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COMPARING THREE METHODS FOR PARTICIPATORY SIMULATION OF HOSPITAL WORK SYSTEMS

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KEYWORDS

Simulation; participatory design; healthcare; hospital work systems

SUMMATIVE STATEMENT

This study compared three participatory simulation methods using different simulation objects: Low resolution table-top setup using Lego figures, full scale mock-ups, and blueprints using Lego figures. It was concluded the three objects by differences in fidelity and affordance addressed different elements of a hospital work system.

Comparaison de trois méthodes de simulation participative dans les systèmes de travail hospitaliers

MOTS-CLÉS

Simulation, conception participative, soins de santé, systèmes de travail hospitaliers

SOMMAIRE

Dans le cadre de cette étude, trois méthodes de simulation participative ont été comparées à l'aide de divers objets de simulation : des pièces de Lego sur ordinateur de faible résolution; des maquettes à échelle réelle ; et des modèles utilisant des pièces de Lego. Nous avons conclu que les trois objets, par des différences de fidélité et de mise à disposition, prenaient en compte différents éléments d'un système de travail hospitalier.

PROBLEM STATEMENT

Different methods for simulating the future work system for healthcare professionals have been applied in a number of green field and renovation design projects of hospitals in Denmark (Andersen & Broberg 2015; Andersen & Broberg 2017; Broberg & Edwards 2012). The methods differed in the type of simulation objects representing the work system. Hence, this was an opportunity to study if these differences influenced which elements of a work system were in focus when healthcare professionals simulated and evaluated future work. Preliminary observations indicated this was the case but it was not understood how and why this influence took place.

RESEARCH OBJECTIVE/QUESTION

How does the simulation object influence which elements of a work system are being evaluated in participatory simulation events?

METHODOLOGY

Observation notes and video recordings of three types of simulation events using different objects were analyzed in respect to which elements of a work system were being targeted. A