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