

Simulation Workshop: January 23, 2006

Workshop #5 Evaluation Summary

"Creating Games & Simulations for Learning", January 23, 2006 at Long Beach, CA (just prior to MMVR)

78 participants from the disciplines of medical and nursing education and research and related business groups attended the workshop, including 6 from SUMMIT. 24 participants completed an open-ended evaluation form at the end of the one-day workshop, resulting in a response rate of 33%.

Participants' comments are summarized below:

1. What did you find most valuable about the workshop?

- Eighteen commented specifically about the "great speakers" and "diverse speaker topics", mentioning specifically Joe Henderson, Noah Falstein, Fred Kron, Anders Larson, and Ty Smith
- Eight found "networking" most valuable
- Four liked "the demonstrations of games and virtual reality"
- Four liked "getting a perspective on the state of the art" including "perspective from Industry and Academia"
- Two liked "the simulator update and overview"

Additional comments:

- "Exciting workshop"
- "Exposure to new ideas"
- "Validation of concepts"
- "Good understanding of the field"
- "Surprising insights-different points of view-programmers vs. anthropologists vs. coordinators"

2. What did you find least interesting or unclear?

- Four said "All presenters did a good job" and two said "none"
- Five mentioned the funding session—it was too generic
- Two mentioned that the "deconstruction of a simulator was a bit drawn out"
- Two mentioned "Fred's talk" as either repetitive or too theoretical
- Two noted that the panel should not be "additional talks" but have a "common focus and discussion among members"

Additional comments:

- "Simulation metrics"
- "Wrap up session"
- "Shorrock didn't get to funding issue fast enough"
- "Richard Thompson's talk not helpful"
- "Noah's presentation seemed like rationalizing a game to fit into an education regime"
- "Technical data too specific-would prefer a global view"
- "Too many game details"
- "Community presentations were interesting but cramped to a tight schedule"
- "How to avoid re-inventing work done elsewhere (meetings like this helps)"
- "Just listening for 8 hours"

- "Meeting room not clearly marked"

3. Did you feel actively involved in the workshop?

Positive comments:

- 14 of 24 participants said "Yes!"
- Two said they enjoyed the demos—"as observer and learner"
- Two said they liked the "Q & A" sessions
- "Interesting topics"
- "Opportunity to speak about individual work was great"

Negative comments:

- Six said "No"; they would like more hands on" & "design process examples"
- "Not enough time to interact with participants"
- "Not interactive enough"
- "Not a true workshop-more of a lecture"
- "No, very busy taking notes"

4. What have you learned that you can use in your work?

- Two said "The deficiencies and the state of the art—will use to improve our products"
- Two said "3-D model technology"

Additional comments:

- "Too many to list—excellent ideas & reaffirmed existing ideas"
- "Projects that overlap with mine (in concepts and features)"
- "Saw different interfaces & features that helped launch ideas for my project"
- "Resources available in print or on web"
- "Creating medical games for education"
- "Gaming could work in medicine if integrated correctly"
- "Physiological modeling" and "medical modeling at UCSD"
- "Stealth education"
- "Story design for medical applications"
- "Web links-resources-CD's-games given by speakers"
- "Joe/Noah's feedback on simulators"
- "How to incorporate metrics & simulations in another project"
- "Review of current games was excellent and helpful for future projects"
- "Funding notes will be helpful"
- "Developing opportunities for collaboration"
- "Expanded my horizon/got me excited"
- "Who my company might want to talk with as follow up"
- Learnt lots-mostly ideas on developing nomenclature for developing concepts & how to communicate this for medical games"

5. What follow up questions do you have?

17 indicated that they had no follow up questions.

- "How to develop systems to share sims"
- "How to work together to be a community"
- "How does SUMMIT plan to keep everyone connected for collaboration?"
- "Is there an online forum/bulletin for this community?"
- "What kind of standards are there in medicine and medical games"
- "Is it too early to talk about opm standards for models and simulation for medical applications?"
- "Ask a Hollywood type to address the hypothetical entity of 'Medical' games"
- "Would like more information on 3-D First Response"

- "Need for a 3 column breakdown in medical practice domain: 1) *Do* for real only; 2) *Do* in simulation only; 3) *Do* in simulation environment or real environment, depending on ROI (return on investment)"

6. Suggestions to improve the workshop:

7 indicated that they had no suggestions for improving the workshop.

Positive comments:

Two people said "Great Job"

Two people said they "enjoyed the *community building* idea"

Suggestions were:

- Two suggested we "hand out list of attendees & their affiliations at the start of the day"
- Two said "Have small group breakout sessions topic specific-some hands on simulation"
- Two said "Keep to time schedule"
- "Set up exhibits or demos of technology"
- "Make panels more interactive with audience"
- "Would like the talks to deconstruct design more than they did-'How to' talk"
- "Discuss efforts to share simulations across platforms"
- "Include more technical aspects of creating games"
- "More concrete methods/examples of partnering with industry"
- "More attention to validation processes"
- "Publishing proceedings from the conference in scientific journals"
- "Do workshop at Marina del Rey"
- "\$200 too expensive for workshop"
- "Too long, with not enough breaks"
- "Start a blog/digital discussion"
- "Allow more time for Q&A"
- "How can I get access to 3-D 1st response?"
- "Would like to learn more about some of the projects presented today"
- "Make the community initiatives a poster session"
- "Free for all option to bring posters to view during break"
- "Am interested in future contributions on "practical" guidelines and issues concerning design & development process"
- "Early in the day-put up a slide with a straw man list of needed simulation standards"
- "Workshop should be scheduled parallel with MMVR Friday session-both have similar content & too expensive to attend a whole week"
- "Need for a standard body in the medical field"
- "Have tables angled towards each other"
- "Audio-visual person very helpful"