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| **Included types of simulation technology** |
| **Included Interventions** | **Description** |
| Low Fidelity Simulators  | Basic models or mannequins used to practice simple physical manoeuvres or procedures. |
| High Fidelity Simulators | Computer Driven, full-length mannequins. Simulated anatomy and physiology that allow handling of complex and high-risk clinical situations in lifelike settings, including team training and integration of multiple simulation devices. |
| Standardised patients | Actors trained to role-play patients, for training and assessment of history taking, physicals, and communication skills. |
| Screen-based computer simulators | Programs to train and assess clinical knowledge and decision making. *(E.g. Perioperative critical incident management, problem based learning, physical diagnosis in cardiology, acute cardiac life support.)* |
| Complex Task Trainers | High-fidelity visual, audio, touch cues, and actual tools that are integrated with computers. Virtual reality devices and simulator that replicate a clinical setting. *(E.g. ultrasound, bronchoscopy, cardiology, laparoscopic surgery, arthroscopy, sigmoidoscopy, dentistry.)* |
| Human Cadavers | Cadavers or Cadaveric material used to practice physical manoeuvres or procedures. |
| Animal Simulators | Live Animals, Carcases or parts used to practice physical manoeuvres or procedures. |
| Taken and adapted from ([Ziv et al., 2003](#_ENREF_121)) |