

# 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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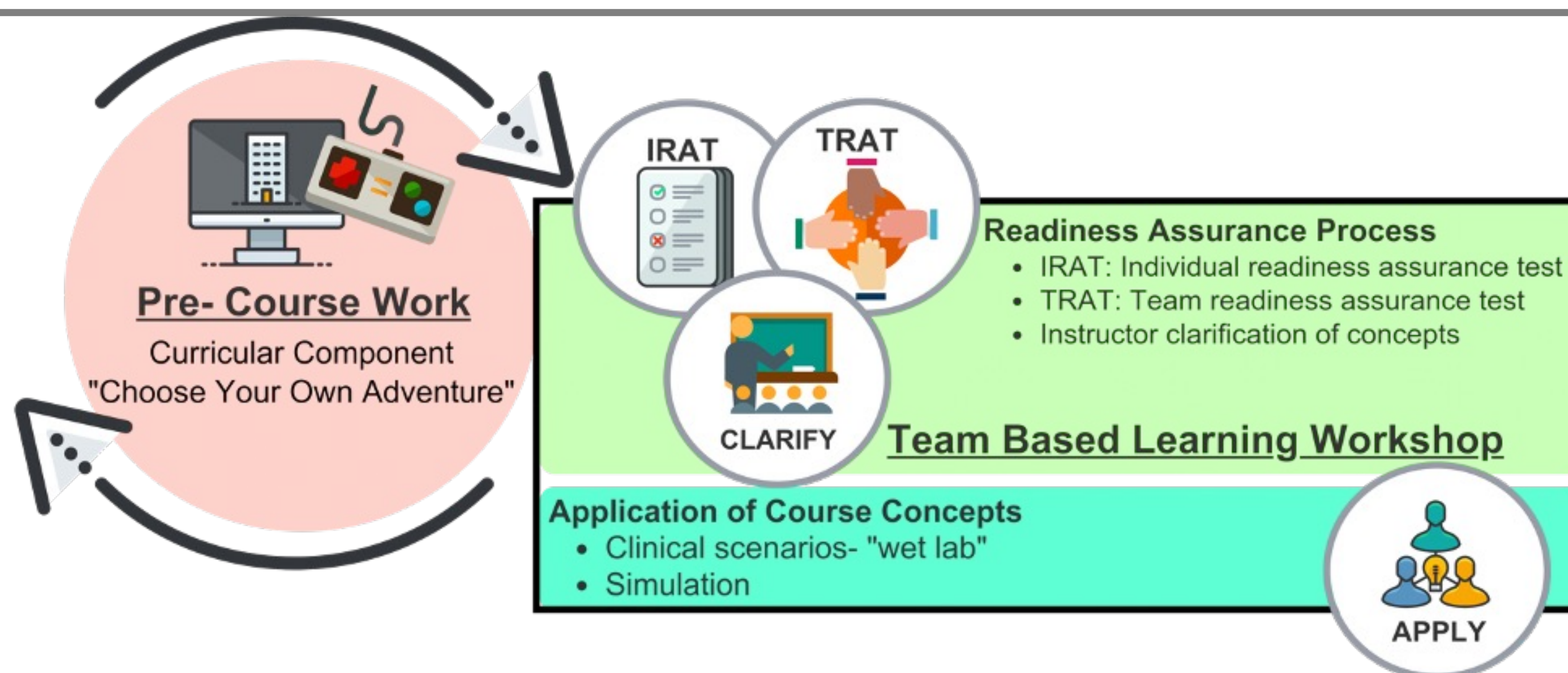
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## Introduction

- 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

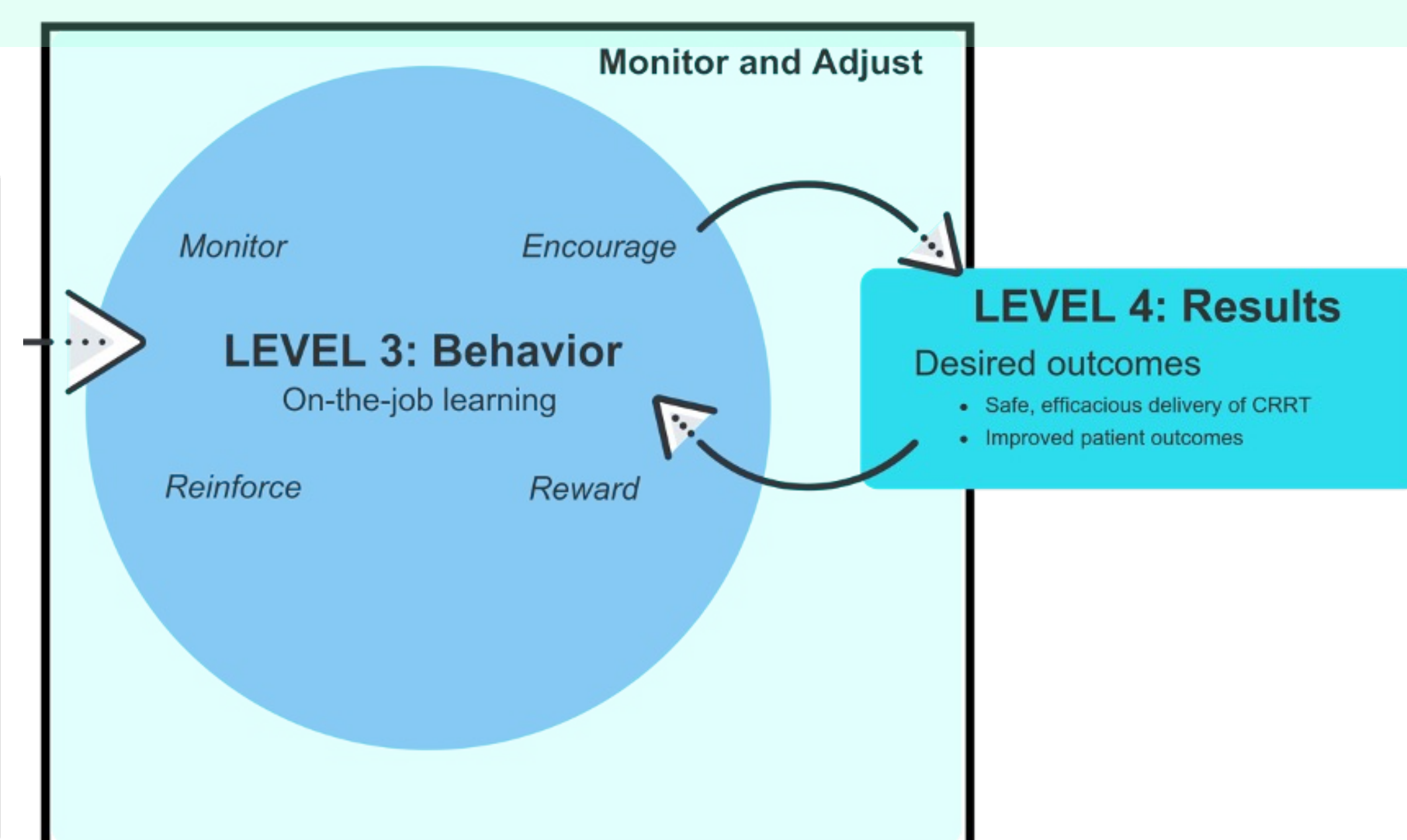
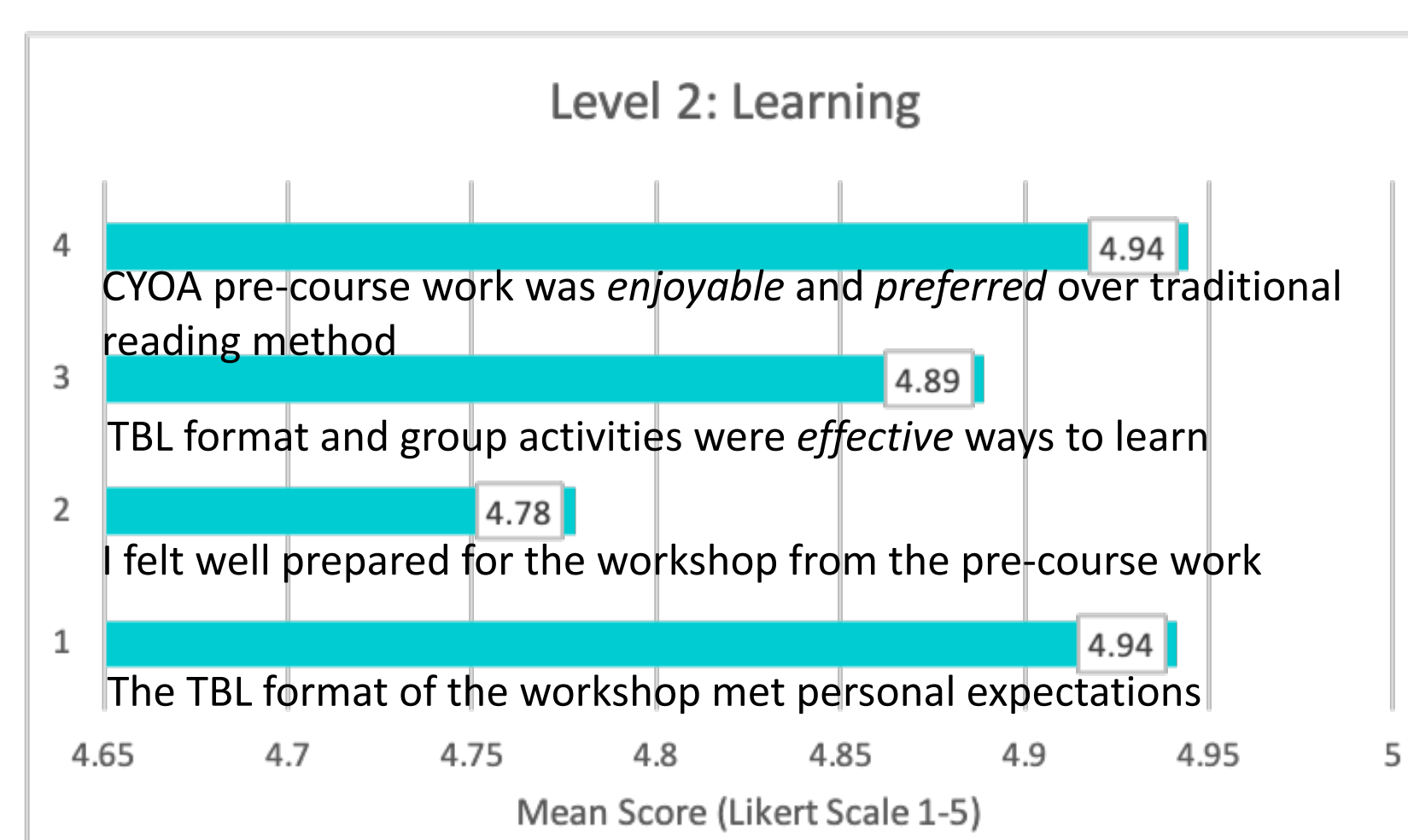
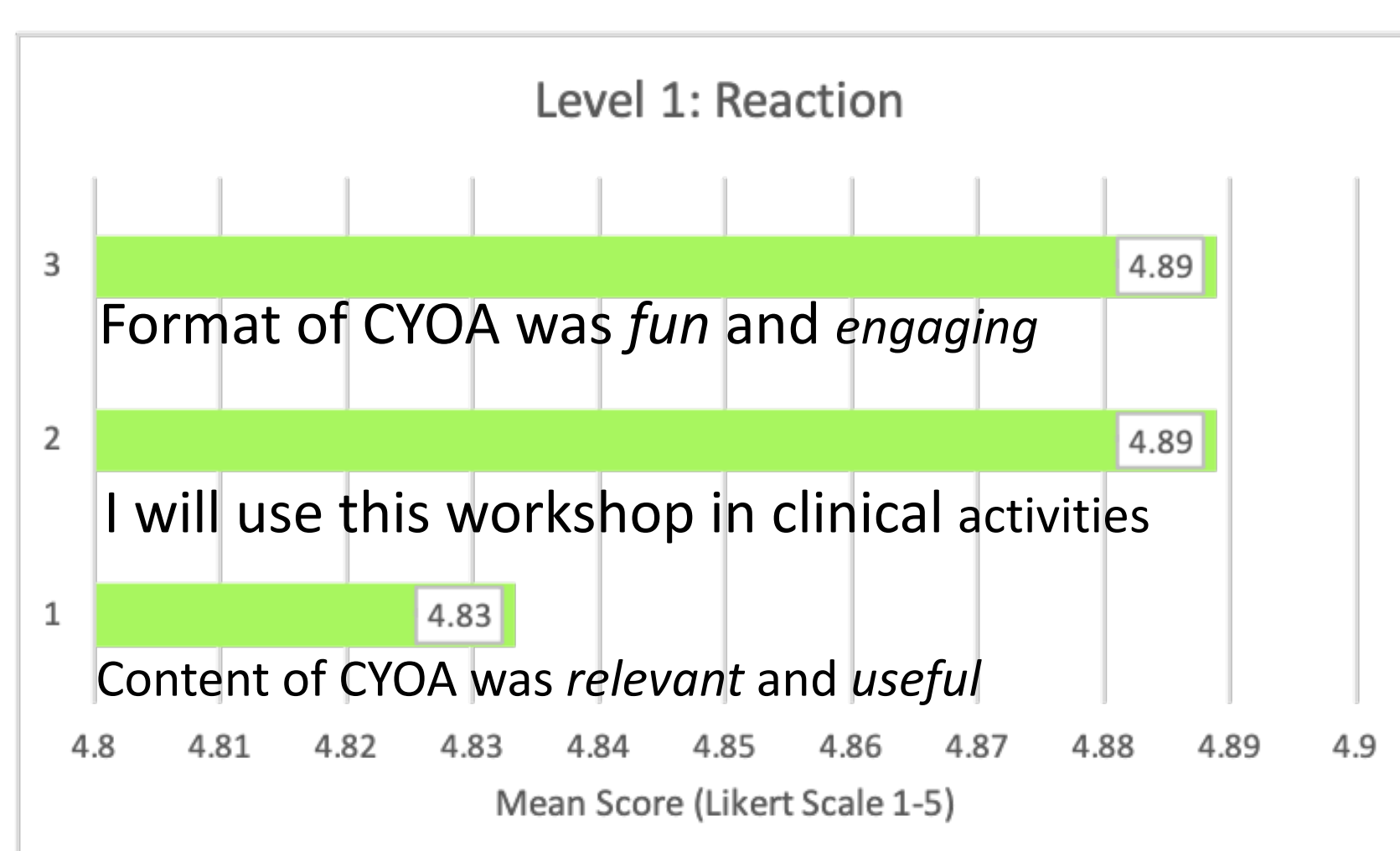
## Methods and Materials

- 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

### Kirkpatrick's "New-World" Four Level Evaluation Model



## 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