

"Using Simulation-Based Learning to Improve Clinical Decision-Making Skills in Physician Assistant Students During Didactic Training"

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The project involved use of a software program, iHuman, which simulates a patient encounter with a very high level of detail to enhance student learning and confidence in clinical decision making. The program



We will almost certainly adopt patient simulation software in the near future. The grant helped me "try it", quite literally. I will be better able to identify desired product features, novel classroom applications including group work, individual work, pre- and post- lecture work, and use of the software for testing.

Although this group of students did report the cases completed in this project would help to decrease their stress over OSCEs, the potential of such a tool to achieve that aim does exist and could likely be enhanced with the modifications I would apply.