

Experiential teaching for the Intensive Care Unit

Using the AEBCD approach in practice

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What has already been tried?



NIHR Research for Patient Benefit

- ▶ Two and a half year feasibility study
- ▶ Reliable measure of delirium
- ▶ Reliable measure of sleep
- ▶ Proof of concept intervention to reduce noise levels



Accelerated Experience-Based Co-Design¹ to reduce noise levels in the ICU

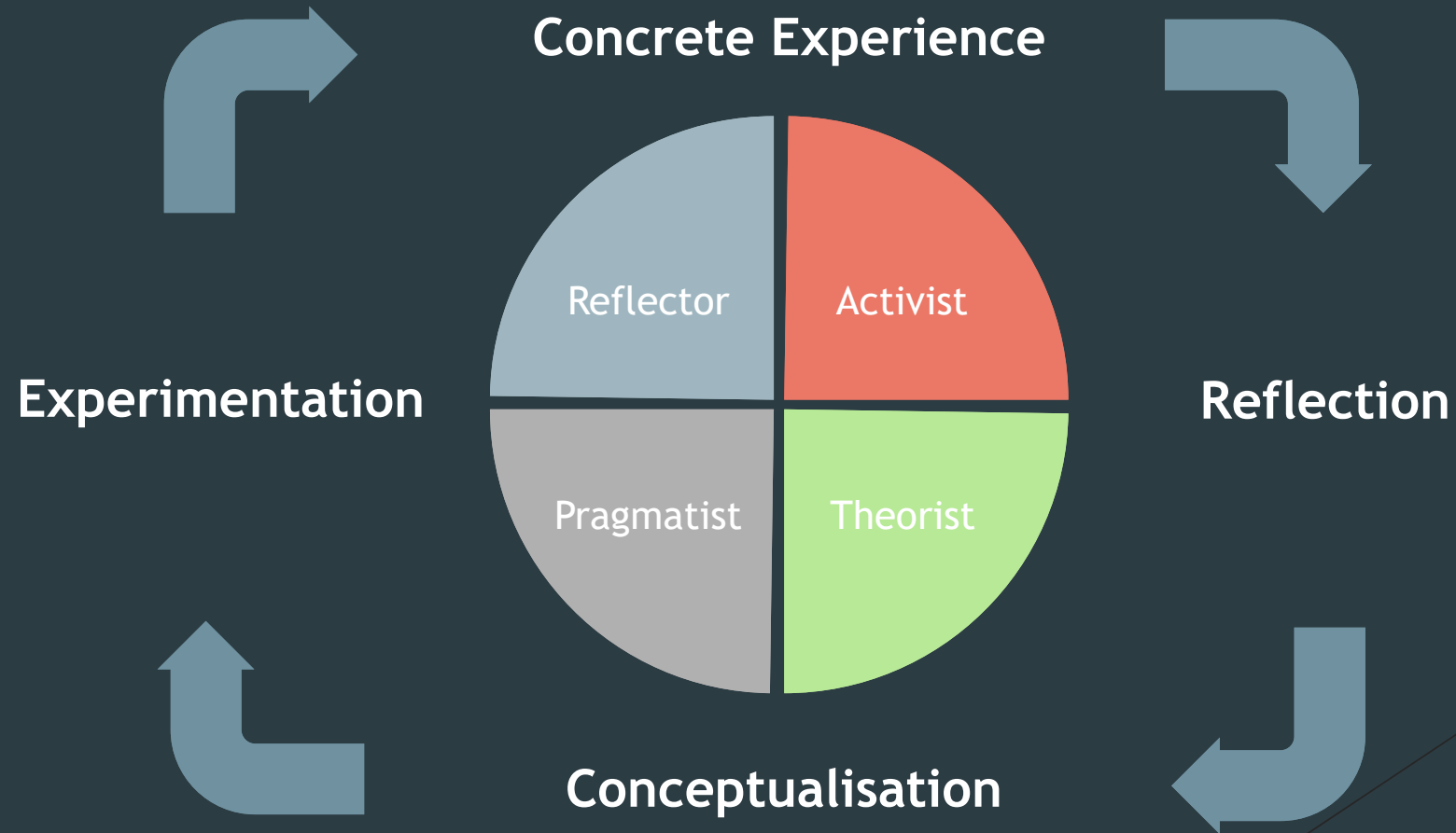
- ▶ Local patient forum members
- ▶ Staff from ICU
- ▶ Members of the research team
- ▶ Created ‘trigger film’ from patient interviews & staff focus group
- ▶ Additional information
 - ▶ sleep investigations
 - ▶ sound level measures
 - ▶ observations



The patient experience



Learning theories



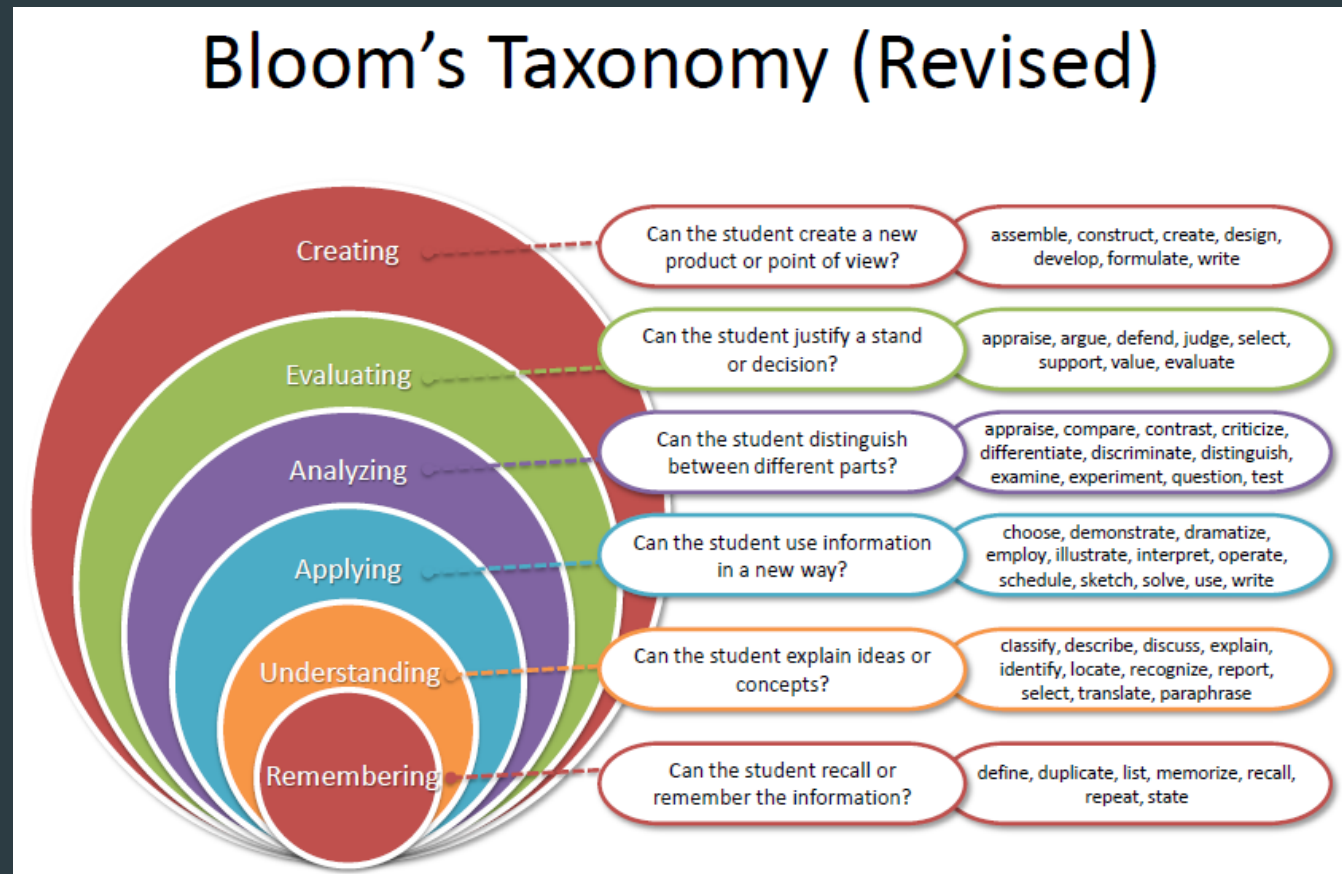
1: Kolb et al in Theories of Group Process, Wiley, 1975

2: Honey & Mumford et al, Using your learning styles, Honey, 1986

Content areas

- ▶ Noise levels in the ICU
- ▶ Patient sleep in the ICU
- ▶ Effects of poor sleep in the ICU
- ▶ Sources of noise in the ICU
- ▶ The patient experience of intensive care

Development of resources



1: Krathwohl, A Revision of Bloom's Taxonomy, Theory into Practice; 2002 41(4); 212-18

Experiential learning

- ▶ 3 minute experience
 - ▶ Simulated sound
 - ▶ Simulated poor vision
 - ▶ Live activities
 - ▶ Blood pressure
 - ▶ Drawers/doors
 - ▶ Apron rollers
 - ▶ Bins
 - ▶ Trolleys

E-learning module : examples

- ▶ Information
- ▶ Self-assessment questions
- ▶ Answers provide feedback

Sleep in ICU- fragmented and light

Table 1 normal sleep staging and length for a 60 year old. Data collected from (Altevogt and Colten 2006, Geyer, Talathi et al. 2009, Elliott, McKinley et al. 2011)

			Description	Percentage of sleep time in healthy 60 year old	Changes in ICU patients
↓	Non REM	Stage 1	Very light sleep, easy to disrupt with noise	5%	In ICU these stages predominate more than usual. The patient's sleep is fragmented and they are frequently awoken.
		Stage 2	Slightly deeper sleep, more difficult to disrupt patient. Thought to be important in memory consolidation.	55%	
		Stage 3	The deepest stages of sleep. Most difficult to wake people.	20%	
		Stage 4			
REM	Rapid eye movement sleep	Loss of muscle tone and reflexes occur. This stage gets longer as night goes on. Most associated with dreaming (the paralysis is important so dreams are not enacted). Also thought to be important for memory consolidation.	20%	Decreased or absent	

7. Compared to a healthy 60 year old man, a patient in the intensive care unit will experience: (select all that are true)

- Sleep predominated by Non-REM stages 1 and 2
- Sleep predominated by Non-REM stages 3 and 4
- Prolonged REM sleep
- More fragmented sleep
- No change in sleep pattern

Compared to a healthy 60 year old man, a patient in the intensive care unit will experience:

- **TRUE** Intensive care patients' sleep cycles rarely progress beyond stage 2.
- **FALSE** Intensive care patients' sleep cycles do not include much time in Non-REM stages 3 and 4.
- **FALSE** Intensive care patients' sleep cycles have very short REM stages.
- **TRUE** Patients in the intensive care unit will experience highly fragmented sleep with frequent awakenings throughout the night.
- **FALSE** The sleep pattern of a patient in the intensive care unit will be very different from that of a healthy 60 year old man.

Training package

- ▶ Variety of teaching methods¹
 - ▶ Graphs
 - ▶ Video
 - ▶ Transcripts
 - ▶ Journal paper
 - ▶ Experiential session




1: Fleming, VARK: a guide to learning styles, www.vark-learn.com

Assessment



- ▶ Assessment tool post training
 - ▶ Conducted online
 - ▶ MCQ format
 - ▶ Designed to test knowledge & attitude


- ▶ Course evaluation

- ▶ Certificates of completion issued for participant portfolios





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After the immersive experience please complete the following questions. They are designed to promote critical reflection of the experience and your practice. We would like this experience to be useful and relevant; your feedback on improvements is greatly appreciated.

1. Interviews were conducted with patients after their stay in the intensive care unit (ICU). The following words were frequently used to describe their experience. Please circle any words which come to mind after your completion of the immersive experience.

Worrying	Watched	Confused
Intensive	Frustrated	Excellent
Difficult	Poorly	Uncomfortable
Concerning	Pressured	Scarred
Manageable	Brilliant	Trusting
Hopeful	Rested	Exhausted
Awareness	Sick	Distressed
Emotional	Drained	Terrified
Upsetting	Stronger	Stupid
Shocking	Attacked	Mad
Frightening	Enjoyable	Settled
Worse	Horrible	Determined
Awful	Angry	Relaxed
Tired	Reassured	Scared
Weak	Fortunate	Alone
Amazed	Silly	Perspective
Small	Encouraged	Afraid
Stressed	Surprised	

2. Please record any other words which describe your feelings about the immersive experience:

4. Please tick one response to the following questions:

	Strongly agree	Agree	Neutral	Disagree	Strongly disagree
I feel I will change my practice after undergoing the immersive experience	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I found the immersive experience useful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I feel that the immersive experience recreated the patient experience well	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I feel that patients in ICU undergo significant stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Staff in ICU can do more to create a less stressful environment for patients	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5. If you feel you will change your practice after completing this experience, please write how:

6. Please write here any suggestions you have for improving this experience:

Results

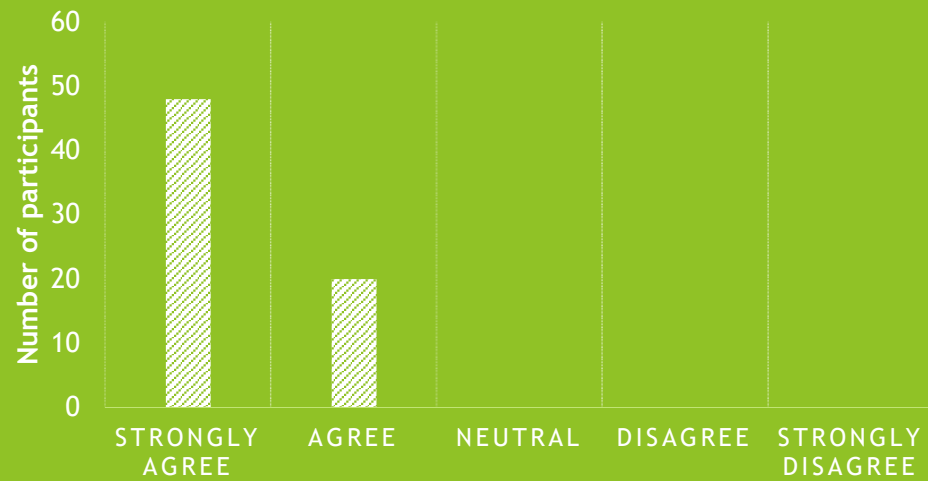
- ▶ Trained 68 members of staff
 - ▶ 57 nurses
 - ▶ 6 physiotherapists
 - ▶ 5 doctors

Immersive experience: words that resonate

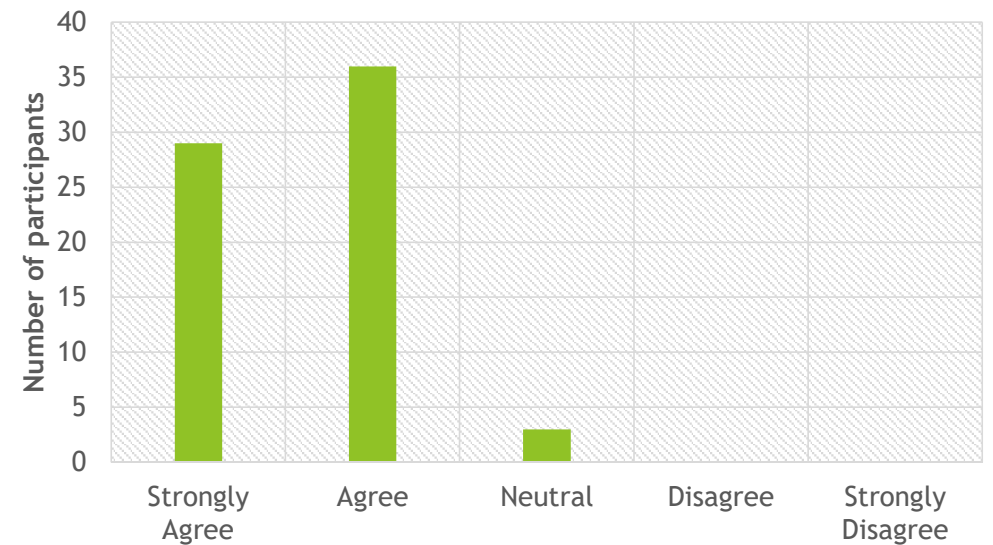
- ▶ Uncomfortable (n=33)
- ▶ Watched (n=32)
- ▶ Alone (n=31)
- ▶ Frightening (n=30)
- ▶ Confused (n=28)
- ▶ Worrying (n=27)

Subjective results

I found the experience useful

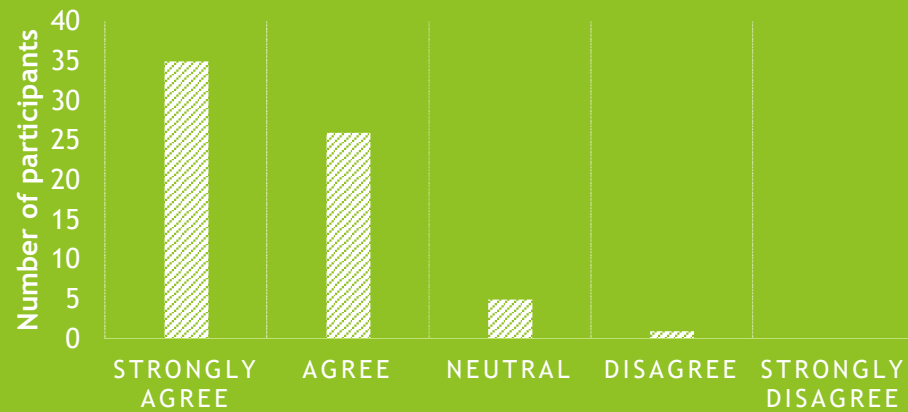


I feel I will change my practice

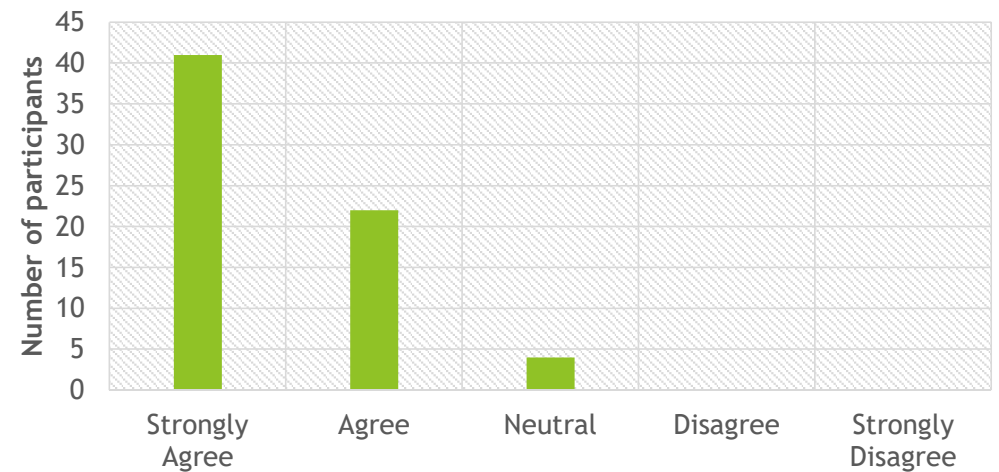


Subjective results

The experience recreated the patient experience well

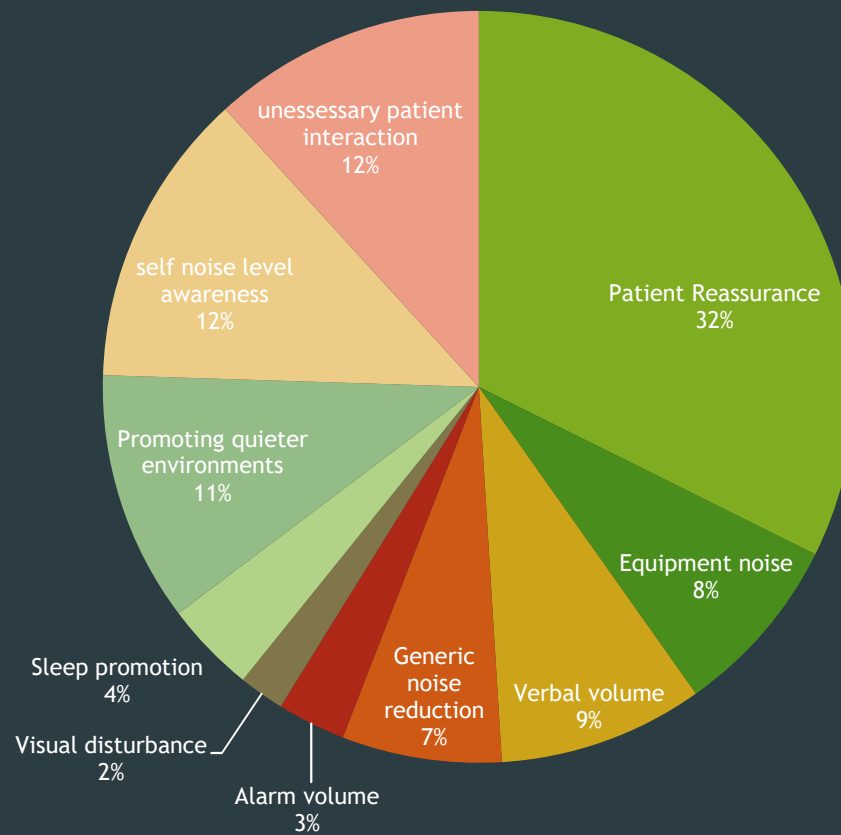


Staff can do more to create a less stressful environment for patients



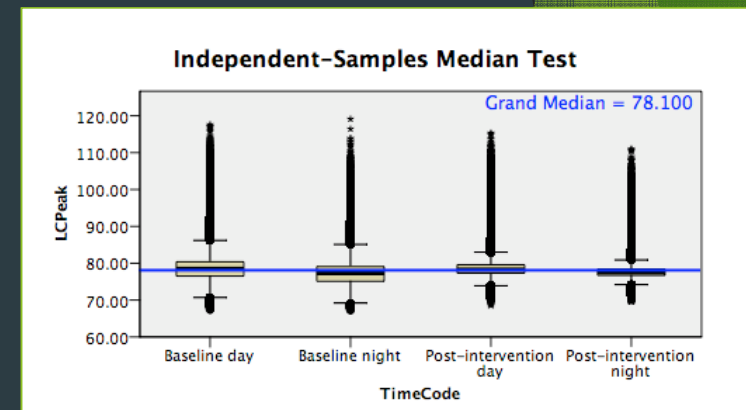
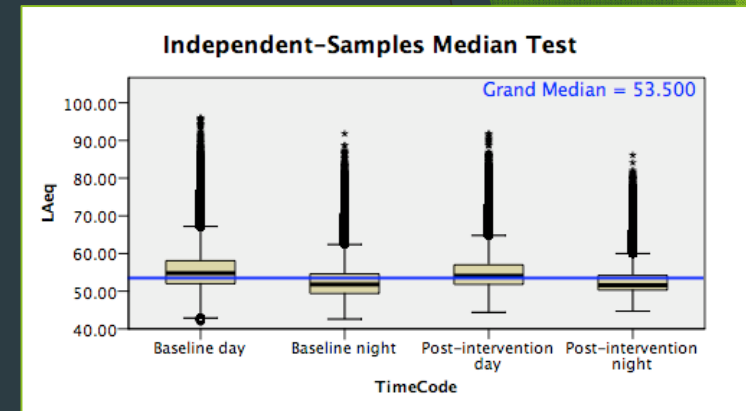
Post practice.....

Self-identified practice change



Results: Sound Pressure Levels

	Baseline	Post-intervention
No of days	86	70
LAeq median (IQR)	57.0 (3.2)	53.2 (5.1)
LAeq min	53.0	44.4
LAeq max	63.3	91.8
LC peak median (IQR)	110.3 (5.8)	78.0 (2.2)
LC peak min	104.6	68.5
LC peak max	124.8	115.3



Future work

- ▶ Assessment of effectiveness of teaching underway
- ▶ User-centred updates to experiential teaching sessions
 - ▶ Longer experience
 - ▶ More patient interactions
 - ▶ 3-D sound recording
- ▶ Improved visual display of noise levels



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