

Vážený studenti a kolegové, dovolujeme si Vás pozvat na přednášku:

## ***„Bio-Engineering and Clinical Simulation“***

Clinical simulation is a tool and technique most typically used by educators to train doctors and nurses in realistic and controlled environments. The goal of this use is to create high performance for learners. Theoretically, this learning creates improvement in patient care by reinforcing important and useful behaviors. This is Clinical Simulation 1.0. The creation of very realistic but contrived environments for simulation 1.0 and the use of video and other behavioral marking tools has given rise to Clinical Simulation 2.0. Simulation 2.0 produces change in providers through systems analysis. Simulation devices are brought into clinical spaces to test man-machine interfaces and systems of care. Simulation 2.0 improves system resiliency. Simulation 3.0 is the next generation of improvement through the deliberate engineering of new devices and new protocols which are designed through focused evaluation with real clinicians in simulated environments. The intersection of clinicians and engineers within a controlled simulation environment enhanced by rigorous and objective assessments permits rapid ideation, iteration, translation, and commercialization.

**Dr. John A. Vozenilek**

*Chief Medical Officer, Jump Trading Simulation & Education Center, Illinois*

**22. 4. 2015, 15:15 – 16:30 hod**

**SD 2.99, Technická 12, Brno**

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