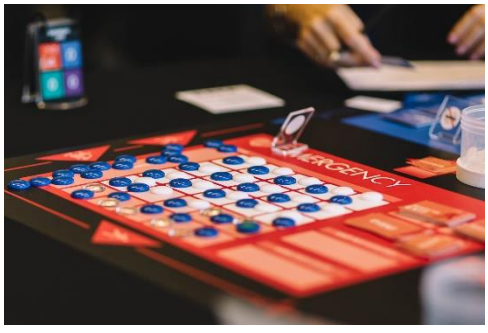
Friday Night at the ER®

From Breakthrough Learning, the latest about our team-learning simulation game May 2020

Adapting to COVID-19

We have heard from many of you about the challenges of using experiential learning tools during quarantine, and commend those of you who have adapted our tool and others for the digital realm. Your students, clients, and colleagues all benefit from your innovation and commitment to meet their learning needs in an entirely new way.



At Breakthrough Learning, we are doing our own part to adapt and offer new choices for remote learning. No, ***Friday Night at the ER*** is not currently online. But we are proud to announce new remote training, a web-based knowledge mapping tool in the works, and a special COVID-19 thread in our Community Forum where you can exchange ideas for using the game during this uncertain time. Be sure to read how Vanderbilt University used the game with Zoom below -- it is so impressive.

To learn about our response to the pandemic and our plans for the future, please read the stories below. We hope you are well.

Now Online: Facilitator Training & Certification

Good news! We now offer online facilitator training and it's **free** for new customers with the purchase any size game kit (one person, for a limited time).

The new training is a blend of online activities and videos, hands-on practice, and one-on-one private consultations with a content expert.

It's entirely on demand so you can train at your own pace from any location. You can learn to lead from the safety of your home and be ready to go when social distancing is over. It's also a great alternative for people who can't travel to one of our traditional face-to-face workshops once they resume. Take a look at training.fridaynightattheer.com.

Vanderbilt Uses Zoom to Lead Game Remotely, Offers Tips for Success

A team of educators at Vanderbilt University Medical School recently used Zoom to run the first-ever remote delivery of ***Friday Night at the ER*** to more than 150 second- and third-year medical students, and considered it to be nearly as effective as playing the game in person.

"I think it went really well, overall," explained Dr. Jennifer Green, Assistant Professor of Internal Medicine and Pediatrics. "The places where we had bumps did not shock me. They happened when we were moving people in and out of breakout rooms in Zoom or due to student connectivity issues, so these were anticipated technology challenges. Visibility of the beads and arrivals board were also obstacles that required attention."

Green and other course directors led the sessions by starting with 20 students in a single Zoom room, then dismissing teams of four students to breakout Zoom

rooms focused on a single game board staged at the university's simulation center, the Center for Experiential Learning and Assessment (CELA). Each team of four students was given an overview of game play by a course director, completing the Friday noon hour. The students then directed a single CELA educator to move game parts for them by using phrases such as "the ER would like three extra staff." After two hours of game play, the teams returned to the large Zoom room for an hour-long debrief led by a course director.

"I really think that the students got 85% of it," Green observed. "There are some nuances they may not have picked up, but this exercise was part of a health systems science course that they have been in since the first year of medical school, so they are already systems minded and have clinical context for the game."

CELA Director Dr. Arna Banerjee, who is also Assistant Dean for Simulation, was central to the successful online pilot, according to Green. Banerjee had never played ***Friday Night at the ER*** prior to the experiment, and not only quickly taught herself how the game works, but masterminded how and when the educators would toggle back and forth between Zoom rooms, how to film and staff the game boards at the sim center, and how to prepare the students in advance by emailing descriptions of their roles and paperwork, as well as instructions for how to ask questions mid-game using the Zoom chat feature or by texting the course directors.

"It was certainly a huge workload," explains Green. "I don't know if this would be worth doing virtually if you were not doing it multiple times because of the ability of the sim center to get facile with learning things like going ahead and flipping over the cards and getting the board prepared for play. But because we had already planned to do it eight times, it made sense to put in the extra costs and time upfront." Student evaluations of the activity were predominantly positive, with many conveying appreciation for the ability to learn systems thinking skills within a virtual environment.

TIPS FOR SUCCESS:

To learn more about the Vanderbilt pilot, pose questions to Green and offer

your own ideas for remote adaptations, join the **COVID-19** conversation in our Community Forum. Simply create an account here and log in (customers only), or if you already have an account, click below to Join the Conversation.

Join the Conversation

Opinion: Use Systems Thinking During Pandemic

Two ***Friday Night at the ER*** customers have written insightful commentaries about the role of systems thinking in our response to the COVID-19 outbreak.

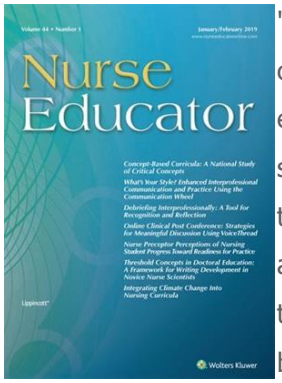
In "Systems Thinking - the new American idea" published in The Hill in April, Jill Sanko writes about the benefits of using systems thinking to solve nation-wide healthcare problems, and advocates for widespread use of the approach to prevent the spread of the virus. Sanko is an Assistant Professor of Nursing and Healthcare at the University of Miami.

In his April blog post, "What a Board Game Reveals about Fighting COVID-19", Shannon Taylor, an Assistant Professor of Management at the University of Central Florida, writes that ***Friday Night at the ER*** imitates the actual challenges healthcare professionals now face, and that to succeed in both the game and the fight against the pandemic, hospitals must collaborate and adopt systems thinking.

Coming Soon: Web-based Knowledge Mapping Tool

Big news! For the second time in our company history, we are developing a new product that we plan to launch later this year. It's a web-based knowledge mapping tool called ***Cauzality***. Similar to ***Friday Night at the ER***, it's a collaborative tool grounded in systems thinking. Using ***Cauzality***, teams can work together to develop a structured knowledge map that enables them to think bigger, deeper and smarter about a common interest or challenge they face. To learn more and sign up for product news, visit Cauzality.com.

New Research: Students Who Play Game Demonstrate Improved Systems Thinking Skills



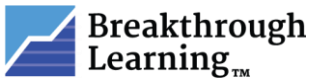
"Building a health care workforce equipped with strong systems thinking skills assists to change the long-held belief that safety is situated within individuals, devices, or single units of an organization to an understanding that safety is found within the system and only when system vulnerabilities are discovered," wrote Sanko and her co-authors.

Read the study:

A Multisite Study Demonstrates Positive Impacts to Systems Thinking Using a Table-top Simulation Experience

the ER.

This study, unlike others limited to nursing students, demonstrates both the ease and impact of using the game in a variety of healthcare curricula, according to the authors.



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