

Glossary of Terms

Ad Hoc Session

By scheduling an ad hoc session, an evaluator can submit a checklist without attaching that evaluation to a defined, scheduled session.

Assessment

An assessment is a type of evaluation. It is used to evaluate a learner or an SP's performance during an encounter. Evaluation Assessments are comprised of checklist items including study documents, computer exercises, a questionnaire, and SOAP Notes.

Two types of assessments are regular Performance Assessments and Team Performance Assessments. A regular Performance Assessment is completed after a learner interacts with an SP during an OSCE session. A Team Performance Assessment is completed after a learner, working with a team of role-playing individuals, completes a simulation session.

Authentication Methods

These are, collectively, a means of confirming users of the SIMULATIONiQ Enterprise application. Common authentication methods include EMS Authentication, Active Directory Authentication, Novell eDirectory, and Single Sign-On.

Blueprint

This defines the number of rooms and the number of encounters in the session. It also helps define the logical order in which students will enter a given room.

Bookmark

Bookmarks are notations within a recorded video that can be labeled and assigned for easy location and viewing at a later time. They allow instructors to quickly move to particular video segments. Standardized bookmarks allow researchers to search and sort over time, analyze trends, and maximize learning objectives.

Bread Crumbs

This is the term for the path that displays in the upper left corner of both the help topic pages and the SIMULATIONiQ Enterprise application. Click a link in the Bread Crumb path to return to a previous screen.

Calibrated

When a case status is marked "complete" it automatically is also marked as "calibrated," meaning that responses may be collected and scores may be applied.

Case

This is a collection of information to be used in student training and assessment. It includes Standardized Patient (SP) training materials, an SP checklist, Pre and Post Encounter student questionnaires, a student survey, student self-assessment and SP performance assessment. The case creation area defines the time allowed for the encounter and post encounter.

A case features interaction where a student meets with an SP, an individual who responds to the student's inquiries based on a predetermined script. The student is evaluated based on how well he/she diagnoses the patient based on symptom assessment and following the SOAP Note protocol (for Subjective Objective Assessment and Plan).

Case Collection

This is a filter (or bucket) for organizing and scheduling cases to a Detailed Session. A Case Collection can have any number of cases and a case may be present in more than one collection. You will select a single case collection when building your session.

Category

This is a means of designating the SP Checklist items in the Case (this can include pre and post-encounter categories).

Category Group

This is a combination of categories (e.g., neuro-physical exam items and patient counseling evaluation items may be combined for a single session into "Psych exam" Category Group).

Checklist

This is a collection of questions associated with a case; questions can either be generated for that case only or added to the checklist from another case. Checklist items are entered and stored according to Category.

Choice Group

This is a group of multiple choice responses to be used for student post-encounter exercises and also the SP/Evaluator checklist.

Clinical Competency Computer Exercise

The CCCE is one of the student post encounter options and is designed to encourage the student to submit findings, contemplate a hypothesis, order and evaluate lab results and finally, determine a diagnosis and treatment plan. This is presented to the student as a six-step exercise.

EHR

This is an acronym for Electronic Health Record (also referred to as Electronic Medical Record).

Encounter

An encounter is that period of time where the learner meets with the SP (or simulator). (Often 15 minutes) In the Case Detail area, the Encounter Time refers to the amount of time that the student has to meet with the SP, or the amount of time that the camera will record when using the integrated Digital AV system.

When creating a blueprint or Instant Session, an encounter refers to the number of times the case will be played in that exam room.

Evaluation

A learner or SP's performance during an encounter is assessed through the evaluation process. An evaluation consists of a questionnaire and can include other supporting documents. A link to the evaluation to be completed will appear on the evaluator's dashboard when they log into the SIMULATIONiQ Enterprise system.

Evaluation Checklist

This is a questionnaire created within a case or scenario to be used in evaluating a student or team.

Evaluator

This designates a group of permissions that must be designated to an individual in order for that person to act as a case evaluator. The SP or Educator must have Evaluator permissions in the Settings > User Management > User List > Permissions area of SIMULATIONiQ Enterprise to be assigned as an evaluator. The evaluator is assigned to the case or scenario when scheduling the event in Session Calendar > Session > Session Evaluators.

Item

A checklist item is, collectively, all of the attributes of a question from a checklist, including category, grading type, and weight.

Item Category

This defines the type of responses (Yes/No, Likert Scale of 1 to 5, etc.) and the grading type that will be used.

Items Library

This is a database of commonly used checklist items. Items with or without instructions to the SP may be entered directly into the library once and then associated with any case at any time.

OSCE

This stands for Objective Structured Clinical Examination, depicting activity that occurs during an SP encounter.

SOAP

This stands for Subjective Objective Assessment and Plan. Working with SOAP Notes is part of typical post-encounter activity for a learner after patient interaction.

Scenario

In this type of an encounter, a student interacts with a manikin programmed to portray various symptoms. There may be other actors in this type of an encounter requiring student interaction and rapid assessment and management of the medical environment to facilitate the desired patient outcome.

Search Results Grid

This displays the content generated from a field-based search within SIMULATIONiQ Enterprise. Search capability and search results grids appear throughout the application.

Session

This is an exercise for student practice or assessment involving an encounter with an SP or a simulator.

SP

This stands for Standardized Patient, an actor who may be presenting symptoms while participating in a student assessment of a case.
