Implementation and Evaluation of an Educational Program for Continuous Renal Replacement Therapy (CRRT) for Pediatric Critical Care Fellows Using a Hybrid of Game- and Team-Based Learning

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Hospital

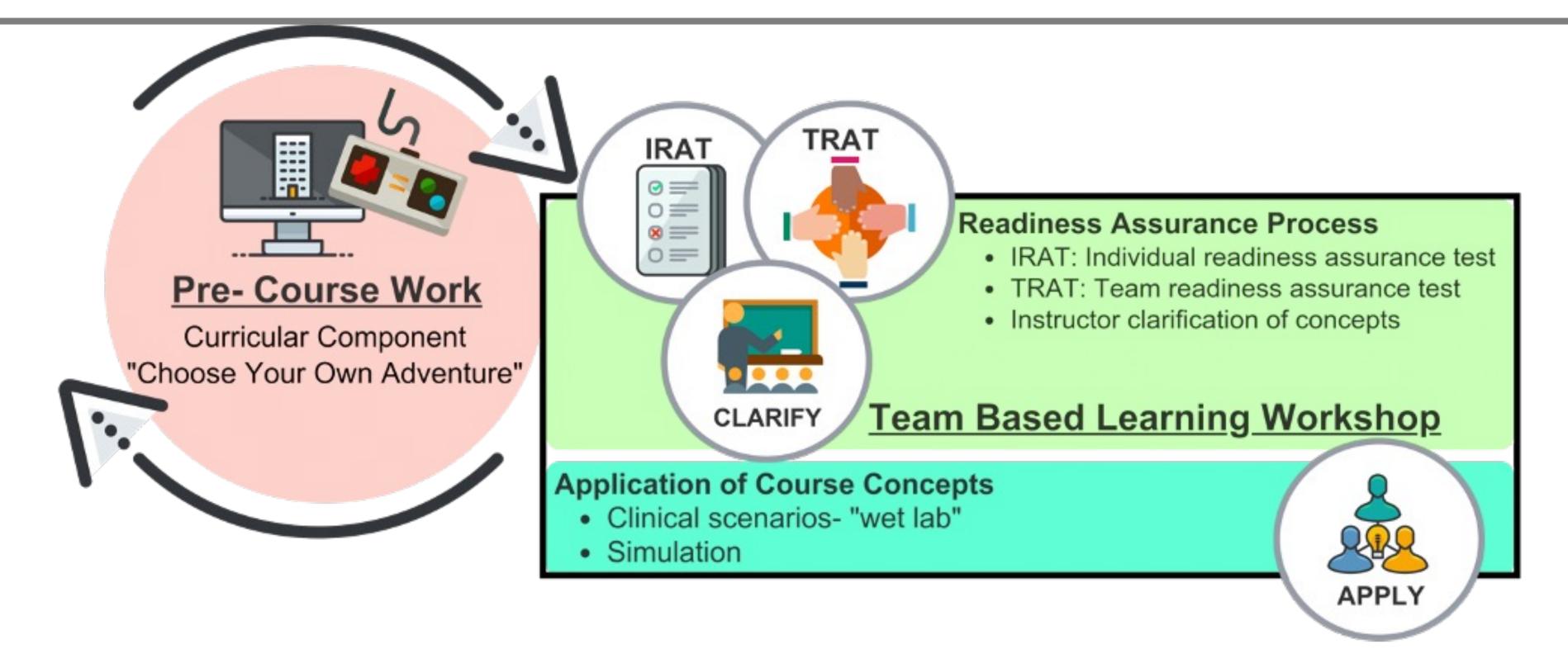
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Introduction

- •CRRT is commonly used by Pediatric Critical Care (PCCM) physicians in the Intensive Care Unit (ICU) setting
- •It is critical PCCM fellows understand the principles of CRRT
- •We aim to create an effective educational program for accelerated competency development to optimize care for critically ill children receiving CRRT

Methods and Materials

- •Educational Design Research (EDR) framework was used to guide the development of an evidence-based, theory-informed program.
- •To analyze the educational problem, we performed a needs assessment of trainees and faculty members, reviewed required content and scanned existing educational programs.
- •18 PCCM fellows participated and evaluated all parts of the workshop.



Results **Monitor and Adjust** Kirkpatrick's "New-World" Four Level Evaluation Model Level 1: Reaction Level 2: Learning Monitor Encourage LEVEL 4: Results 4.94 **LEVEL 3: Behavior** Desired outcomes CYOA pre-course work was enjoyable and preferred over traditional On-the-job learning Format of CYOA was fun and engaging reading method Improved patient outcomes TBL format and group activities were effective ways to learn Reward Reinforce 4.89 I will use this workshop in clinical activities I felt well prepared for the workshop from the pre-course work 4.83 Content of CYOA was relevant and useful The TBL format of the workshop met personal expectations 4.82 4.83 4.84 4.85 4.86 4.87 Mean Score (Likert Scale 1-5) Mean Score (Likert Scale 1-5)

Conclusions

- •We utilized a hybrid of game- and team-based learning to create an effective CRRT education for PCCM fellows
- •The educational program will be expanded on a multi-institutional level for combined, remote sessions for PCCM fellows
- •We will continue program evaluation to understand knowledge acquisition and behaviors