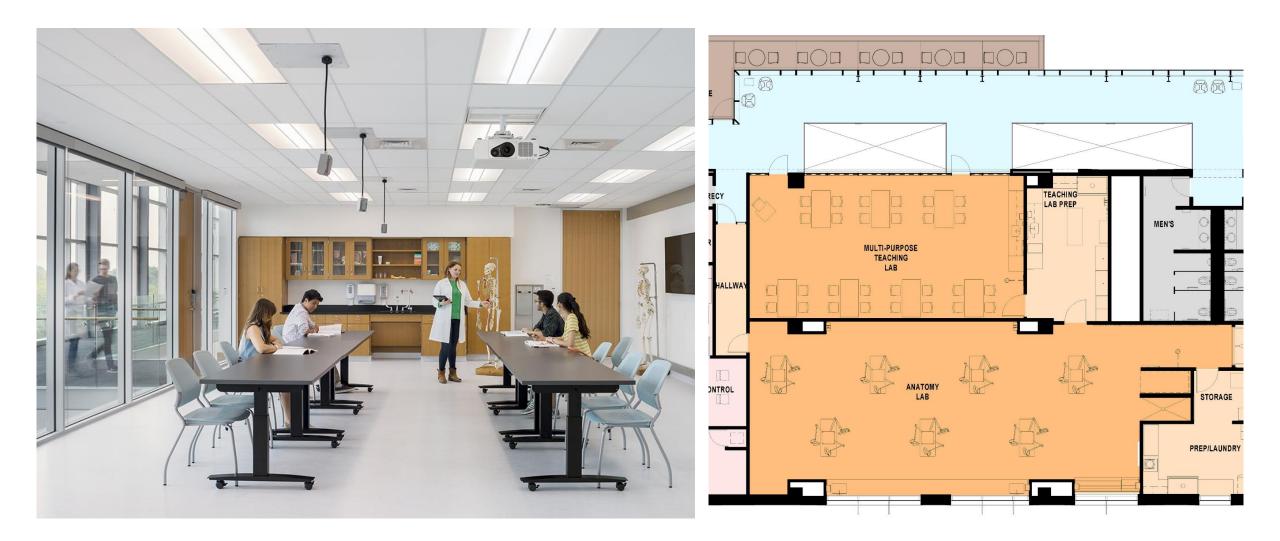
University of Wisconsin







UT Austin Dell Medical School

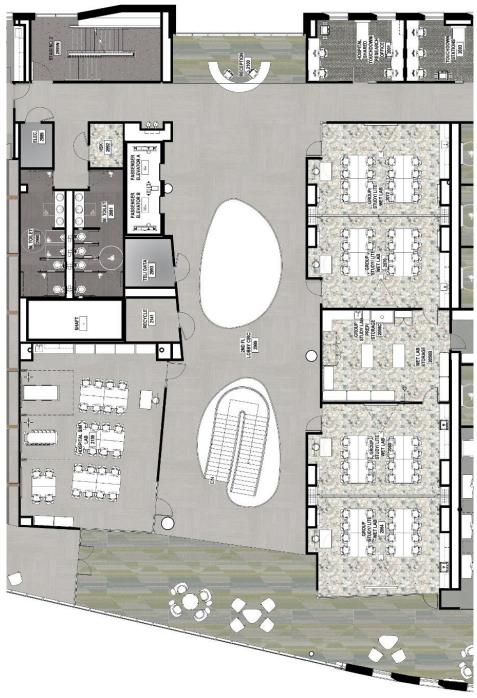


Western Michigan



Indiana University





Sacred Heart





Pharmacy Care Centers

• Demonstration & Skills Lab Space

- Large, flexible area for didactic learning & skills practice
- Consult Space
 - For standardized patient training

• Compounding Space

• Bench space for chemical compounding. At UGA, was combined with consult space

• Hospital Pharmacy

• To familiarize students with the sequence and process of operating in a hospital pharmacy

Observation

 Cameras, microphones, and data collection software allow faculty and students to observe individual performances



Inpatient Simulation

Design depends on the specific needs of the program.

• Immersive Space

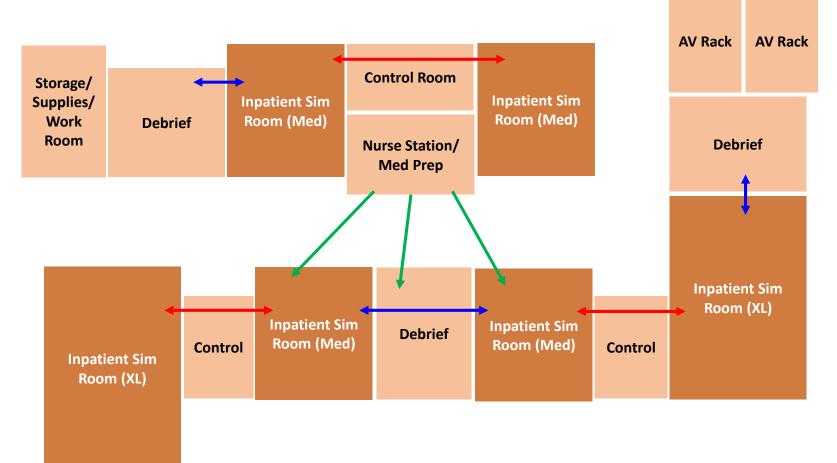
- Medium (250sf) and Large (500sf) Hospital Rooms - can include general medsurg rooms, trauma, ICU, LDR, OR, etc. *Flexibility is key*.
- Some suites call for a nurse station, med prep, linens, alcoves for stretchers and crash carts, anteroom, toilet room, etc.

• Debrief Rooms

- Ideally 1:1 ratio with sim rooms, not usually possible.
- Can be a place for direct observation if adjacencies allow

Staff & Support

- Control Rooms (Centralized vs. Decentralized)
- Storage/Staging/Supply (Target 25% of NSF)
- SP Prep Space including toilet/changing room



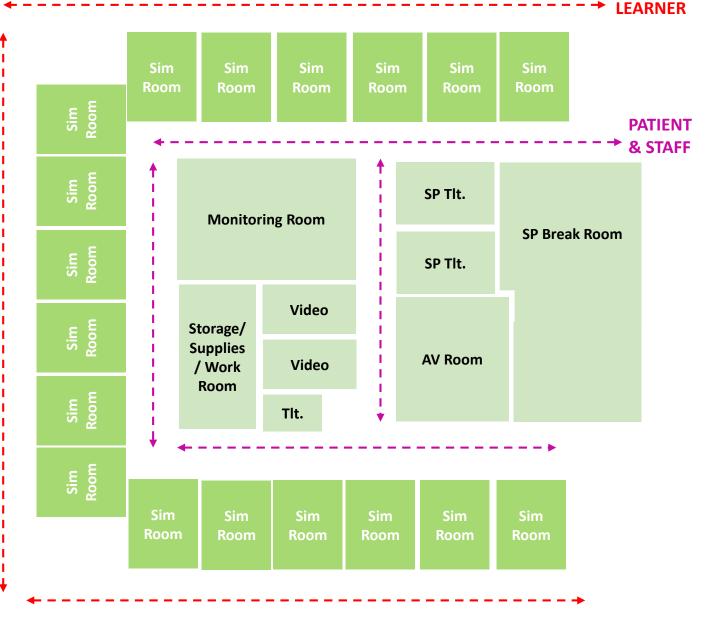
Outpatient Simulation

Exam Rooms

- 130-140 NSF
- Shared or Separate Access
- Write-up station outside each room
- High-stakes vs. Low-stakes

• Staff Support Space

- Faculty Observation/Monitoring
- Control Room
- Storage (target 10% of total NSF of suite)
- Standardized Patient Support Space
 - Orientation/Training Room/Lounge
 - Lockers & Changing, Toilet Rooms



Procedural Skills

- Large flexible wet/dry space
- Skills and Assessment Labs
- Dedicated "Just-In-Time" skills lab, technology trainers
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