SimTiki Scenario Design

α-test Check List

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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NOTES