

Interprofessional Multi-site Testing of the GITCS Interactive Text

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Introduction

Importance of teaching health professional students' foundation of therapeutic communication so meaningful and trustworthy relationships with clients can be developed.



Figure 3. Single latent variable of GITCS[®]—therapeutic relationship with main constructs: empathy, power sharing, trust and rapport building. Note: GITCS = Global Interprofessional Therapeutic Communication Scale[®].

Background – Team Formation

- Aim: Create open access resource, text, and Virtual Gaming Simulation
- Funding: OER Implementation
- Teams – Faculties: APSC (Nursing); Arts and Science (Social Work); Dentistry; Pharmaceutical Sciences
- Compared curriculum for communication skills
- Core group attended Virtual Gaming Simulation Workshop (14 hours over two days)
- Script development and game creation
- Filming, editing, finalizing game with Hp5

Feasibility Testing

- Options to incorporate:
- As part of foundational skills class
 - As part of curriculum
 - Pre-brief prior to clinical experiences
 - Foundational resource

Recruitment

- Site Champions – outside UBC (UFV, TRU)
- Program Champions
- Faculty Champions
- Other

FAQs



Framework of Therapeutic Relationship

© Campbell & Aredes (2018) GITCS[®] Framework of Therapeutic Relationship

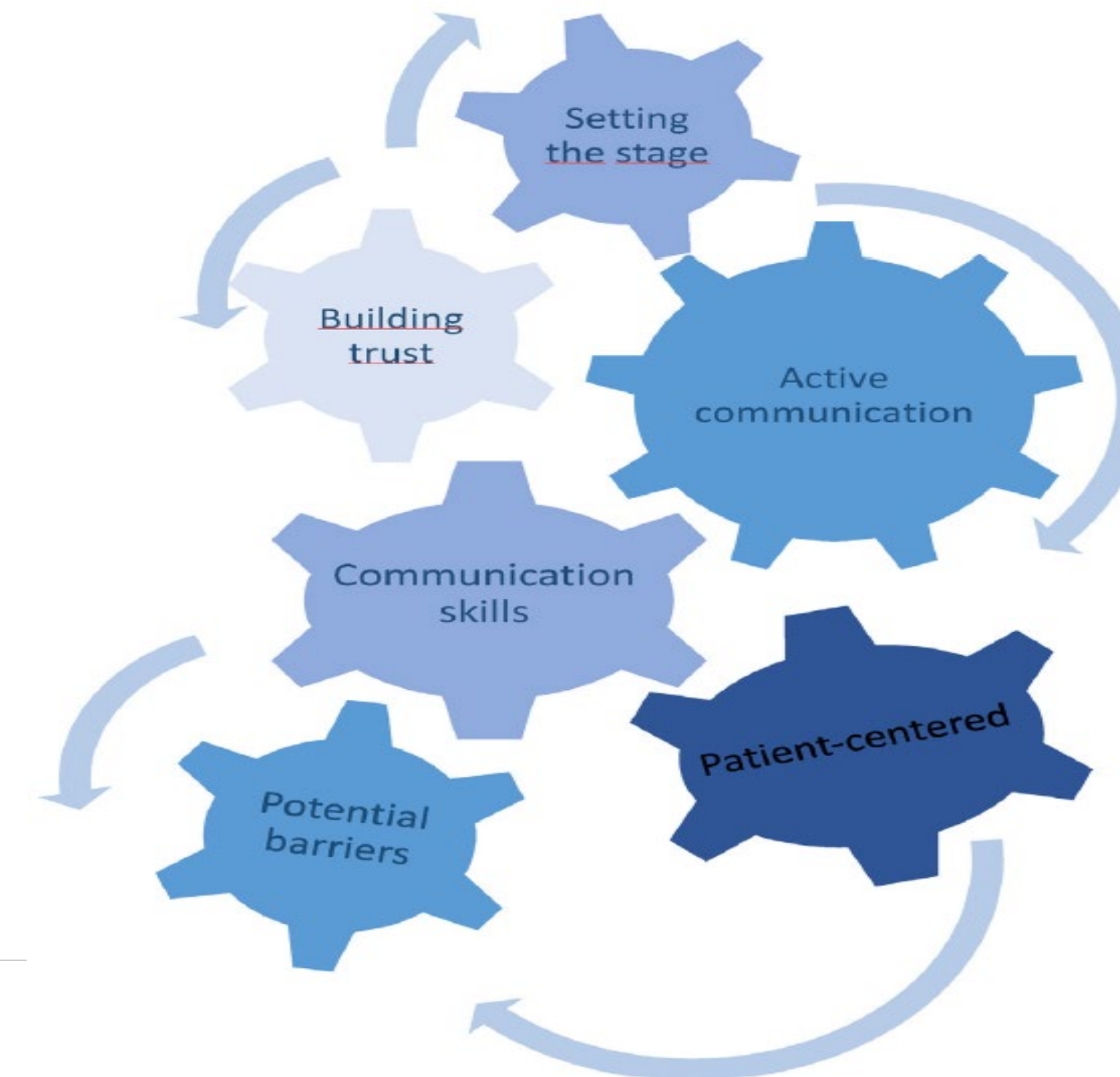


Figure 4 “Framework of Therapeutic Relationship”.

Deliverables

- Over the years of funding from CTLT, the research team has created the following:
- Interactive h5p game for use of GITCS scale to measure professional-client communication
 - Virtual Simulation Game incorporating videos and point-decision-making for professional development of communication skills
 - Three chapter interactive text providing foundational skills for interprofessional healthcare students.

Feasibility Testing in Process

- Survey responses provide insight of dissemination and use
- Available resources for foundational communication provided with an interprofessional lens

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Acknowledgement

We gratefully acknowledge the financial support for this project provided by UBC Vancouver via the CTLT Open Education Implementation Grant.



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GLOBAL INTERPROFESSIONAL THERAPEUTIC COMMUNICATION SCALE[®]
Interactive Text

GITCS[®]-Virtual Game Simulation Evaluation

We invite you to use our open education resource (20-50 min) and participate in a research study (5-10 min) aimed at improving your ability to communicate with clients in a health care setting- free access to book with embedded virtual gaming simulation. Interacting with the post on social media may associate you publicly with the study.

Commitment 30 mins - 1 hour Start Date: February 2024

- Completely online
- Focus on health communication
- Open Education Resource-PressBook Link
- Survey Link for Feedback [At end of book, VGS]

UBC Primary Investigator: Suzanne.Campbell@ubc.ca

QR Code to Book

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