

Training of Soft Skills for Surgical Teams using an immersive Serious Game

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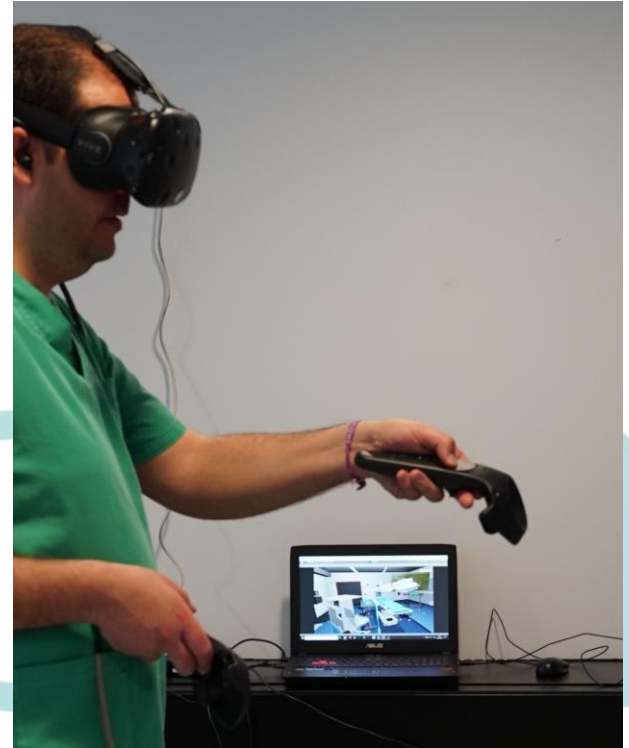
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Introduction



Introduction



Methods

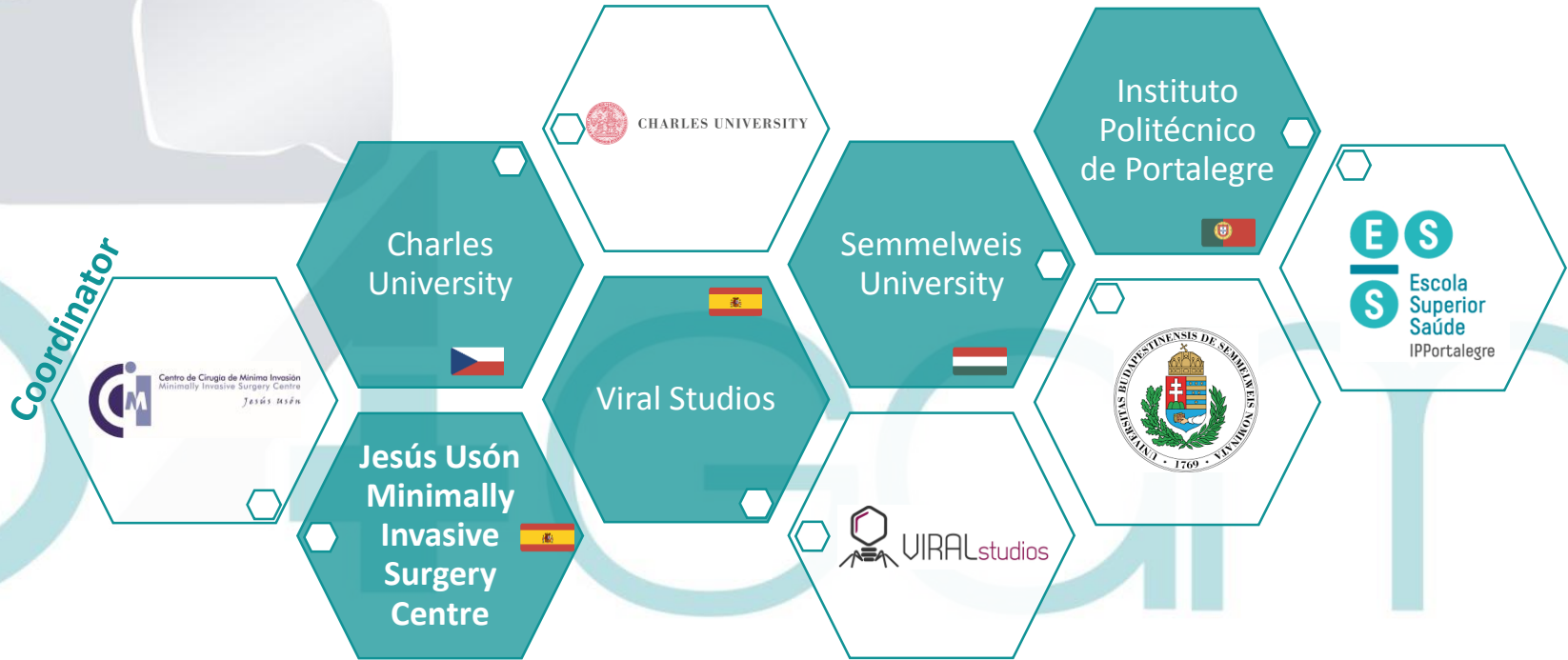
AIM

provide health professionals with an innovative approach to acquire and develop soft skills to foster their professional development

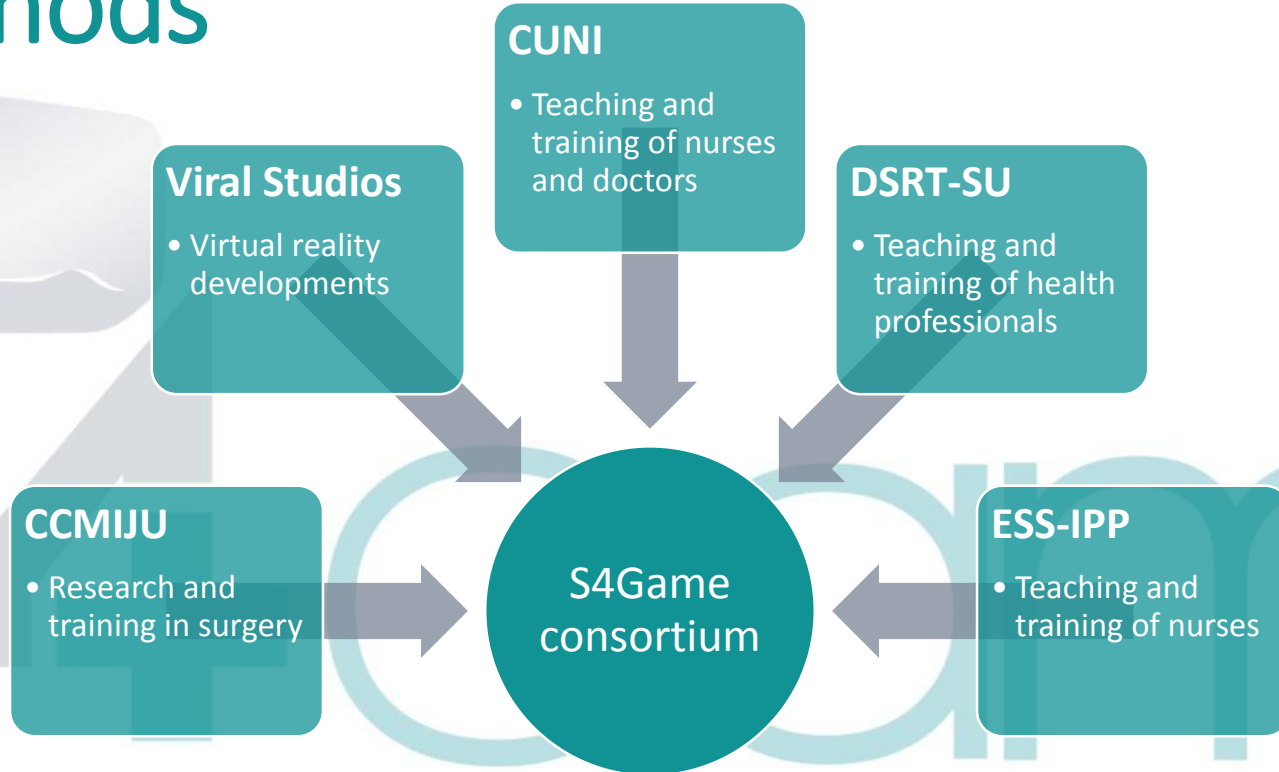
- Erasmus+ project – KA202 Strategic partnership
 - Through the Spanish National Agency: SEPIE
- Running for 24 months



Methods



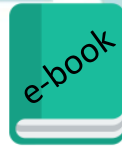
Methods



Expected Results

Handbook of soft skills training using VR and SG for surgical teams in the OR

- Part 1. Methodological Guidelines
 - Learning objectives and competencies
 - Assessment criteria and rubrics
 - Recognition and validation of outcomes
 - etc
- Part 2. Practical cases



S4Game

- Including
 - Basic concepts of soft skills for surgical teams
 - User manual and demos



Current Status

- Handbook under development
- Event in Czech Republic to present the handbook
 - December 2019: JOIN US!!
- First version of the S4Game under testing and improvement



For further information



<https://s4game.eu/>



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@S4Game1



@sforgameproject





Thanks for your attention

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