

Provide a clear explanation of the methods used which would allow meeting the noted objectives.

Virtual Patients are interactive computer reproductions of real-life clinical situations for the purpose of healthcare training, education, and/or assessment³. Working on a three year timeline, we have met our initial goal of creating a set of seven completed Virtual Patient cases. The use of Virtual Patients for teaching medical undergraduate

with

- value to participating students, and students throughout their faculties, of the creation and sharing of cutting edge "Virtual Patient" learning technology⁽²⁾. (see definition in Methods section bottom of this page)

We bring together students from nursing, midwifery, pharmacy and medicine to create content, with technology and computer science-based students to manage the human-computer-interactions, creating Virtual Patient case-based teaching modules for use in teaching undergraduate health professionals at UBC and universities across Canada.

Furthermore, a key component of this project is the extensive community consultations between UBC multidisciplinary students, Alumni and Community professionals in each of the disciplines. These consultations provide students with exposure to both realistic, relevant cases as well as professional role models *while* demonstrating that collaborations strengthen academic, community, and hospital partnerships in health education.