

Interprofessional Mock Trauma Days

Making Learning Fun

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Welcome & Objectives

Objectives:

- 1. Describe the structure of Mock Trauma Days
- 2. Compare adaptations over two years
- 3. Share lessons learned to improve IPE engagement

"Learning can be fun, realistic, and impactful."



Why Trauma Simulations?

- High-stress, real-world scenarios
- Safe space to:
 - Practice
 - Fail
 - Learn
- Emphasizes IPEC competencies:
 - Communication
 - Teams & Teamwork
 - Roles & Responsibilities
 - Values & Ethics



Vision & Goals:



Vision:

- Fun + Functional + Foundational Learning Goals:
 - Improve interprofessional collaboration and understanding
 - Build confidence in managing complex events

Year 1 Model: Curriculum-Assigned Roles

Scenario: School bus accident

Locations:

- 1. Courtyard scene of accident
- 2. Sim Center Emergency Room
- 3. Radiography Suite imaging

Participants:

- 1. Undergraduate Nursing, PTA, Radiography & MI student (in-person)
- 2. Psychology & Healthcare Business (online)



Year 1 Details:

Nursing: Triage team, ED nurses, patients, coordinators **Prelab:**

- 1. Nurses 2 hour prep
- 2. Patients assigned injuries and moulage done

2 Simulation Rounds

Debrief:

- 1. Zoom session for the whole group
- 2. Discipline-specific breakouts

Year 1 Highlights



- Realistic acting
- Realistic moulage
- Strong interprofessional exposure
- Positive student energy

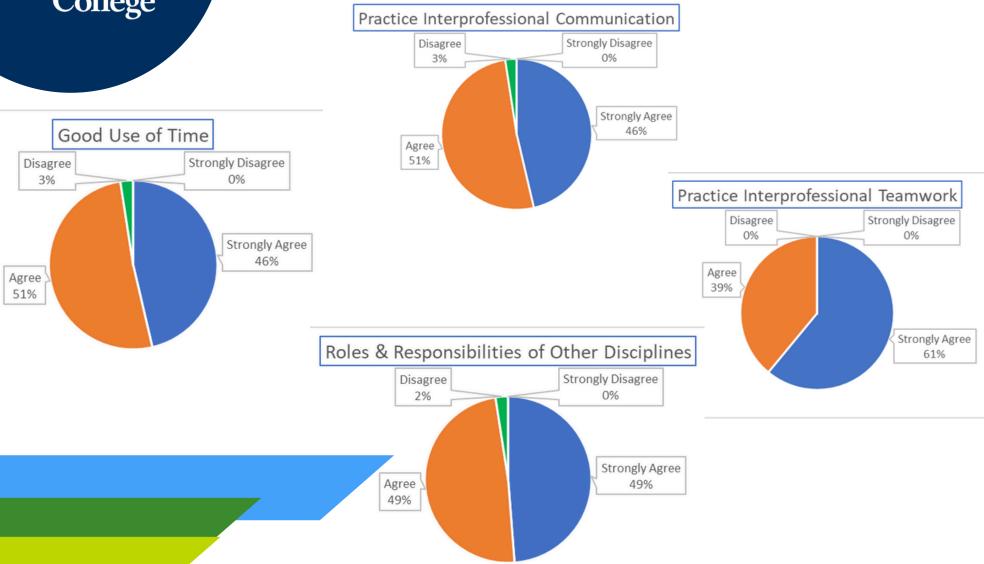
Year 1 Barriers

- 1. Scheduling conflicts (local hospital)
- 2. Faculty unfamiliar with mass casualty flow
- 3. Uneven prelab expectations
- 4. Role clarity issues (esp. Care Coordinators)





Year 1 Survey Results:



Year 1 Qualitative Feedback





- Realisticmoulage/scenarios
- Role understanding
- Teamwork
- Strongcommunication
- Suggestions:
 - More balanced prelab
 - Role clarity
 - Advance communication
 - Include NP/MD roles

- 1. "We learned a lot from Year 1..."
- 2. Nursing course forgot to schedule it in their curriculum became a blessing in disguise
- 3. Shifted to volunteer-based roles





Year 2 (2024) Model: Volunteer-Based Roles

Scenario: School bus accident

Locations:

- 1. Courtyard scene of accident
- 2. Sim Center Emergency Room
- 3. Radiography Suite imaging

Participants:

- 1. Undergraduate Nursing, PTA, Radiography & MI student (in-person)
- 2. Psychology & Healthcare Business (online)

Sign Up: Open for all roles & included rural EMS team

Year 2 Improvements

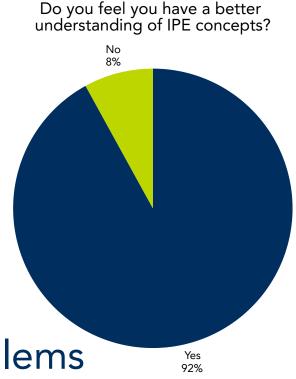


- Increased student ownership
- Higher enthusiasm
- More authentic EMS partnership
- Streamlined logistics
- Integrated EMS protocols
- Included IT and live streamed

Year 2 Survey Results:

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- 1. What students learned:
 - a. Importance of EMT roles
 - b. Communication & coordination
 - c. Real triage tagging
 - d. High-stress teamwork
- 2. Favorite parts:
 - a. Seeing EMS work
 - b. Realistic acting
 - c. Working across disciplines
 - d. Watching teams solve problems





Year 2 Suggestions for Improvement:

- 1. More prebriefs/huddles
- 2. Microphones & better sound for livestream
- 3. Radiography students felt isolated
- 4. Clearer triage/ED role instructions
- 5. More engagement for PTA students
- 6. Highlight interprofessional communication even more





- "It's a team matter when working in trauma!"
- "Seeing the EMS members work, getting the injured off the bus."
- "Communication is key."
- "The enthusiasm of all participants."
- "The actors made it very realistic."

Lessons Learned Across Both Years:

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What worked:

- Volunteer sign-ups boosted buyin
- 2. EMS partnerships authentic IPE
- 3. Realistic, immersive scenarios
- 4. Focus on IPEC competencies

Needs Improvement:

- 1. Early faculty coordination
- 2. Consistent prebrief/huddles for all
- 3. Role clarity for all
- 4. Integrate radiography plan
- 5. Improve tech for livestream/recording





Tips for Others:

- 1. Start small, scale intentionally
- 2. Engage EMS/community partners early
- 3. Use open sign-ups to boost engagement
- 4. Prioritize flexibility to adapt to each cohort

Remember, FUN is a powerful learning tool!

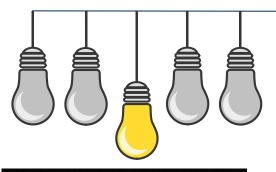
Final Reflection:



- "Fun is pedagogically powerful - but requires serious planning."
- Encourage experimentation
- Focus on studentcentered design
- Commit to continuous improvement

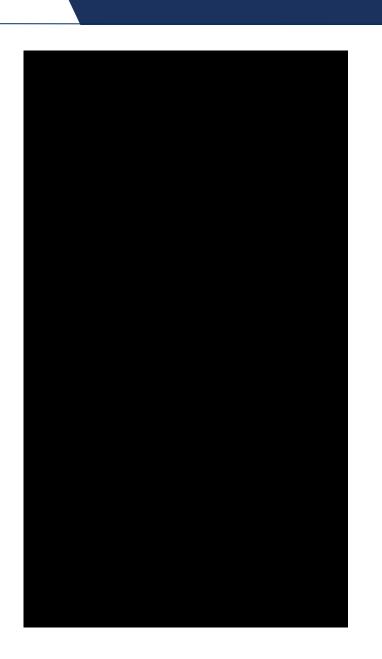
It started with an idea...

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and then...



Thank You!

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