



Introductions /Orientation

- Flow
- Interactions
- Objectives

Roles (*)

- Learners/Confederates/Facilitator

REALISM/FIDELITY(*)

- Content
- Clinical representation
- Environment
- Equipment/Supplies
- Timing

Instructional Design

- Timing(*)**
- Sequence
- Realism
- Resources

Simulator(*)

- Simulator Selection
- Simulator programming
- Other simulator issues

Facilitation / Debriefing

- Confederates
- Start/Stop
- Scripts

Learners

- Number of participants
- Learner Level
- Learner engagement
- Environment

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