Using Blended Learning, Incorporating eLearning, Gaming, 3D Augmented Reality and Live Simulation to Improve Patient Care before you Care for Patients

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Abstract

Creative, interactive technologies are valuable tools that engage the learner, faculty, and instructional designers adding value to the learning experience. The venue for learning continues to grow with the addition of many technologies, being able to blend these technologies to motivate, inspire, streamline and enforce evidenced based practice is the goal. MedStar Health, a 28,000 employee organization, brought all content of healthcare providers under one platform, SiTELMS. Through SiTELMS, knowledge is shared and validated through many innovative assessment modalities. Blended learning has contributed to the value of the learning experience for these healthcare providers.