

Alcohol Screening & 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 post-conversation score on their mastery of the learning objectives.
- Created in partnership with the University of Wisconsin-Madison 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 off of the following: - 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 a few hours. NOTE: Figure does not account for longer-term "refresher" sessions, which will vary by user.





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