

Painful conversations: how to learn to say what no one wants to hear

Abstract

Over that past 6 months we have outlined a computer simulation game that allows students to discover how difficult it is for doctors to say the right things to patients near the end of life. Our project will develop a working prototype of this game, featuring a complicated patient with incurable breast cancer, and then measure the game's educational utility using both observational and experimental methods. With the completion of this developmental phase, we plan to compete for external funding in order to create a more versatile game with multiple bad news scenarios and the potential for widespread educational and commercial use.