



A feasibility study for developing computer simulation to foster interprofessional learning

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Why Inter Professional Working?

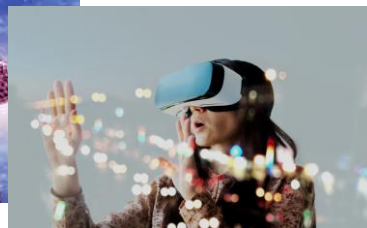
Seamless health and social care services
 Reduce duplication
 Share scarce resources
 Share risks
 3Es: Effectiveness, Efficiency & Economy
 Right support at the right time and place

What are the problems with interprofessional training?

Dyadic teaching
 E-Learning
 Observing/shadowing professionals
 Learning from workplace/placement



A way forward



Why Virtual Simulations Games?

Research Methods

1. Focus group: 10 practitioners and managers from local authorities and NHS partnership trusts;
2. Focus group: nursing and social work students.
3. Visited 4 developers.

Will remember and related with contemporary practise

Definite mileage in this

Desperately needed

Best way of learning



- ### What Practitioners' want from Simulation Games
- It needs to be problem focused.
 - Related with contemporary health and social care matters.
 - Interactive and challenging.
 - Selective and relevant practice focused content.
 - Understand roles and