Non-technical skills in emergency medicine and medical simulations — assessment scale - Ottawa

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- Human factors is the discipline or science of studying the interaction between humans and systems and technology; it includes, but is not limited to, principles and applications in the areas of human engineering, personnel selection, training, life support, job performance aids and human performance evaluation. Human error and system failures continue to play a substantial role in adverse outcomes in healthcare.
- Simulation scenarios cover technical skills (technical and therapeutic procedures) and non-technical skills, known as Crisis Resource Management (CRM). Non-technical skills in pediatric simulation are the skills of communication, leadership, teamwork, situational awareness, decision-making, resource managament, safe practice, adverse event minimization, and professionalism, also known as behavioral skills or teamwork skills. High-fidelity simulation may indeed play a role in the evaluation of non-technical skills during and after medical faculty. Non-technical skills are skills complementary to a clinician's technical ability. These skills are not just desirable, they are essential for every physician.

- To date non-technical skills have been relatively over-looked in healthcare, with an empasis on training the technical aspects of various tasks. This is, however, begining to change due to fact that failure in team-working skills and communication are contributing factors to errors and adverse events in pediatric hospitals. There is a need to improve an awareness and training of non-technical skills for emergence team members in all medical universities. The most recent version of the European Resuscitation Council Guidelines (2015) includes a section about education techniques, emphasising the importance of non-technical skills to improve resuscitation. In any situation, more than one of these skills is required, together with medical knowledge, to achieve the best possible outcomes for all patients.
- Another very interesting non-technical skill is avoiding fixation error. A fixation error is a principle of crisis resource management wherein humans fail to revise a situation assessment in risky and dynamic systems or events. It can be defined as the persistent failure to revise a diagnosis or plan in the face of readily available evidence suggesting that a revision is necessery.

• One of the important non-technical skills in emergency medicine is stress management. The relationship between stress and performance in medical simulation is described as inverted U-shaped curve: performance is very low for a low level of stress and increases with an increased level of stress, up to a point after which performance decreases and becomes severely impaired. Excessive stress impairs non-technical skills in simulation including communication, as the leader becomes less receptive to suggestions and fails to share the mental model. During repeated simulation sessions a reduction in perceived stress levels by registrars was observed, while physiological stress was unchanged. Interestingly authors of this report noted significant inverse correlation between perceived stress levels experienced by participants and their non-technical performance. Learning through simulation could improve perceived stress management in critical situations.

• To facilitate effective training in non-technical skills, a reliable tool is required, which captures these skills robustly, can be used to identify strenghts and weaknesses, and also to facilitate systematic, constructive feedback. There are several assessment intruments for non-technical skills including: The Anaesthetists' Non-Technical Skills (ANTS), Ottawa GRS and checklist, the Mayo High-Performance Teamwork Scale, OSCAR - Observational Skill-based Clinical Assessment tool for Resuscitation and others. The Ottawa GRS, and instrument developed for crisis resource management skill assessment, was designed for acute care physicians. It has well-defined rating scales for each of its categories. The validity and reliability of this instrument is well established and showed some practical primacy over e.g. ANTS.

Ottawa scale – assessment of non-technical skills

OVERALL PERFORMANCE

despite cues; fails to consider

any alternative in crisis

3 5 6 Novice; all CM skills Advanced novice; many Competent; most CM skills Clearly superior; few, if any CM CM skills require moderate require minor improvement require significant skills that only require minor improvement improvement improvement LEADERSHIP SKILLS I. 3 6 Loses calm and control for most Loses calm/control frequently Stays calm and in control for Remains calm and in control of crisis; unable to make firm during crisis; delays in making most of crisis; makes firm for entire crisis; makes prompt firm decisions (or with cueing); and firm decisions without delay; decisions; cannot maintain decisions with little delay; global perspective rarely maintains global perspective always maintains global perspective usually maintains global perspective II. PROBLEM SOLVING SKILLS 3 6 Cannot implement ABC's Incomplete or slow ABC Satisfactory ABC assessment; Thorough yet quick ABC assessment without direct cues; assessment; mostly uses without cues; mostly uses concurrent without cues; always uses management approach with only uses sequential management sequential management concurrent management approach;

minimal cueing; considers some

alternatives in crisis

considers most likely alternatives

in crisis

approach unless cued; gives

little consideration to alternatives

III. SITUATIONAL AWARENESS SKILLS

Avoids fixation error only with cueing; rarely reassesses and re-evaluates situation without cues; rarely anticipates likely events

3

3

3

Usually avoids fixation error with minimal cueing; reassesses re-evaluates situation frequently with minimal cues; usually anticipates likely events

6

5

Avoids any fixation error without cues; constantly reassesses and re-evaluates situation without cues; constantly anticipates likely events

IV. RESOURCE UTILIZATION SKILLS

Able to use resources with minimal effectiveness: only prioritizes tasks or asks for help when required with cues

Clearly able to use resources to maximal effectiveness; sets clear task priority and asks for help early with no cues

Unable to use resources and staff effectively; does not prioritize tasks or ask for help when required despite cues

Becomes fixated easily despite

repeated cues; fails to reassess

and re-evaluate situation despite

repeated cues; fails to anticipate

likely events

Able to use resources with moderate effectiveness; able to prioritize tasks and/or ask for help with minimal cues

V. COMMUNICATION SKILLS

Communicates occasionally non-verbal communication

Communicates with staff

Communicates clearly and clearly and concisely most concisely at all times, encourages input and listens to staff feedback; of time; listens to staff feedback; consistently uses directed verbal/ usually uses directed verbal/ non-verbal communication non-verbal communication

Does not communicate with staff; does not acknowledge staff communication, never uses directed verbal/non-verbal communication

with staff, but unclear and vague; occasionally listens to but rarely interacts with staff; rarely uses directed verbal/

APPENDIX 2 – SIMULATOR SESSION CRISIS MANAGEMENT SKILLS CHECKLIST

ACTION	YES (2 points)	With Prompting (1 point)	NO (0 points)
PROBLEM SOLVING			
Prompt ABC assessment			
Implements concurrent management approach (4 points)			
SITUATIONAL AWARENESS			
Avoids fixation error (4 points)	Problem 2. Los Hillers & Princip		
Re-assesses and re-evaluates situation (4 points)	i		
RESOURCE UTILIZATION			
Calls for help when indicated		The second control of	THE STATE OF THE S
Delegates and directs appropriately			

LEADERSHIP	Parallel Mark		
Maintains calm demeanor	by PGMOCT-#19 AL DESIGNATION CO.		
Acts decisively and maintains control of crisis			
Maintains global perspective			
COMMUNICATION			
Communicates clearly and concisely		A STATE OF THE STATE OF T	
Closes the loop and uses names			
Listens to team input			
TOTAL SCORE (30 points)			

lesident #:	Scenario #:

Staff #: Date:

Thank You

