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Communicating with Children

Teaching Soft-Skills: Simulations and Models

Simulations and models are tools for assessment of clinical performance in an environment closely resembling reality and imitating real clinical problems, to rate the examinees' performance on clinical problems that are difficult or even impossible to evaluate effectively without harming a real patient.

They permit examinees to make life-threatening errors and provide instant feedback so examinees can correct a mistaken action. Models are mannequins constructed to respond realistically to actions, allowing examinees to reason through a clinical problem without risk to a real patient. Simulation formats have been developed as paper-pencil patient management problems (PMP), computerized versions of PMP called clinical case simulations (CCX), role-playing situations, e.g., using standardized patients (SP), clinical team simulations, anatomical models or mannequins, and combinations of all of the above formats. Virtual reality simulations (VR) use computers sometimes combined with anatomical models to mimic realistic organ and surface images and the touch sensations a physician would expect examining a real patient. Written and computerized simulations have been used to assess clinical reasoning, diagnostic plans and treatment for a variety of clinical disciplines.



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