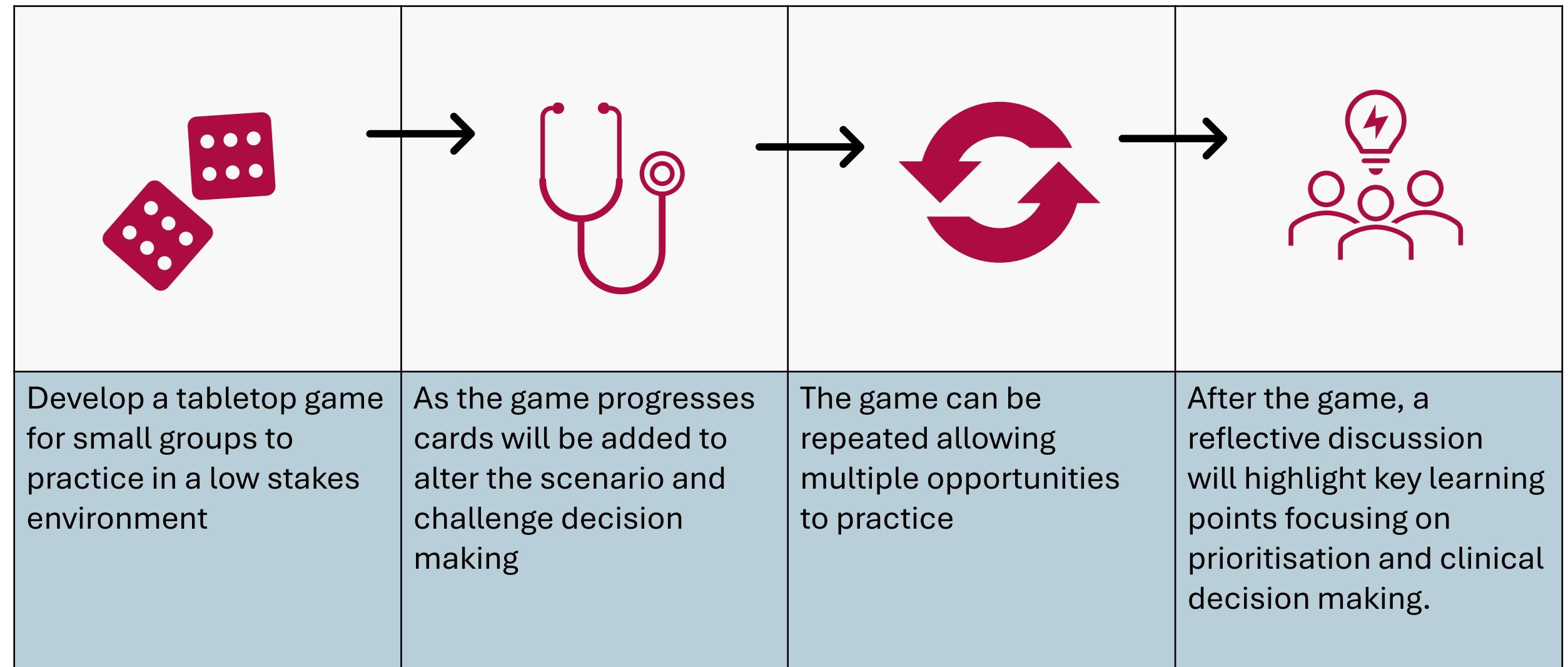


From classroom to on-call: Developing a cost-effective game-based simulation for on-call physiotherapy training

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Introduction

- Final year physiotherapy students often report anxiety as they prepare for on call respiratory working (1).
- Many students report that increased opportunities to practice improves their confidence as they approach on call scenarios (2).
- However, simulation is expensive and therefore its cost limits students' opportunities to practice (3).
- Game based simulation is a cost-effective alternative that has been used in other healthcare professions (4).



Results



Mixed methods questionnaires will be used pre and post the session to assess self-reported confidence and preparedness for on-call working.

White space questions will explore students' perceptions of the session and identify areas for improvement.

Conclusion



This project aims to deliver a cost-effective session offering students the opportunity to practice non-technical skills.



We anticipate this will offer an enjoyable learning experience while increasing students' confidence.

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