

Creation of an Older Adult Patient Holographic Scenario for Primary and Acute Care Nurse Practitioners

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Title

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Introduction: setting, background and identification of needs leading to the initiative

Depression, the most common geropsychiatric disorder, potentially affects over 30% of older adults globally (Zenebe et al., 2021). Many older adults experiencing depression will initially seek primary and acute healthcare services from primary and acute care nurse practitioners (NPs) for physical complaints such as sleep problems, pain, and fatigue (Mitchell et al., 2010).

Simulation-based experiences (SBE) provide opportunities for healthcare students to acquire competence in core practice skills, such as the delivery of mental healthcare to older adults, in a safe environment. However, traditional SBEs employing standardized patients (SPs) are costly and require ongoing training of SPs along with complex coordination of lab activities, space, and workforce resources to deliver these SBEs. An emerging technology in experiential-based education is holograms (Díaz et al., 2023a). Holograms, and related technologies, provide a means of standardizing, reusable SP experiences and have also demonstrated increased engagement and interaction with learners' ability to encourage family-centered care, interaction, and communication (Díaz et al., 2022, 2023b). However, little is known about how to effectively develop and validate scenarios for this cutting-edge modality.

Description of initiative and approach/methods used

Despite modality, the criteria for Healthcare Simulation Standards of Best Practice® for simulation design should be reviewed and addressed (INACSL Standards, Watts, et al., 2021). In this presentation, authors will discuss the need for the scenario, curricular and modality gaps, and reasoning for choosing holographic technology by applying the National League for Nursing (NLN)/Jeffries Theory (Jeffries, 2016, 2022), modified for simulated participants, i.e., SPs (Cowperthwait, 2020). Nuances of simulation design for this innovative modality with attention to shared competencies required in varying NP tracks, as well as key take-aways for design and filming of an SP scenario to be deployed via hologram will be examined. Examples of the scenario will be shown.

Discussion of the impact/outcome, and novelty of the initiative

Holographic technology is an innovative method for delivering SBEs to healthcare students that may be repurposed with future student groups and used across program tracks to ensure consistent instruction on core content and competencies while being resource efficient. However, to be effective, a well-designed scenario must be created, and a detailed implementation plan that addresses potential technological and learner situations arising from the scripted nature of the activity developed ahead of the SBE needs formulated. Limitations with the technology will be discussed.

Keywords

Standardized Patient, Hologram, Simulation, Older Adult, Mental Health; Nurse Practitioner

References/Acknowledgements (Vancouver Citation style)

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No