

DEBRIEFING & FEEDBACK AFTER HEADSSSSS PSYCHOSOCIAL ASSESSMENT WITH ADOLESCENT AGED SIMULATED PATIENTS & UNDERGRADUATE MEDICAL STUDENTS: 5 YEARS' EXPERIENCES AT NDUM

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ABSTRACT

A simulation based learning activity consisting of engaging adolescent aged simulated patients and undergraduate medical students using HEADSSSSS psychosocial framework had been done since its inception in 2013 till presently, 2018 at National Defence University Malaysia (NDUM). The aim of this paper is to highlight (1) the Debriefing & feedback done (2) the important role of debriefing in the field of simulation-based learning, and highlights from some literature reviews.(3) to make recommendations for future 5 years. The Debriefing (including the feedback) had been done by means of (1) a written feedback using three sets of Questionnaire given to the students, the simulated patients and the Facilitators (Faculty) involved in the first year, together with Prof SSA. (2) face to face verbal debriefing and feedback after the activity in a separate room. The Facilitator (Prof SSA) led the debriefing by stating the set objectives of the activity then guided the feedback from each of the pair {the simulated patient and the student, who had acted as the doctor} on what had been done and what had been not done by the other one and vice versa and the ranking on a scale of 10, made by each on the other. At the end of each feedback and debriefings, the gathered information had been summarized by the Facilitator Prof SSA who had then highlighted, the lessons learned and what should be done at next learning activity session. In conclusion, a sharing of experiences on debriefing which is the "heart and soul" of the simulation experience, over a 5-year period had been made; It is recommended for significant & relevant modifications to be done, starting from getting a new cohort of suitable adolescent aged simulated patients since the presently used group had "grown up" over the 5 years period and the whole program should be modified accordingly for the next future 5 years.

Keywords: Simulation based learning, adolescents, HEADSSSSSS, Debriefing & Feedback, undergraduate medical students.