



Alcohol Screening and Brief Intervention

Summary

- Users practice alcohol screening and brief intervention with a simulated patient.
- Intended for healthcare providers who work with patients (including, but not limited to, doctors, nurses, physician assistants, and pharmacists).
- Variable alcohol risk levels and character versions allow for (and encourage) repeated practice.
- Users receive ongoing feedback on their progress and also receive a postconversation score on their mastery of the learning objectives.
- Created in partnership with the University of Wisconsin and in accordance with standards set by the National Institute on Alcohol Abuse and Alcoholism (NIAAA).



Scenario

- Users assume the role of a health practitioner who is examining a patient, Christy Johnson, following a minor car accident. The simulation focuses on the part of the examination when the user must conduct an alcohol screening and brief intervention with Christy.
- Christy is different in each conversation, based on a combination of alcohol abuse risk level, personality, and mood
- Topics that the user/health practitioner can discuss include the following:
 - Quantity and frequency of drinking
 - Health, social, and legal consequences of drinking
 - Family history of alcohol use
 - Recommendations for Christy's risk level (remain within current limits, cut down, or abstain)
 - Christy's readiness to change
 - A patient plan
 - Various resources (e.g., an alcohol support group) available to the patient



Learning Objectives

After achieving mastery through repeated conversations, the user will be able to:

- Diagnose a patient's alcohol risk level accurately
- Use patient-centered communication effectively
- Ask appropriate NIAAA-recommended screening questions
- Address brief intervention topics appropriate for patient's risk level
- Determine how much time is appropriate for discussing alcohol issues



Seat Time

- Approximately 2 hours of e-learning material based on NIAAA information on alcohol screening and brief intervention
 - Simulated conversations last 15 – 45 minutes
 - Average user will require 9 – 11 hours to achieve mastery of the learning objectives but can learn the basics in as little as a few hours
- NOTE: Figure does not account for longer-term “refresher” sessions, which will vary by user.

For ordering and additional product information, go to <http://www.simmersion.com> or call 443-283-2555.