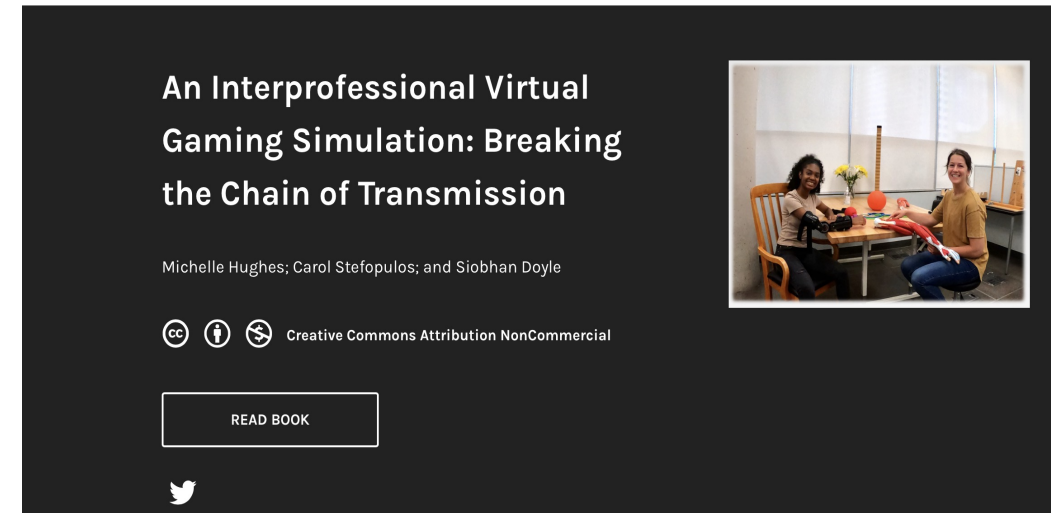


How to Play the Virtual Gaming Simulation (VGS):

- When you click on the VGS link:
<https://ecampusontario.pressbooks.pub/interprofessionalvgs/> It will bring you to the main menu.
- When you scroll down the main page, you will see the Contents of the game.
- Click on Introduction to learn about the the game and how to play.



CONTENTS

HIDE ALL CONTENTS

About the Authors and the Open Educational Resource

Advisory Committee

Acknowledgments

I. An Interprofessional Virtual Gaming Simulation: Breaking the Chain of Transmission

Introduction

Virtual Gaming Simulation

Simulation Summary

Reflective Questions

Test Your Knowledge

II. Interprofessional Healthcare Provider Role Descriptions

III. Additional Resources

After reading the Introduction, click on “Next: Interprofessional Virtual Gaming Simulation” in the lower right corner to bring you to the Interprofessional Virtual Gaming Simulation page.

The Interprofessional Virtual Gaming Simulation: Breaking the Chain of Transmission

The interprofessional virtual gaming simulation (VGS) on breaking the chain of infection is based on a scenario with a team of interprofessional healthcare providers addressing an infection control situation. As you play the game, you will be asked questions based on the scenario and you will need to choose the best action. When you choose correctly, the virtual simulation will continue to play onto the next video and decision point. If you choose the incorrect or not the best answer, you will receive feedback asking you to reflect on the answer you chose. You will be given another chance to select the correct answer.

For the best experience while playing the virtual game, it is recommended that you have access to high-speed internet, and Google Chrome or Firefox as a web browser, to help avoid delays.

Now you're ready to play the Interprofessional Virtual Gaming Simulation: Breaking the Chain of Transmission virtual game!

Click 'Next: Interprofessional Virtual Gaming Simulation' on the bar in the bottom right corner to get to the next page.

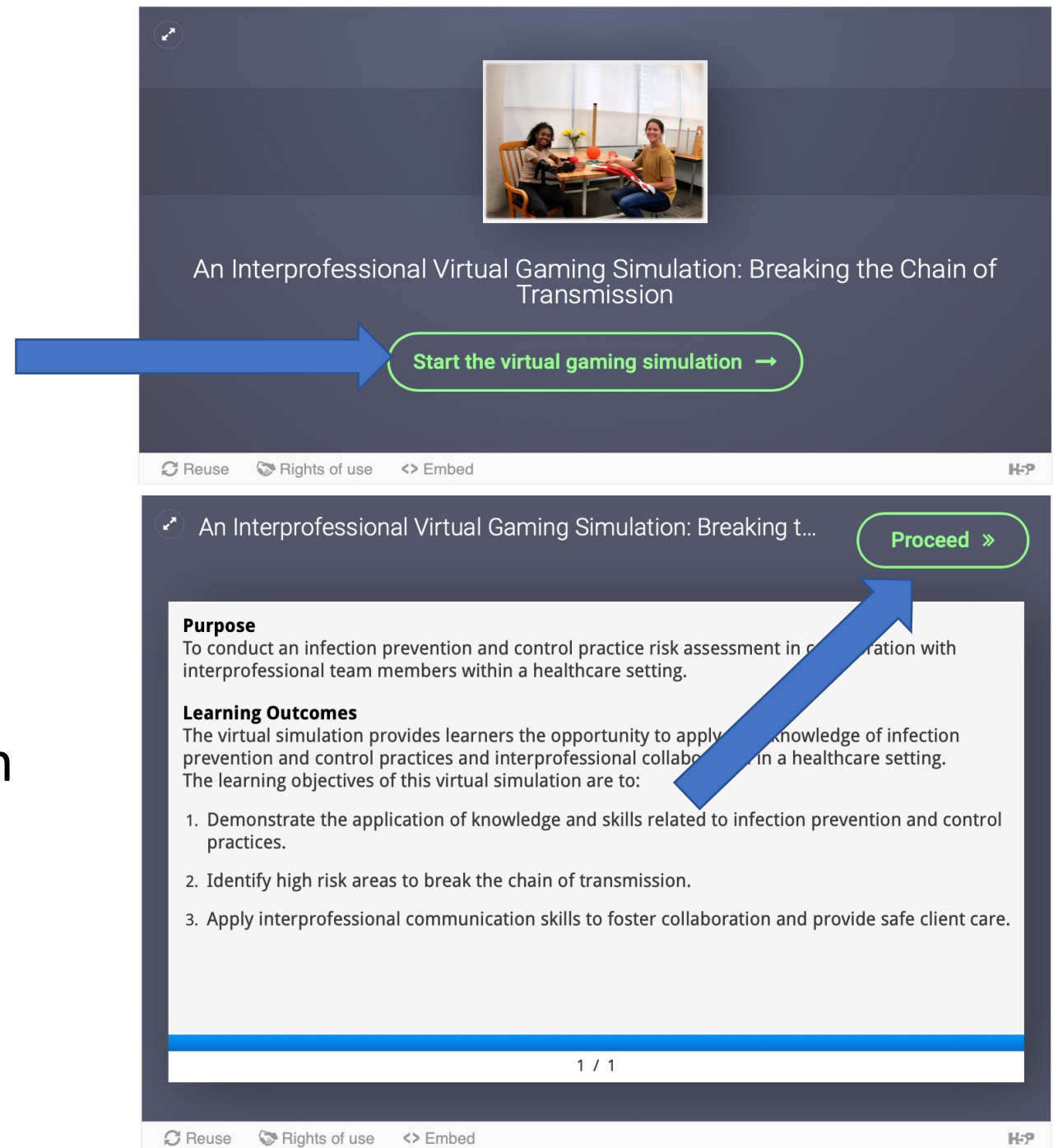
On the 'Interprofessional Virtual Gaming Simulation' page you will have a choice to play the game with or without closed captioning.



Now you are ready to play the virtual gaming simulation!

Once you click “Start the virtual gaming simulation”, it will bring you to the Purpose and Learning Outcomes page.

After you read the Purpose and Learning Outcomes click “Proceed” in the upper right hand corner to bring you to the introduction of the virtual simulation scenario.



The image shows two screenshots of a virtual gaming simulation interface. The top screenshot displays the title "An Interprofessional Virtual Gaming Simulation: Breaking the Chain of Transmission" and a button labeled "Start the virtual gaming simulation →". A blue arrow points from the text "Start the virtual gaming simulation" to this button. The bottom screenshot shows the "Purpose" and "Learning Outcomes" section. The "Purpose" is to conduct an infection prevention and control practice risk assessment in collaboration with interprofessional team members within a healthcare setting. The "Learning Outcomes" state that the virtual simulation provides learners the opportunity to apply knowledge of infection prevention and control practices and interprofessional collaboration in a healthcare setting. The learning objectives are: 1. Demonstrate the application of knowledge and skills related to infection prevention and control practices. 2. Identify high risk areas to break the chain of transmission. 3. Apply interprofessional communication skills to foster collaboration and provide safe client care. A blue arrow points from the text "Proceed" in the upper right hand corner to a button labeled "Proceed »".

An Interprofessional Virtual Gaming Simulation: Breaking the Chain of Transmission

Start the virtual gaming simulation →

Reuse Rights of use Embed

An Interprofessional Virtual Gaming Simulation: Breaking t...

Proceed »

Purpose
To conduct an infection prevention and control practice risk assessment in collaboration with interprofessional team members within a healthcare setting.

Learning Outcomes
The virtual simulation provides learners the opportunity to apply knowledge of infection prevention and control practices and interprofessional collaboration in a healthcare setting. The learning objectives of this virtual simulation are to:

1. Demonstrate the application of knowledge and skills related to infection prevention and control practices.
2. Identify high risk areas to break the chain of transmission.
3. Apply interprofessional communication skills to foster collaboration and provide safe client care.

1 / 1

Reuse Rights of use Embed

The case scenario, explains the role you will be playing and the current situation. Once you finish reading the case scenario, click “Proceed”.

This will bring you to the opening video.

An Interprofessional Virtual Gaming Simulation: Breaking t...

Proceed »

You are Gita Cavell, a registered nurse working on an orthopedic rehabilitation unit.


Today you will be caring for Nina Monture, a 17-year-old female client who was in a motorcycle accident 10 days ago. The accident resulted in a head injury, broken right ribs, and a dislocated right shoulder. Nina had surgery on her right shoulder (rotator cuff). Nina is right hand dominant and is going to occupational therapy for rehabilitation. She needs assistance with activities of daily living (ADLs) and modifying her living environments. She lives in residence and is studying pharmacy while working part-time at a grocery store. Nina has recently been tested for influenza.

You are returning from break and the Occupational Therapist called to asked you to go to the rehabilitation room to talk about an incident that occurred with Nina.

1 / 1

An Interprofessional Virtual Gaming Simulation: Breaking t...

Proceed »



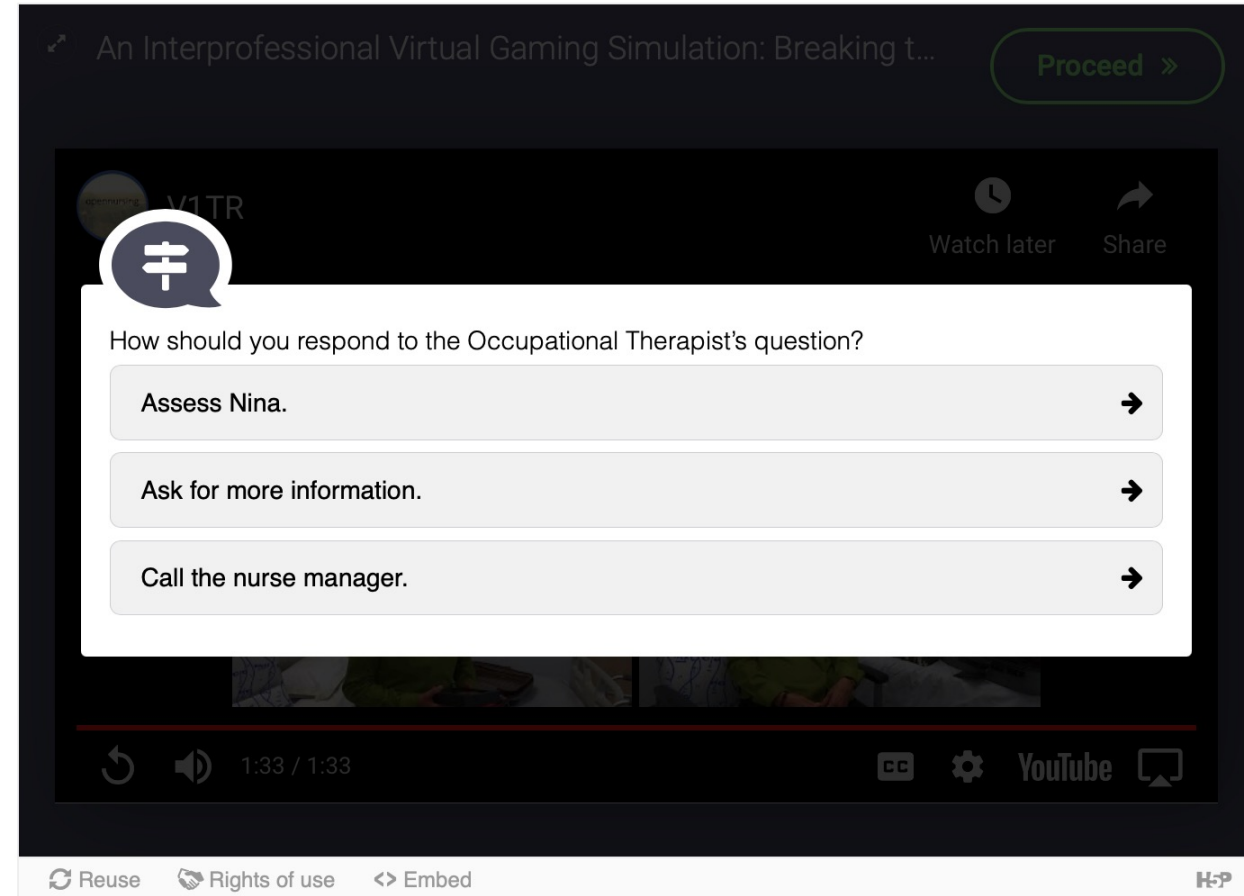
Reuse Rights of use Embed H-P

The image shows a screenshot of a virtual simulation interface. At the top, there is a title bar with a document icon and the text 'An Interprofessional Virtual Gaming Simulation: Breaking t...'. To the right of the title bar is a green button with the text 'Proceed »'. Below the title bar, there is a text area containing a case scenario. The scenario describes the user's role as Gita Cavell, a registered nurse, and the patient's condition as Nina Monture, a 17-year-old female with a motorcycle accident. The scenario details the patient's injuries, surgery, and current needs. At the bottom of the text area, there is a blue bar with the text '1 / 1'. Below the text area, there is a video player showing a woman in a pink shirt standing in a rehabilitation room. The room contains a wheelchair, a table with various items, and a chair. At the bottom of the video player, there is a bar with icons for 'Reuse', 'Rights of use', and 'Embed', and a logo for 'H-P'.

After the video, you will be asked your first question.

If you choose the best action, the video will continue to play on to the next decision point.

If you choose the incorrect or not the best answer, you will receive feedback asking you to reflect on the answer you chose. Then, you will have another chance to select the best action.

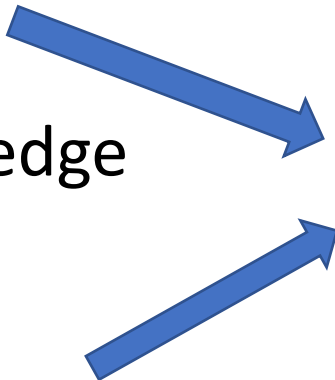


Key Points to Remember

- Remember to keep the VGS confidential, until your peers have had an opportunity to play the game for themselves.
- Remember the characters in the virtual simulation are fictional. The patient's experience is not real.
- Everything about the virtual simulation is fictional.

After you complete the virtual simulation, remember to answer the reflective questions (also known as a self debrief). The self debrief questions will assist you to assess your knowledge and reflect on your areas of strength and areas that require further development.

You can also Test Your Knowledge on infection prevention and control practice, as well as interprofessional collaboration.



CONTENTS	
HIDE ALL CONTENTS	
About the Authors and the Open Educational Resource	
Advisory Committee	
Acknowledgments	
I. An Interprofessional Virtual Gaming Simulation: Breaking the Chain of Transmission	—
Introduction	
Interprofessional Virtual Gaming Simulation	
Simulation Summary	
Reflective Questions	
Test Your Knowledge	

Under II. Interprofessional Healthcare Provider Role Descriptions, you can learn about various roles within healthcare.



Renewal Requirements	
I. An Interprofessional Virtual Gaming Simulation: Breaking the Chain of Transmission	+
II. Interprofessional Healthcare Provider Role Descriptions	-
Interprofessional Communication and Collaboration	
Registered Nurses	
Occupational Therapist, Physiotherapist and Occupational Therapist Assistants and Physiotherapist Assistants	
Environmental Service Workers	
Infection Prevention and Control (IPAC) and Occupational Health workers	
Other Healthcare Provider Roles	
III. Additional Resources	-
Performing a Risk Assessment	
Putting on and Removing PPE	
Additional Precautions	
ISBAR Communication Tool	

Under III. Additional Resources, there is added information about infection prevention and control practices and interprofessional communication.

