

## **NEXUS Summit: Lightning Talk Submission Details**

### **Title of Abstract:**

- Leading Change: Development of a Screen-Based Interprofessional Change Management Simulation for Health Professionals

### **Authors:**

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- **Lightning Talk description**

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- The purpose of this presentation is to share an innovative modifiable educational method developed for interprofessional learning applicable to healthcare students and healthcare professionals alike. This method of education incorporates simulation and technology and can be used for both live and synchronous distance accessible education.

To address an identified learning need while also incorporating interprofessional education for healthcare students an educational platform was developed to assist learners to understand how to implement successful change in a complex healthcare environment. Our interprofessional team built a screen-based change management simulation to engage a collaborative, multidisciplinary team using available interactive software. The simulation's framework employed a behavioral health case study within a hospital emergency department and incorporated a modified version of Kotter's model of change to inform student decision-making.

This initiative focuses on interprofessional collaboration and components of the quadruple aim and can be applied to multiple healthcare professions in academic and professional arenas. Learners work together as a team to interview and select a strategic healthcare-affiliated interprofessional change team. Students then determine best use of allotted expenditures and develop a timeline to accomplish change to meet the needs of a vulnerable population requiring improvement in the quality and safety of care provided in the hospital environment.

It is essential that healthcare professionals in training understand and appreciate multiple professional roles crucial to patient care delivery in a healthcare system. Synergistic interprofessional teamwork is necessary to achieve quality patient outcomes. Introducing students of healthcare disciplines to interprofessional team-building activities is important to foster and prepare them to work seamlessly together in the future.

The use of this simulation reduces passive learning, cultivates problem-solving skills, establishes a novel method of active learning, and has an impact on educational efforts for student learners as well as practicing providers positively influencing future healthcare.

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- **Lightning Talk summary sentence (50 words max for marketing materials)**

This presentation describes development of a screen-based change management simulation designed to create a "real-world" experience to teach interprofessional students how to successfully lead change initiatives. This experience enables learners to internalize skills necessary to successfully lead change, optimizing interprofessional stakeholder buy-in to minimize resistance to change initiatives.