Role Play 2.0

* Why do people not enjoy role plays? ANXIETY PROVOKING
  + Creating an interactive learning activity that minimizes anxiety

How do I increase likelihood of success?

* Create a realistic scenario that follows your teaching
* Have a fair way to select participants if nobody volunteers
* Have a clear time limit (10 minutes for the encounter)
* Empower the most vulnerable role (physician) to select…
  + Type of patient encounter – established v. establishing care patient, follow-up v. acute care appointment
  + 5 minutes of the encounter to use (beginning, middle, end)
  + Life lines
    - Phone a friend
    - Poll the audience
    - Ask an expert
    - Ask the patient
  + Rewind, fast forward, pause options
* Set clear expectations for the other roles (patient, audience members)
  + Patient – you will provide feedback to the provider about how you are feeling in the encounter
  + Audience members – what dynamics are you observing? What is the provider doing skillfully?
* Pause exercise to solicit feedback
  + How does the provider feel it is going?
  + How does the patient feel it is going?
  + What is the provider doing skillfully?
* Provider choice – use a life line or proceed?
* Two more minutes then final feedback – (1) provider, (2) patient, (3) audience members
* Questions/thoughts for the behavioral science educator/physician