



The Use of Simulation-Based Learning Approaches to Improve Access to Trauma-Informed Care in Children's Mental Health Settings



Campus-based care programs offer trauma-informed, out-of-home care services for children and youth with complex needs. These services require highly skilled staff to support children and youth within a therapeutic treatment environment. These skills are not taught in classroom settings, but rather through intense training programs and on-the-job learning experiences. In such intense services, the on-boarding time and resources for each staff is significant, costly and there is currently no research as to outcomes and best practices for professional development in these unique and highly responsive mental health services. This project seeks to answer the overarching research question, how can the use of simulation-based learning (SBL) within a community-based setting improve access to training and the development of clinical practice competencies in practitioners (e.g. social work/psychology/child and youth care students/professionals) to improve intervention outcomes for both practitioners and the youth in their care. This presentation will discuss an innovative training approach that provides access to experiential learning within a community-based setting using Virtual Gaming Simulations (VGS) to increase access to training and upskilling opportunities for both student and professional practitioners. Presenters will discuss the use of SBL as a pedagogical approach to training practitioners in this field and provide opportunities for participants to engage in the VGS learning experience.



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- ENGLISH PRESENTATION -

