

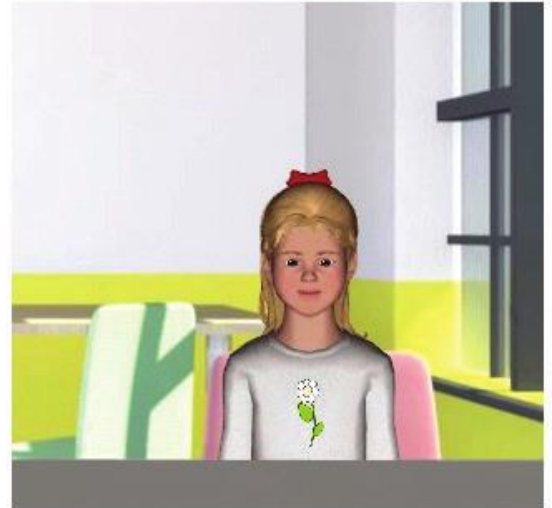
## Referral Information



Referred By:  
Teacher

Referred Information:

Kara Lynn, a three year-six month old, was referred for assessment by her preschool teacher because of her unintelligible speech. You are the school based speech-language pathologist responsible for completing her evaluation.



ASK KARA LYNN A QUESTION

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## Quick Guide

The screenshot shows the SimuCase interface. At the top, there is a blue header with the SimuCase logo, a timer (00:01:35), and buttons for 'Hide Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation bar with icons for Case History, Collaborators, Hypothesis, Assessments, Diagnosis, and Recommendations. The main area is titled 'Referral Information' and contains a profile picture of a teacher, the text 'Referred By: Teacher', and 'Referred Information: Kara Lynn, a three year-six month old, was referred for assessment by her preschool teacher because of her unintelligible speech. You are the school based speech-language pathologist responsible for completing her evaluation.' A 'Clipboard' panel is open, showing a list of items: Referral Information, General Information, Case History, Collaborators, Hypothesis, Assessments, Diagnosis, and Recommendations. To the right, there is a 3D virtual client (Kara Lynn) and a text input field labeled 'ASK KARA LYNN A QUESTION'.

1. Work through the **assessment process** in the core areas, in any order. But we recommend starting here:
  - a. **Case History** – interact with the virtual client or caregiver by selecting appropriate questions or asking your own
  - b. **Collaborators** – consult other professionals and family members, ask novel questions and review reports
  - c. **Clinical Hypothesis** – record your hypothesis and action plan
  - d. **Assessments** – administer age-appropriate standardized and non-standardized tests and procedures
  - e. **Diagnosis** – select your diagnoses
  - f. **Recommendations** – write client specific recommendations

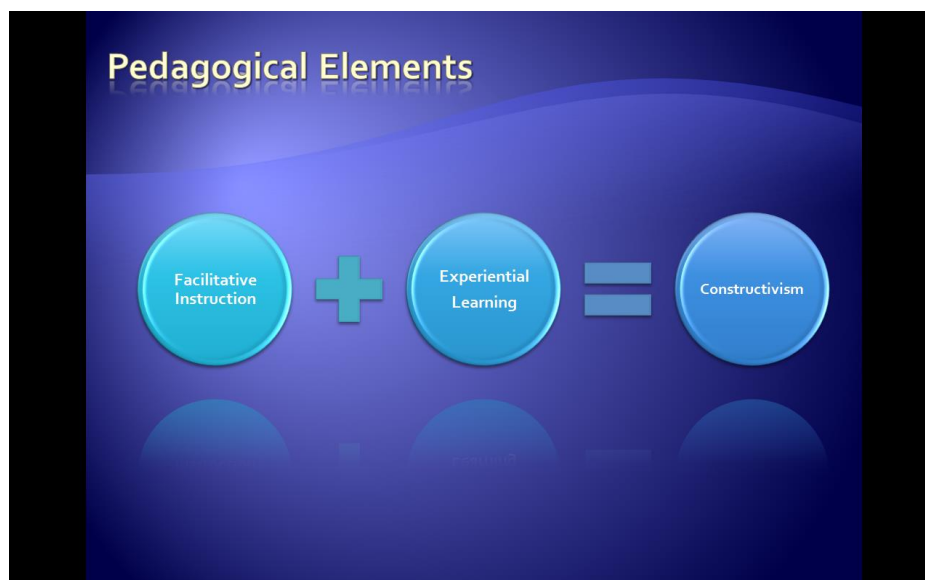
**You are scored based on the appropriateness of your decisions.**
2. The **Clipboard** saves all of your decisions for review.
3. **Save/Exit** your case to resume at a later time.
4. **Submit** your case upon completion and print your final report.

## What Is SimuCase™?

SimuCase is a web-based simulated case study application designed to support best practice in speech-language pathology. It provides numerous cases in multiple settings. This learning tool encourages the user to measure and improve clinical decision-making in the area of assessment. Users might be university students, practicing speech-language pathologists, speech-language pathology assistants, or those who want more experience in with a specific type of case. The user practices screening, assessment, or intervention methods while interacting with virtual clients, family members, and professionals referred to as collaborators. By asking the right questions, collaborating with appropriate professionals, using proper tools, and interpreting data, the user can make a diagnosis, write recommendations, and send a report. Virtual simulations allow practice in a safe, nonthreatening environment and are intended to build knowledge, skill, and professional judgment—qualities that contribute to successful, competent clinicians.

### **An Integrated Curriculum: Using SimuCase in the Classroom**

Simulations are powerful tools for learning with an untapped potential for formal education use in the field of speech-language pathology (Akilli & Cagiltay, 2006). When these simulations are blended with faculty instruction, research has shown significantly higher achievement results compared to students provided with traditional instruction (McGaghie, Siddall, Mazmanian, & Myers, 2009; Rieber, Boyce, & Assad, 1990). Thus, if SimuCase is structured as part of the curriculum, and feedback is provided via faculty and supervisors, it can enable learners to understand and transfer concepts more effectively than with a traditional curriculum alone. This facilitative instruction, combined with the experiential learning opportunities that SimuCase provides, creates a successful constructivist approach to teaching and learning.



Understanding that SimuCase is a simulated learning experience, users are encouraged to complete the simulation as many times as needed. The most powerful form of learning is through repeated practice. Therefore, users are encouraged to practice and learn from their mistakes and to spend as much time as needed working through a case. They should not be afraid to start over when mistakes are noted and they should not fear starting over often.

Williams and Schreiber (2009, 2010) have shown that university students who completed a case multiple times or restarted a case when mistakes were made scored significantly higher compared to students who only completed a case one or two times ( $r = .60$ ,  $n = 16$ ,  $p = .01$ ). Furthermore, students who spent several days working on a case using concentrated “thought time” after completing an online simulation scored significantly higher when compared to students who completed a simulation in one sitting ( $r = .52$ ,  $n = 16$ ,  $p = .05$ ).

SimuCase can be used as a discussion tool with an entire class, used as a study tool for small groups of students, or can be used by individual users. In each of these learning environments, learners benefit from faculty support and feedback.

## SimuCase with an Entire Class

SimuCase can be used in a large classroom setting simply by displaying SimuCase via an LCD projector and discussing the case as a class. This use allows students to work together and ask questions regarding the assessment process. This is an effective way to orient students to the SimuCase process, set expectations for learning and discuss all the topics and issues pertaining to a case. While this set up is ideal for group discussion and collaboration, it limits the amount of individual contribution to the assessment process.

## SimuCase with a Small Group

SimuCase can also be used by small groups of students. Groups of two to three students can be assigned to work on a case and share their results within the classroom setting. In this way, students learn to work together and to share their individual experiences and ideas about a case. While students have additional support from their classroom peers, they are still challenged to work through a case and share their outcomes with other learners. Student groups can compete for “high scores” and share their successes and challenges. Faculty needs to be aware that when forming student groups, students with practicum experience may influence overall group performance.

## Individual Use

SimuCase was primarily created for individual student use. Cases can be utilized to provide practice with new concepts, as well as provide remediation for learners struggling with specific ideas or skills. Students are encouraged to work through a simulated case multiple times. This application was created to allow the user to start and stop the assessment process as needed. A student can resume any case study or restart a case as needed. The Export Final Report function allows students to share their work with faculty and supervisors as they complete the assessment process.

## SimuCase Case Categories

There are three categories of SimuCase experiences: screening, assessment and intervention cases. **Screening** cases are designed to improve the skill sets necessary for completion of a screen. These cases contain screenings for the user to practice the elements that contribute to a comprehensive screening protocol. **Assessment** cases encourage the student to exercise the clinical decision-making skills required for a full client assessment. The student is expected to interact with family and other professionals to gather information pertinent to the case, as well as administer assessments to make a diagnosis and provide recommendations. Assessment cases are available in both learning and assessment mode (see below). Finally, **Intervention** cases are designed to provide learners the opportunity to improve interventions skills; each case includes intervention activities that allow for practice of treatment methods.

## Learning Mode and Assessment Mode

There are two simulation modes that a student must select from when beginning an assessment case: learning mode and assessment mode. The mode selection is available **only** for assessment cases.

**Choose Mode** ×

<b>Learning Mode</b> Provides specific feedback regarding performance throughout the case to facilitate learning.	<b>Assessment Mode</b> Designed to assess your overall performance on the case. There is no specific feedback regarding your actions in the case.
<b>Choose Learning Mode</b>	<b>Choose Assessment Mode</b>

**Close**



**Learning mode** is designed to provide the user with specific, real-time feedback relative to clinical decision-making throughout the simulation. The intent of learning mode is to provide the student with a formative learning experience. Performance meters are found in the main menu of the game, and these meters fill and empty based on the actions of the user. The goal is to fill the meter completely for each section. As the meter fills, the color will transition from yellow to green, indicating mastery within the section.

**SimuCase** 00:27:04 Show Clipboard Getting Started Submit Case Save & Exit

Case History Collaborators Hypothesis Assessments Diagnosis Recommendations

**CASE HISTORY** Help

Background Information	Client Name: Kara Lynn
Prenatal-Birth	Speech and Language
Medical	At what age did Kara Lynn begin cooing?
Developmental	At what age did Kara Lynn begin babbling?
<b>Speech and Language</b>	At what age did Kara Lynn begin saying words?
Social and Behavioral	At what age did Kara Lynn begin using two word phrases?
Educational	At what age did Kara Lynn begin using sentences?
	How well does Kara Lynn follow directions and conversation with others?
	Do you feel that Kara Lynn can verbally express herself easily?
	Does Kara Lynn ever hesitate, get stuck, or repeat sounds or words?
	Does Kara Lynn's voice sound hoarse, harsh, or nasal?

**ASK A QUESTION**

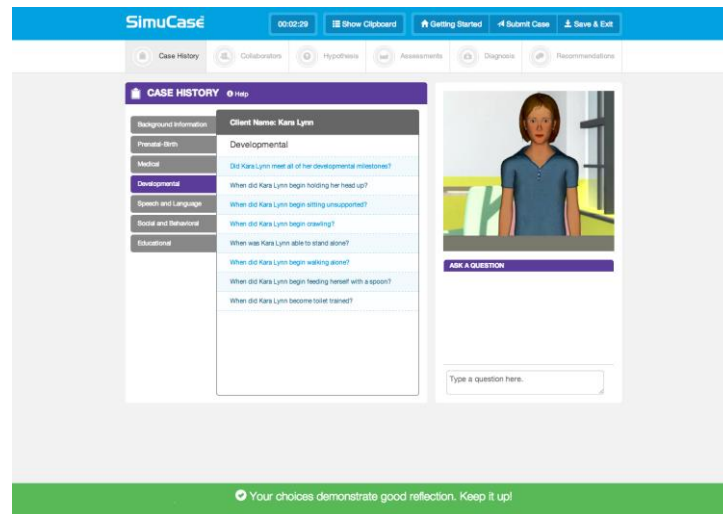
She is very smart and follows directions very well.

Do you feel that Kara Lynn can verbally express herself easily?

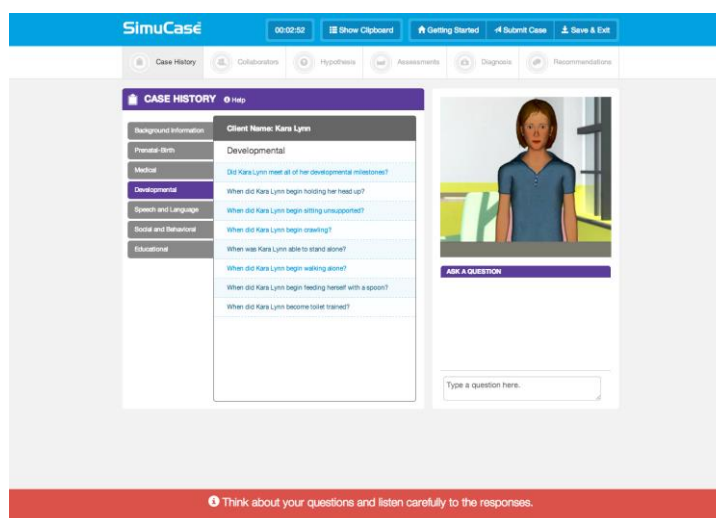
She has a lot she wants to say but has a difficult time saying specific sounds in words which makes it harder for her to express herself.

Type a question here.

Feedback messages also occur as the user progresses through the game. When a series of good decisions are made, a positive feedback message appears at the base of the game window.



When poor decisions are made, a redirect feedback message appears in the same manner. Redirect feedback messages received by the user within each section are saved in both the clipboard and the final report. When poor decisions continue to be made, the redirect message changes to reflect critical errors and the user is prompted to restart the simulation.



**Assessment mode** is designed to assess the overall performance of a user in a summative manner. The only feedback provided in assessment mode is a redirect prompting the user to

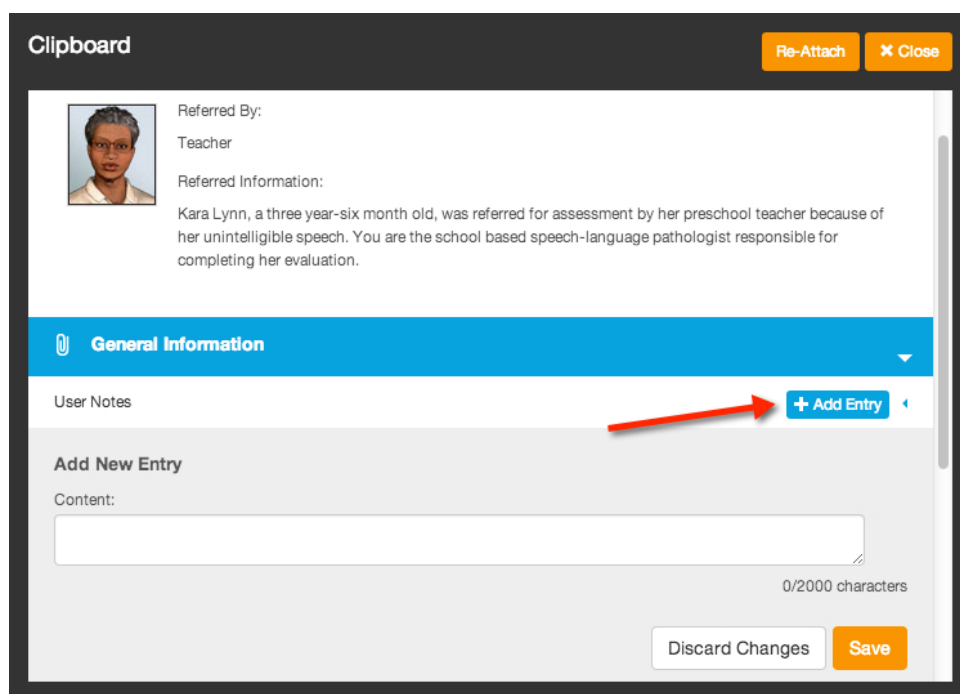
restart when a series of critical errors has occurred. No additional, real-time feedback is provided to the learner while in assessment mode. The performance meters remain grayed out and no additional feedback messages are presented to the user.

## Working, Saving and Submitting a Case

For each of the three case types, there are key functions that are similar as students work through a case: the clipboard, saving/exiting a case, and submitting a case.

### Using the Clipboard

The **Clipboard** is a dynamic, interactive tool that allows recording of data throughout a simulation. This is a feature designed to help organize user data; use of the clipboard is not scored. Decisions made throughout the case are added automatically from each of the tools. Additional notes can be entered by clicking the **Add Entry** button. Users can also delete notes in the Clipboard.



The screenshot displays the 'Clipboard' interface. At the top, there are 'Re-Attach' and 'Close' buttons. Below this, a profile picture of a woman is shown next to the text: 'Referred By: Teacher' and 'Referred Information: Kara Lynn, a three year-six month old, was referred for assessment by her preschool teacher because of her unintelligible speech. You are the school based speech-language pathologist responsible for completing her evaluation.' A blue bar labeled 'General Information' is visible. Below this, the 'User Notes' section contains a '+ Add Entry' button, which is highlighted by a red arrow. Underneath is the 'Add New Entry' section with a 'Content:' label and a text input field. At the bottom right of the input field, it says '0/2000 characters'. At the very bottom, there are 'Discard Changes' and 'Save' buttons.

The Clipboard offers the option for users to enter General Information. This is an optional feature that allows users to record behavioral objectives such as conditions, student behavior

and performance criteria. The user can add, edit, or delete text in the general information section at any time prior to submitting the case. All notes in the Clipboard are included in the final report so decisions made during the case can be reviewed once the case is submitted. As a reminder, use of the Clipboard is not scored.

The clipboard can be hidden using the **Show/Hide Clipboard** button in the main navigation, as well as attached and re-attached to the main header of the game with the **Attach/Re-Attach** button. The clipboard is easily moved by clicking and dragging, and can also be re-sized by clicking and dragging the edges of the floating window.

The screenshot displays the SimuCase interface. At the top, a blue navigation bar contains the SimuCase logo, a timer showing 00:13:13, and buttons for 'Hide Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the navigation bar is a horizontal menu with icons for 'Case History', 'Collaborators', 'Hypothesis', 'Assessments', 'Diagnosis', and 'Recommendations'. The main content area is titled 'Referral Information' and includes a profile picture of a woman, a 'Referred By: Teacher' field, and a 'Referred Information' paragraph: 'Kara Lynn, a three year-six month old, was referred for assessment by her preschool teacher because of her unintelligible speech. You are the school based speech-language pathologist responsible for completing her evaluation.' To the right of this information is a 3D illustration of a young girl with blonde hair, sitting at a table. Below the illustration is a purple button labeled 'ASK KARA LYNN A QUESTION' and a text input field. A floating 'Clipboard' window is overlaid on the main content. It has a title bar with 'Clipboard' and buttons for 'Re-Attach' and 'Close'. The clipboard contains two sections: 'Referral Information' (with the same text as the main page) and 'General Information' (with a 'User Notes' section and a '+ Add Entry' button). Below the clipboard is an 'Add New Entry' section with a 'Content:' label, a text input field, and a character count of '0/2000 characters'. At the bottom of the clipboard are 'Discard Changes' and 'Save' buttons. Red arrows point to the 'Hide Clipboard' button in the top navigation bar and the 'Re-Attach' button in the clipboard window.

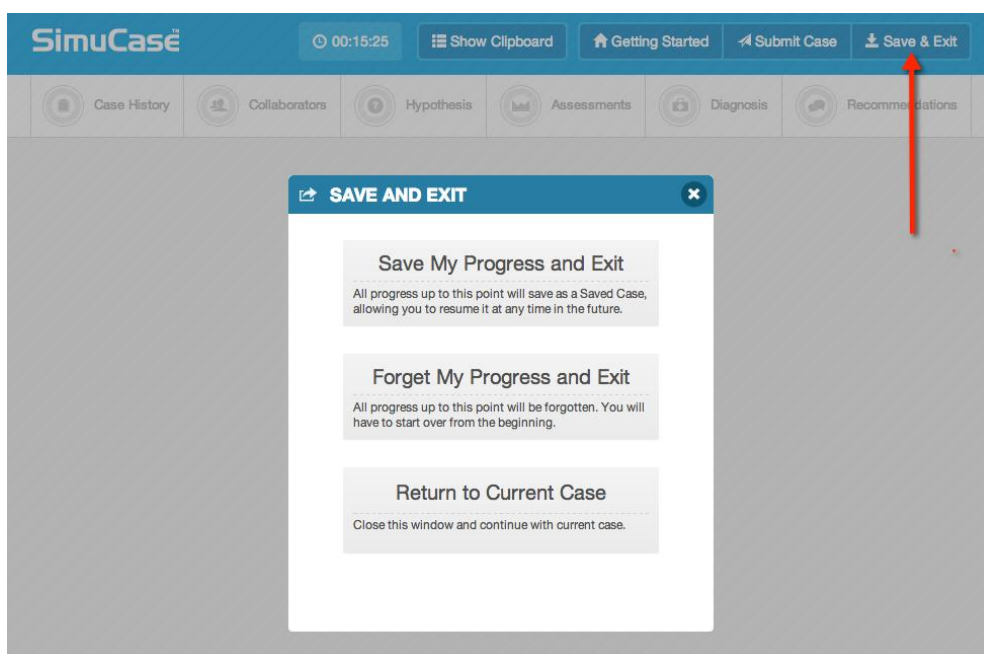
## Save/Exit

SimuCase has an auto-save function so the user does not need to worry about saving data while working within a case. To exit the program, select **Save/Exit**, and then choose from the following options:

**Save My Progress and Exit**—this feature allows the user to save all work with the case and to exit the program. Saved cases are listed in a user’s pending course page.

**Forget My Progress and Exit**—this feature allows the user to exit and restart a case.

**Return to Current Case**—this feature allows the user to go back into the current case.



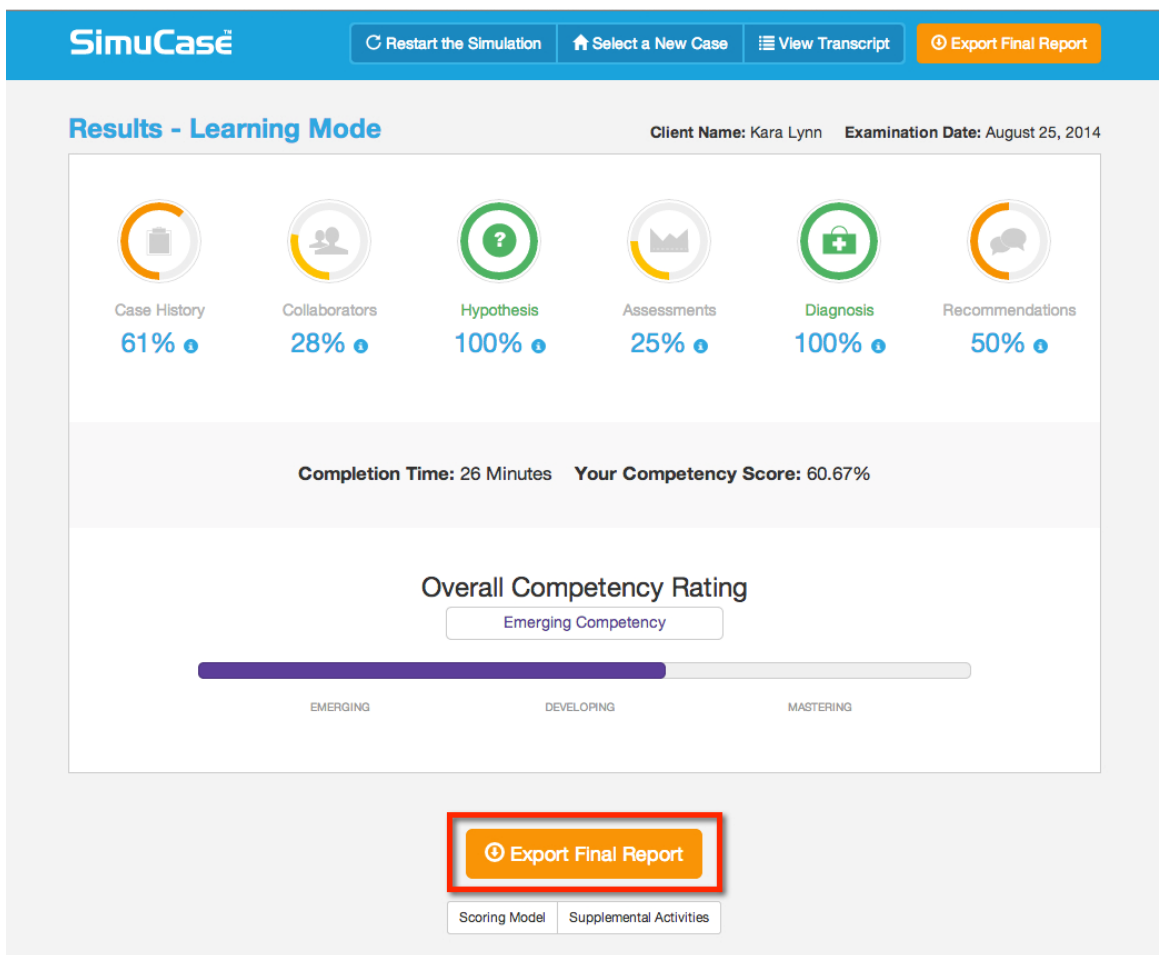
## Submitting the Case

A simulation is not complete until the user chooses **Submit Case**—the final step in the simulation process. When clicking Submit Case, results regarding the user’s competencies in each of the areas of decision making associated with the case type are provided.

In addition, the amount of time spent in the case is indicated, although is not a part of competency scoring. The time indicated is an estimate and includes the time it might have taken to complete a screening or assessment activity. Although time spent on a case is not

considered in the competency scoring, the issue of time spent on a case is a good point of discussion for any of the cases included in SimuCase.

The user can view a printed report of his or her competencies and all clinical decisions he or she made throughout a case by **Exporting Final Report**. This final report is a PDF summarizing all actions taken within the simulation. The user's competency scores are also listed. Completed cases are saved on a user's Completed Case Transcript.



## SimuCase™ Technical Requirements

SimuCase is cloud-based application with minimal technical requirements: a web browser and a high-speed Internet connection. For optimal performance we recommend the following:

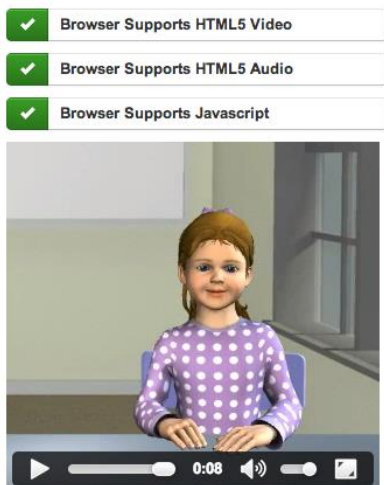
Supported Internet Browsers: Safari version 5.0 or higher, Firefox version 6.0 or higher, Internet Explorer 9.0 or higher, Chrome version 14.0 or higher

To insure compatibility, users can select the **Browser Test** found on the SimuCase drop down menu to test the required browser settings



To verify the ability of your system to playback media (i.e. audio and video files) within the SimuCase application, the Browser Test page also includes automatic playback of a video file. You should see and hear the virtual patient introduction.

## SimuCase Browser Test



Your browser successfully meets the requirements to view SimuCase™ Virtual Case Studies.

You should also see and hear a video playing in the media window. If not, please call 800-242-5183 for assistance.

Browse our virtual case studies to get started

[SimuCase™ Virtual Case Studies](#)

**SimuCase is a mobile compatible application.** Supported devices include Apple and Android products, such as iPad and Motorola Xoom.

Additional recommendations for optimal performance of SimuCase include:

- JavaScript must be enabled
- Adobe Acrobat Reader (free from [get.adobe.com/reader/](http://get.adobe.com/reader/))
- Headphones are optional but highly recommended

**We are here to help you!** If additional technical support is needed, please contact SpeechPathology.com customer service at 1-800-242-5183 between the hours of 7 AM and 7 PM ET. You may also contact our support team via email at [help@simucase.com](mailto:help@simucase.com)



## SimuCase Frequently Asked Questions

### Where Does the Case Content Come From?

SimuCase content has been provided by families from a variety of hospitals, schools, and clinics across the United States, including Cincinnati Children's Hospital Medical Center (CCHMC), the Cleveland Hearing and Speech Center, and numerous university clinics. Each case was created from an actual case submitted by a practicing speech-language pathologist.

Once a case is created, at least two reviewers with expertise in the disorder area review the case content to insure evidence-based practices. Each reviewer evaluates scoring information and provides approval prior to release of a case.

### How Long Should It Take a User to Complete a Case?

Understanding that SimuCase is a simulated case study experience for the speech-language assessment process, it should take users several hours to successfully complete a case. Since this experience is similar to the diagnostic process, users should expect to spend approximately 1-3 hours working through the diagnostic process.

### Can a case be completed more than once?

YES! One of the greatest advantages of simulation is the opportunity for repeated practice. Learners should be encouraged to start over when dissatisfied with decisions or scoring.

### Can students work on more than one case at a time?

YES! Each case is stored and scored independently within the SpeechPathology.com user account.

### How does scoring work?

Scoring is based on the strength of the decisions students make within each section of a case. In general, students earn points for good, **reflective** decisions and lost points for poor decisions (**rejected** decisions). There are also decisions that are judged as **acceptable**, which results in no points awarded or subtracted. The points earned in each section are added together to

determine the overall competency level of the student. The following scale is utilized to assign a competency measure:

- 90% or higher overall score = Mastering
- 70-89% overall score = Developing
- Lower than 70% overall score = Emerging

### **Are there any supplemental activities available?**

YES! SimuCase assessment cases also include Supplemental Activities for use. These activities give you the option to:

- Create a Comprehensive Diagnostic Report—to develop your writing and reporting skills
- Create an Individualized Educational Program (IEP)—based on forms provided by the Ohio Department of Education
- Create an Evaluation Team Report (ETR)—based on forms provided by the Ohio Department of Education
- Create a Lesson Plan
- Create an Intervention Plan based on the assessment results, areas of concerns, and recommendations of the case

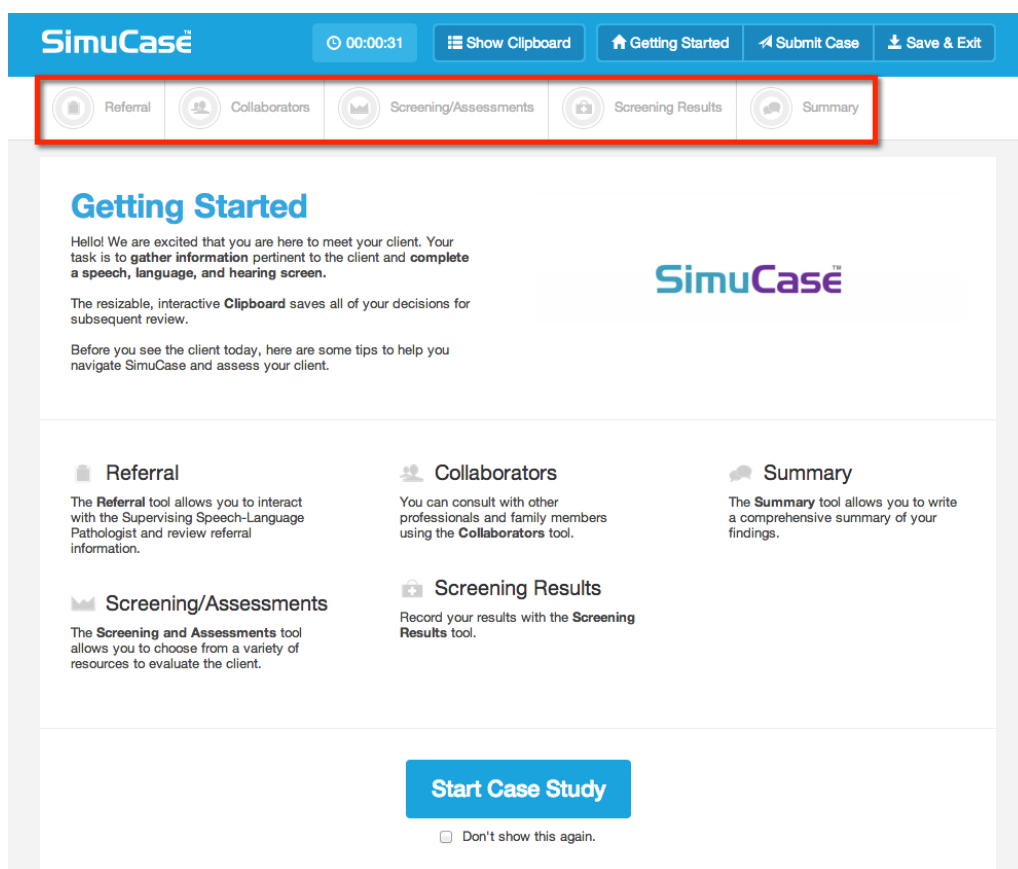
Click **Supplemental Activities** on the Results page to access these activities. All forms are provided in PDF format and can be downloaded to a local drive for printing and use.

## Screening Cases

**Screening** cases are designed to improve the skill sets necessary for completion of a screen. These cases contain screenings for the user to practice the elements that contribute to a comprehensive screening protocol. Please note that screening cases are only available in assessment mode.

## The SimuCase Screening Tools

The majority of SimuCase tools are presented in the toolbar at the top of the opening screen. Referral, Collaborators, Screening/Assessments, Screening Results, Summary, Save/Exit, and Submit Case are easy to access via the toolbar. The dynamic clipboard, an additional tool, helps



users organize the information they gather about the case. When first opening a case, the Clipboard must be opened and can be resized, as well as closed as needed. The following sections walk you through the purpose and function of each of the menus in the toolbar.

## Referral

The **Referral** tool allows the user to interact with the supervising speech-language pathologist to find out more information pertaining to the case. The user may select questions or type questions in the Ask Questions box. These responses can be viewed and printed at any time. All videos allow the user to adjust the volume, play at full screen, replay, rewind, pause, or stop.

The screenshot displays the SimuCase software interface. At the top, a blue header bar contains the SimuCase logo, a timer at 00:01:44, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation menu with icons for 'Referral', 'Collaborators', 'Screening/Assessments', 'Results', and 'Summary'. The 'Referral' tab is highlighted with a red box. The main content area is titled 'Referral Information' and features a profile picture of a woman, a 'Referred By:' field with the text 'Supervising Speech-Language Pathologist', and a 'Referred Information:' field with the text: 'Ben is a 5-year-old boy in the kindergarten classroom. He was referred for a speech, language, and hearing screen by his teacher. You are a Speech-Language Pathology Assistant assigned to complete the screening.' To the right of the text is a video player showing a 3D-rendered boy in a red shirt sitting at a desk with a computer monitor. Below the video is a text input area with a purple header that says 'TYPE A QUESTION OR RESPONSE' and a small text box at the bottom right.

## Collaborators

The user can consult other family members and various professionals who may be working with the client using the **Collaborators** tool. Once chosen, a collaborator makes an opening remark; but then the collaboration occurs via typing questions to the chosen collaborator. Some collaborators will send a report to the user. Reports are sent as PDF files to the Clipboard, where they can be opened. For these custom cases, users must collaborate with the supervising speech-language pathologist to both gain and share information regarding the case.

The screenshot displays the SimuCase interface with the 'Collaborators' tab selected. The interface is divided into several sections:

- Top Bar:** Includes the SimuCase logo, a timer (00:08:25), and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'.
- Navigation:** A row of icons for 'Referral', 'Collaborators' (highlighted with a red box), 'Screening/Assessments', 'Results', and 'Summary'.
- Collaborators Section:** A purple header reads 'COLLABORATORS Help'. Below it are four categories:
  - Allied Professions:** Occupational Therapist (with a female avatar).
  - Family:** Mother (with a female avatar).
  - Educational:** Kindergarten Teacher, School Secretary, and Special Education Teacher (each with a corresponding avatar).
  - Medical:** (Currently empty).
- Instructions Panel:** A box on the right titled 'SELECT A COLLABORATOR TO ASK A QUESTION' contains the following instructions:
  - Instructions:** Click on an individual team member you wish to collaborate with.
  - If desired, type a question in the open text field and hit enter.
  - Questions and responses will be saved in the clipboard.
  - Enter any additional notes via 'Add Entry' in the clipboard.
  - View reports (if applicable) in the clipboard.
- Text Input:** A red arrow points to a text input field at the bottom right labeled 'Type questions here'.

## Screening/Assessments

The **Screening/Assessments** tool allows the user to choose from a variety of screening and assessment measures. Users can print a PDF of all available assessment measures. Printing this PDF allows the user to plan ahead for an efficient session (much like what is required in the real world).

Cognition	Client Name: Ben
Hearing	Speech and Language
Speech and Language	1. Language Sample (Interests) 2. Language Sample (Water Park) 3. Language Sample (Favorite Movie) Ages and Stages Questionnaire, 3rd Ed. (Ben) Ages and Stages Questionnaire: Social-Emotional, 3rd Ed. (Ben) Boehm Test of Basic Concepts 3rd Ed. (Ben) CELF-5 Screening Test (Ben) Clinical Assessment of Articulation and Phonology-2nd Ed. (Ben) Clinical Evaluation of Language Fundamentals- Preschool 2nd Ed. (Ben) Communication and Symbolic Behavior Scales Developmental Profile (Ben) Fliuharty Preschool Speech and Language Screening Test 2nd Ed. (Ben)

For all screening/assessment tools, users are expected to know the age range and appropriateness of an approach and activity; an inappropriate choice (e.g., due to age range) will result in negative points and affect the user's overall competency rating.

Screening/Assessment tools are available in a number of formats. Computer-driven assessments are those that the computer automatically provides results. Users simply select the component they wish to utilize. When clicking **Administer**, a summary of the results of the assessment appears in the Interaction box. More detailed results of the screening or assessment are placed in the Clipboard. The user may add to the details in the Clipboard regarding any of the screenings or assessments at any time by clicking **Add Entry**.

The screenshot displays the SimuCase software interface. At the top, a blue header contains the SimuCase logo, a timer showing 00:44:57, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation bar with icons for 'Referral', 'Collaborators', 'Screening/Assessments', 'Results', and 'Summary'. The main content area is titled 'SCREENING/ASSESSMENTS' and includes a sidebar with 'Cognition', 'Hearing', and 'Speech and Language' categories. The 'Speech and Language' category is selected, showing details for the 'CELF-5 Screening Test (Ben)'. This includes a description: 'Screening used to determine if a child needs testing to identify language disorder.', an administration time of '15 minutes', and a red arrow pointing to an orange 'Administer' button. A 'References' section at the bottom lists 'Wig, Secord, & Semel (2013)'. To the right of the text is a 3D-rendered child character sitting at a desk with a computer monitor. Below the character is an 'INTERACTION AREA'.

User-driven screenings/assessments are those that the user controls and all selections are interactive. The user observes, scores, and reports the response accuracy of the client. In some cases, the user-driven treatment is a graded assessment. Graded assessments are interactive and require the user to answer questions that are graded for accuracy. The number of questions tied to each response is variable and the user must answer all questions to advance through the graded assessment. Graded assessments results are NOT included in the clipboard, but will be reported on the results page and the final exported report at the completion of the case.

When clicking **Administer**, user-driven screenings/assessments play a video so the user can practice conducting the screening/assessment, scoring, and reporting. All videos allow the user to adjust the volume, play at full screen, replay, rewind, pause, or stop. Once the user completes an analysis, the data or results obtained may be entered into the clipboard. All screenings/assessments may be re-administered at any time, however, this extra time and effort affects the user's overall time.



## Screening Results

The **Screening Results** tool allows the user to indicate outcome of the screening. After making selections, the user clicks **Select**.

The screenshot displays the SimuCase application interface. At the top, a blue navigation bar contains the SimuCase logo, a timer at 00:03:47, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Referral', 'Collaborators', 'Screening/Assessments', 'Screening Results' (highlighted with a red box), and 'Summary'. The main content area is titled 'SCREENING RESULTS' and includes a 'Help' link. On the left, a sidebar lists 'Hearing Screening Results' and 'Speech and Language Screening Results'. The central panel, titled 'Client Name: Ben', shows 'Speech and Language Screening Results' with four radio button options: 'Fail Speech and Language Screen', 'Pass Speech and Language Screen', 'Refer for full Speech and Language Evaluation', and 'Report Results to Supervising Speech-Language Pathologist'. A red arrow points to an orange 'Select' button at the bottom right of this panel. To the right of the main panel is a video window showing a child at a computer, with a text input field below it labeled 'TYPE A QUESTION OR RESPONSE'.

## Summary

In addition to reporting screening results, the **Summary** tool allows the user to write a short narrative regarding the client's screening outcome. These details should include the results and if further evaluation is warranted. Scoring is based on the use of relevant key words included in the narrative. After keying in the summary, the user clicks **Save Summary**. The summary can be edited at any time until the case is submitted.

The screenshot displays the SimuCase software interface. At the top, a blue navigation bar contains the SimuCase logo, a timer at 00:04:13, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Referral', 'Collaborators', 'Screening/Assessments', 'Results', and 'Summary'. The 'Summary' tab is highlighted with a red box. The main content area is titled 'SUMMARY' and includes a 'Help' icon. It shows 'Client Name: Ben' and a 'Summary' section with a text input field containing the placeholder 'Type summary of screening here.' and a 'Delete' button. A character count '33/2000 characters' is displayed below the field. At the bottom of the summary section are 'Discard Changes' and 'Save Summary' buttons. To the right, there is a video feed of a young boy in a red shirt sitting at a desk with a computer monitor. Below the video is a purple bar with the text 'TYPE A QUESTION OR RESPONSE' and a corresponding text input field.

## How Does SimuCase Screening Case Scoring Work?

Understanding that SimuCase is a simulated learning experience, users are encouraged to complete the simulation as many times as needed. The most powerful form of learning is through repeated practice. Therefore, users are encouraged to practice and learn from their mistakes and to spend as much time as needed working through a case. As they work through the case, if many mistakes are made, students are encouraged to begin again. They should not be worried about restarting a case for learning purposes.

SimuCase scoring is rated based on strength of decision-making skills. The following describes how decisions within each competency are scored.

### **Referral**

Questions are rated based on strength of decision-making skills when gathering referral information. Users must be selective in the questions chosen. If questions are repeated or are redundant, points may be deducted (redundancy is not the best use of the user's, client's, or caregiver's time). Some questions may be irrelevant and score 0 points; other questions may be inappropriate for the case and will score negative points.

### **Collaborators**

Points are awarded for identifying appropriate collaborators for a case and for asking relevant questions. Points are deducted for selecting inappropriate team collaborators. Once a collaborator is chosen, the user can ask the collaborator questions to obtain additional information about the case. Scoring is based on key words so users should keep their questions concise. Users are not deducted points for asking too many questions or the wrong questions of an appropriate collaborator.

### **Screening/Assessments**

Points are awarded for administering appropriate screening/assessments. Each case has numerous possibilities for outcomes but it is the combination of screening/assessments that is scored.

In screening/assessments, users are deducted points for:

- Selecting inappropriate screening or assessment activity based on the case information
- Selecting an unnecessary screening or assessment activity
- Selecting an age-inappropriate screening or assessment activity
- Selecting two or more screening or assessment activities that measure the same outcome

### **Screening Results**

Points are awarded for selecting the appropriate outcome for speech, language, and hearing screen. Points are deducted for each inappropriate selection.

### **Summary**

Points are awarded for providing general statements regarding the outcome of the screening. Scoring is based on key word matching so users can keep their summary statements concise and phrase-like and address outcome and if further evaluation is warranted. However, as an instructor you can require a more formal summary and it will not affect scoring as long as a key word is entered.

### **Areas Not Scored**

As mentioned previously, the final competency score and rating are calculated based solely on the decisions of the user. Use of the Clipboard is **not** scored. This is an optional feature that assists users with the treatment process. Graded assessment results are reported separately on the results page and within the final exported report, but are **not** included in the calculation of the final competency score or competency rating. The time it takes to complete a case is measured but is also **not** scored. The timer indicates total simulation play time. This can be defined as the time spent in the simulation, which helps users monitor their efficiency in making case decisions. Note that the estimated time it takes to complete specific treatment activities is included in the time spent in the simulation.

## The SimuCase Competency Rating

A user's overall competency in screening a particular client is rated and indicated on the Results screen. The Results screen displays a user's overall performance in each of these areas:

- Referral
- Collaborators
- Screenings/Assessments
- Screening Results
- Summary

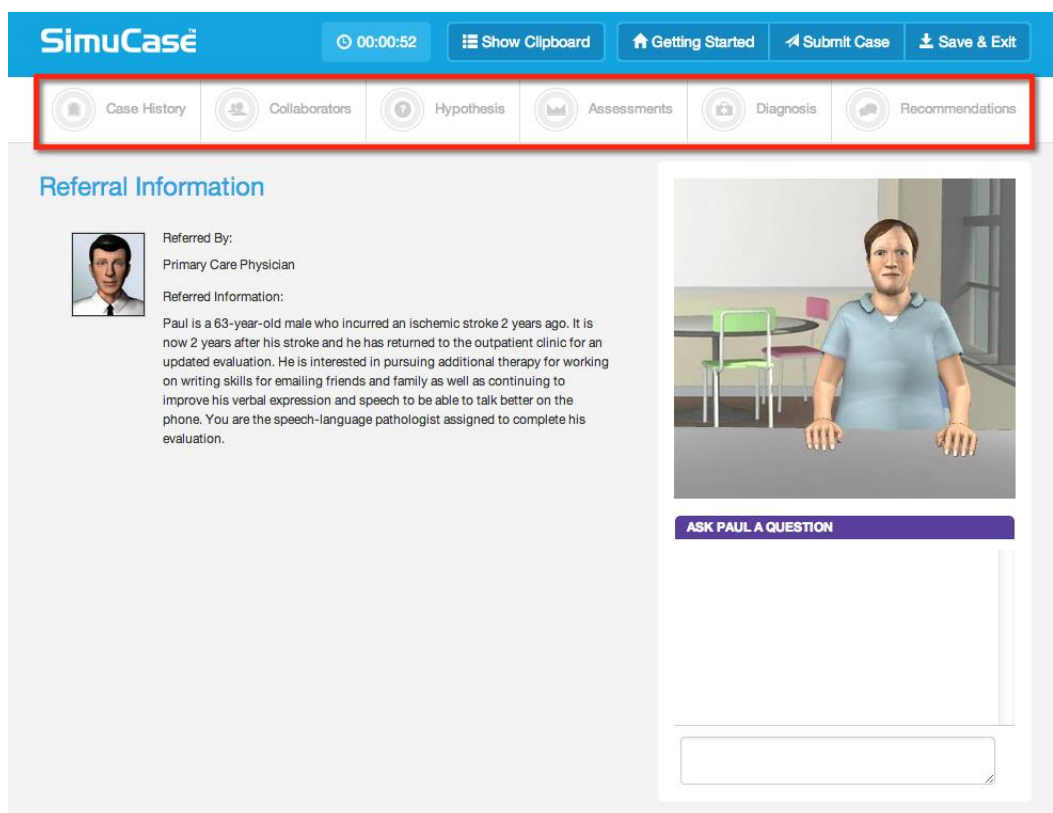
If a user earns a 90% or higher overall score, the Mastering competency rating is earned. If a user earns an overall score of 70-89% a Developing competency rating is earned. If a user fails to earn at least 70% an Emerging competency rating is earned.

## Assessment Cases

**Assessment** cases encourage the student to exercise the clinical decision-making skills required for a full client assessment. The student is expected to interact with family and other professionals to gather information pertinent to the case, as well as administer assessments to make a diagnosis and provide recommendations. Assessment cases are available in both learning and assessment modes. Please direct your students to utilize the most appropriate mode based on your learning objectives, learning activities and assessment methods.

## The SimuCase Assessment Tools

The majority of SimuCase tools are presented in the toolbar at the top of the opening screen. Case History, Collaborators, Clinical Hypothesis, Assessments, Diagnosis, Recommendations, Save/Exit, and Submit Case are easy to access via the toolbar. The dynamic clipboard, an additional tool, helps users organize the information they gather about the case. When first opening a case, the Clipboard must be opened and can be resized, as well as closed as needed. The following sections walk you through the purpose and function of each of the menus in the toolbar.



The screenshot displays the SimuCase application interface. At the top, a blue toolbar contains the SimuCase logo, a timer showing 00:00:52, and several action buttons: Show Clipboard, Getting Started, Submit Case, and Save & Exit. Below the toolbar, a row of six circular icons represents the main menu items: Case History, Collaborators, Hypothesis, Assessments, Diagnosis, and Recommendations. A red rectangular box highlights this menu row. The main content area is titled "Referral Information" and features a small profile picture of a man. To the right of the picture, the text reads: "Referred By: Primary Care Physician" and "Referred Information: Paul is a 63-year-old male who incurred an ischemic stroke 2 years ago. It is now 2 years after his stroke and he has returned to the outpatient clinic for an updated evaluation. He is interested in pursuing additional therapy for working on writing skills for emailing friends and family as well as continuing to improve his verbal expression and speech to be able to talk better on the phone. You are the speech-language pathologist assigned to complete his evaluation." To the right of the text is a 3D-rendered male avatar sitting at a table. Below the avatar is a purple button labeled "ASK PAUL A QUESTION" and a large text input field.

## Case History

The **Case History** tool allows the user to interact with a virtual client or caregiver (e.g., a parent). By choosing a category of questions and then directly selecting questions within the category, the virtual client or caregiver responds. When a caregiver provides Case History responses, users can ask follow-up or probing questions by typing the question into the **Ask Parent a Question** box. As questions are asked, responses are placed in the user's Clipboard as though the user is taking notes. These responses can be viewed and printed at any time.

The screenshot displays the SimuCase software interface. At the top, a blue navigation bar contains the SimuCase logo, a timer at 00:04:15, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Case History' (highlighted with a red box), 'Collaborators', 'Hypothesis', 'Assessments', 'Diagnosis', and 'Recommendations'. The main interface is divided into two panels. The left panel, titled 'CASE HISTORY' with a 'Help' icon, features a sidebar with categories: 'Background Information', 'Education and Vocation', 'Medical', 'Speech and Language', and 'Social and Behavioral'. The 'Background Information' category is selected, showing a list of questions for a client named Paul. The right panel features a 3D virtual client, a purple 'ASK A QUESTION' header, and a text input field with the placeholder text 'Type a question here.'

Category	Client Name: Paul
Background Information	Client Name: Paul
Education and Vocation	Background Information
Medical	Why are you here today?
Speech and Language	Tell me the story of your stroke.
Social and Behavioral	How long ago was your stroke?
	What previous therapy have you had?
	What type of therapy have you had?
	What difficulties have you had since your stroke?
	How would you rate the severity of your problem: mild, moderate, or severe?
	What progress have you made?



## Collaborators

The user can consult other family members and various professionals who may be working with the client using the **Collaborators** tool. Once chosen, a collaborator makes an opening remark; but then the collaboration occurs via typing questions to the chosen collaborator. Some collaborators will send a report to the user. Reports are sent as PDF files to the Clipboard, where they can be opened.

The screenshot displays the SimuCase interface. At the top, a blue navigation bar contains the SimuCase logo, a timer (00:07:15), and buttons for 'Hide Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Case History', 'Collaborators' (highlighted with a red box), 'Hypothesis', 'Assessments', 'Diagnosis', and 'Recommendations'.

The main interface is divided into three sections:

- COLLABORATORS**: A purple header with a 'Help' link. It lists various roles:
  - Medical**: Dental Professional, Primary Care Physician (selected), Radiologist, Acute Care Registered Nurse.
  - Family**: Wife.
  - Educational**: Elementary School Teacher.
  - Allied Professions**: (empty).
- ASK PRIMARY CARE PHYSICIAN A QUESTION**: A central panel with instructions:
  - 'you wish to collaborate with'
  - 'If desired, type a question in the open text field and hit enter'
  - 'Questions and responses will be saved in the clipboard'
  - 'Enter any additional notes via 'Add Entry' in the clipboard'
  - 'View reports (if applicable) in the clipboard'
 Below this, a message from the Primary Care Physician is shown: 'Hello, I am Dr. Rudy. Paul has been a patient of mine for years. I recently saw him for his yearly physical and he mentioned he was interested in pursuing additional therapy. I have a copy of his radiology report from the time of his stroke which I will send to your clipboard. Thank you for evaluating him.' A red arrow points to the 'Type a question here.' text input field.
- Clipboard**: A black sidebar on the right with 'Re-Attach' and 'Close' buttons. It contains:
  - Text: 'updated evaluation. He is interested in pursuing additional therapy for working on writing skills for emailing friends and family as well as continuing to improve his verbal expression and speech to be able to talk better on the phone. You are the speech-language pathologist assigned to complete his evaluation.'
  - General Information** and **Case History** sections.
  - Collaborators** section with a dropdown menu.
  - User Notes** section with an 'Add Entry' button.
  - Primary Care Physician** section with a dropdown menu.
  - Timeline of events:
    - 01:28:51 PM: 'You approach the Primary Care Physician.'
    - 01:28:52 PM: 'File Attachment' (highlighted with a red box) for 'Paul Radiology Report.pdf'.

## Clinical Hypothesis

The Clinical Hypothesis tool allows the learner to record a clinical theory and plan regarding the client's presentation of behaviors. The purpose of the clinical hypothesis is to guide clinical decision-making throughout the simulation. The student must type in both the hypothesis and the action plan in the designated text fields. Once the student clicks the **Save** button, the data is then stored in the clipboard for later review. The clinical hypothesis is not graded, but is instead marked as complete or incomplete in the final report.

The screenshot displays the SimuCase interface for the Clinical Hypothesis tool. At the top, a blue header bar contains the SimuCase logo, a timer at 02:07:06, and navigation buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header, a navigation menu includes 'Case History', 'Collaborators', 'Hypothesis' (highlighted with a red box), 'Assessments', 'Diagnosis', and 'Recommendations'. The main content area is titled 'CLINICAL HYPOTHESIS' and features a 'Client Name: Paul' field. Below this, there is a 'Hypothesis #1' section with a 'Delete' button and a text input field labeled 'Type your hypothesis here.'. An 'Action Plan' section follows with a text input field labeled 'Type your action plan here.'. At the bottom of the hypothesis section, there are two buttons: 'Discard Changes' and 'Save Hypothesis', with a red arrow pointing to the 'Save Hypothesis' button. To the right of the text input fields is a 3D avatar of a male patient in a light blue shirt, standing behind a table. Below the avatar is an 'ASK A QUESTION' section with a text input field.

## Assessments

The **Assessments** tool allows the user to choose from a variety of resources—including both standardized tests and non-standardized tests and procedures—with which to evaluate the client. The assessment options are categorized by the domain or area of assessment (e.g., Articulation and Phonology, Fluency, Classroom Performance) and by subcategories within those areas. Users can print a PDF of all available assessment options categorized by domain and subcategories. Printing this PDF allows the user to plan ahead for an efficient assessment (much like what is required in the real world).

For all assessment tools, a brief description of the test or procedure is given as well as the reference/source. Users are expected to know the age range and appropriateness of an assessment tool; an inappropriate choice (e.g., due to age range, area of assessment) will result in negative points and affect the user's overall competency rating. A link to the Reference List is provided so users can refer to the original source for more information, including how to conduct a procedure and/or how to interpret results.

Administration of assessments is either computer driven or user driven. Computer-driven assessments are those that the computer automatically provides results. Users simply select the component they wish to assess, then the test or subtest they wish to administer. When clicking **Administer**, a summary of the results of the assessment appears in the Interaction box. More detailed results of the assessment are placed in the Clipboard. The user may add to the details in the Clipboard regarding any of the assessments at any time by clicking **Add Entry**.

The screenshot displays the SimuCase software interface. At the top, there is a blue header with the SimuCase logo, a timer showing 02:14:47, and buttons for 'Hide Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation bar with icons for 'Case History', 'Collaborators', 'Hypothesis', 'Assessments', 'Diagnosis', and 'Recommendations'. The main content area is divided into three sections:

- ASSESSMENTS:** A list of assessment categories on the left (Aphasias, Cognition, Dysphagia, Fluency, Hearing, Motor Speech / Intelligibility, Oral Peripheral, Psychosocial, Reading, Verbal Expression, Voice and Resonance, Writing). The 'Aphasias' category is selected, showing details for 'Client Name: Paul' and 'Boston Assessment of Severe Aphasia (BASA)'. The 'Administer' button is highlighted with a red arrow.
- INTERACTION AREA:** A video player showing a 3D avatar of a man in a blue shirt standing at a table. Below the video, there are two information boxes: 'Results: Severity Rating: 2' and 'Assessment Form: Paul's Reference List'.
- Clipboard:** A dark sidebar on the right with a 'Clipboard' title and 'Re-Attach' and 'Close' buttons. It contains a list of assessment categories, with 'Assessments' highlighted in blue. Under 'Assessments', there is a 'User Notes' section with an 'Add Entry' button highlighted by a red arrow.

User-driven assessments are those that the user controls. The user observes, scores, analyzes, and interprets results. Examples of user-driven assessments include procedures to analyze a speech sample, a language sample, a play session, an interview, or an oral mechanism exam.

The user-driven assessments include blank forms to download and use when conducting the procedure and analysis. When clicking **Administer**, many user-driven assessments have a video file play so the user can practice conducting the procedure, the scoring, and the analysis. All videos allow the user to adjust the volume, play at full screen, replay, rewind, pause, or stop. Other user-driven assessment tools do not provide a video or audio file for analysis. Rather a checklist, written language sample, etc. is downloaded to the Clipboard for analysis. Once the user completes an analysis, the data or results obtained can be entered into the clipboard.

All assessments may be re-administered at any time, however, this extra time and effort affects the user's overall time.

The screenshot displays the SimuCase software interface. At the top, a blue navigation bar contains the SimuCase logo, a timer at 02:18:15, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Case History', 'Collaborators', 'Hypothesis', 'Assessments' (highlighted), 'Diagnosis', and 'Recommendations'.

The main interface is divided into two primary sections. On the left, a purple header reads 'ASSESSMENTS' with a 'Help' icon. Below this is a vertical list of assessment categories: Aphasia, Cognition, Dysphagia, Fluency, Hearing, Motor Speech / Intelligibility, Oral Peripheral, Psychosocial, Reading, Verbal Expression, Discourse Tasks (highlighted in purple), Naming, Voice and Resonance, and Writing. The right side of this section displays client information for 'Paul', including a 'Picture Description' task, a 'Description' paragraph, 'Assessment Forms' (with a link to 'Paul's Reference List'), and 'Administration Time' (Self-paced). A 'Re-Administer' button is located at the bottom right of this section.

On the right side of the interface, a video player shows a 3D avatar of a man named Paul. A red box highlights the 'Audio and Video Controls' at the bottom of the video player, which includes a play button, a progress bar at 0:06, and a volume icon. Below the video player is an 'INTERACTION AREA' with a purple header. It contains three instruction cards, each with a blue exclamation mark icon: 'Results: Inappropriate for client referral.', 'Assessment Form: Paul's Reference List', and 'Enter notes in the clipboard after viewing Paul's response.' The final card also lists 'Assessment Form: Paul's Reference List'.

## Diagnosis

The **Diagnosis** tool allows the user to indicate a diagnosis. Categories and subcategories of diagnoses are provided as choices. Cases may have multiple diagnoses so users need to be thorough in their choices. Cases may also have no area of concern. Once choosing the categories/subcategories of diagnoses or indicating no concern, the user clicks **Select**.

The screenshot shows the SimuCase application interface. At the top, a blue navigation bar contains the SimuCase logo, a timer at 02:22:53, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Case History', 'Collaborators', 'Hypothesis', 'Assessments', 'Diagnosis' (highlighted with a red box), and 'Recommendations'. The main content area is titled 'DIAGNOSIS' and includes a 'Help' link. On the left, a vertical list of diagnosis categories is shown, with 'Language' selected and highlighted in purple. The 'Client Name: Paul' is displayed at the top of the main panel. Under the 'Language' category, four subcategories are listed with radio buttons: 'Expressive Language', 'Receptive Language', 'Second Language Acquisition', and 'Written Language Disorder'. A yellow 'Select' button is positioned to the right of these options. On the right side of the interface, there is a 3D avatar of a man named Paul sitting at a table. Below the avatar is a purple bar that says 'ASK PAUL A QUESTION' and a large white text input area.

## Recommendations

In addition to making a diagnosis, the **Recommendations** tool allows the user to write specific recommendations for the client. If intervention is required, that recommendation must be made as well as specific recommendations for remediation. Select **Add Another Recommendation** to add more than one recommendation per case. Once keying in all recommendations, the user clicks **Save Recommendations**. Recommendations can be added or deleted at any time until the case is submitted.

The screenshot displays the SimuCase interface. At the top, a blue navigation bar contains the SimuCase logo, a timer at 02:24:54, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Case History', 'Collaborators', 'Hypothesis', 'Assessments', 'Diagnosis', and 'Recommendations'. The 'Recommendations' tab is highlighted with a red box. The main content area is titled 'RECOMMENDATIONS' and includes a 'Client Name: Paul' field. A text input area for 'Recommendation #1' is shown with a 'Delete' button. Below the input is a character count of '32/2000 characters' and a blue link '+ Add Another Recommendation' with a red arrow pointing to it. At the bottom of the input area are 'Discard Changes' and 'Save Recommendations' buttons. On the right side, there is a 3D avatar of a man in a light blue shirt, and a section titled 'ASK PAUL A QUESTION' with a text input field.

## How Does SimuCase Assessment Case Scoring Work?

Understanding that SimuCase is a simulated learning experience, users are encouraged to complete the simulation as many times as needed. The most powerful form of learning is through repeated practice. Therefore, users are encouraged to practice and learn from their mistakes and to spend as much time as needed working through a case. They should not be afraid to start over when mistakes are noted and they should not fear starting over often.

SimuCase scoring is rated based on strength of decision-making skills. The following describes how decisions within each competency are scored.

### Case History

Questions are rated based on strength of decision-making skills. Users must be selective in the questions chosen. If questions are repeated or are redundant when a question was already asked, points may be deducted (redundancy is not the best use of the user's, client's, or caregiver's time). Some questions may be irrelevant and score 0 points; other questions may be inappropriate for the case and will score negative points. Follow-up questions that gain additional information may be awarded additional points. Scoring for follow-up questions is based key words in the question. Each case has additional follow-up questions that will gain points toward the competency score and the key words will trigger a response from the interviewee.

### Collaborators

Points are awarded for identifying appropriate collaborators for a case and for asking relevant questions. Points are deducted for selecting inappropriate team collaborators. Once a collaborator is chosen, the user can ask the collaborator questions to obtain additional information about the case. Scoring is based on key words so users can keep their questions concise. Users are not deducted points for asking too many questions or the wrong questions of an appropriate collaborator.



## Assessments

Points are awarded for administering appropriate standardized or non-standardized assessments. Each case has numerous possibilities for assessments but it is the combination of assessments that is scored.

In assessments, users are deducted points for:

- Selecting inappropriate assessments based on the information and topic area (e.g., a stuttering assessment for a language case)
- Selecting an unnecessary assessment
- Selecting an age-inappropriate assessment (e.g., selecting the *Clinical Evaluation of Language Functions-Preschool* for an adolescent student)
- Selecting two or more assessments that measure the same outcome (CAAP-2 and the HAPP-3)

## Diagnosis

Points are awarded for identifying areas of concern for a given case. Each case study can contain one or several areas of concern or diagnoses. Each of these areas needs to be selected based on assessment results in order to show competency. Points are deducted for each inappropriate diagnosis identified. Note that the outcome of a case can also have no area of concern.

## Recommendations

Points are awarded for providing general recommendations for each case. Scoring is based on key word matching so users can keep their recommendations concise and phrase-like (e.g., qualify for services, hearing re- evaluation, monitor speech development, phonological awareness). However, as an instructor you can require more formal recommendations and it will not affect scoring as long as a key word is entered.

## Areas Not Scored

Use of the Clipboard is **not** scored. This is an optional feature that assists users with the assessment process. The time it takes to complete a case is measured but is also not scored. The timer indicates total simulation play time. This can be defined as the time spent in the

simulation, which helps users monitor their efficiency in making case decisions. Note that the estimated time it takes to administer specific tests and procedures is included in the time spent in the simulation. The clinical hypothesis is not scored; it is marked as complete or incomplete in the final report.

### **The SimuCase Competency Rating**

A user's overall competency in assessing a particular case is rated and indicated on the Results screen. The Results screen displays a user's overall performance in each of these areas:

- Case History
- Collaborators
- Clinical Hypothesis
- Assessments
- Diagnosis
- Recommendations

If a user earns a 90% or higher overall score, the Mastering competency rating is earned. If a user earns an overall score of 70-89% a Developing competency rating is earned. If a user fails to earn at least 70% an Emerging competency rating is earned.

### **Scoring Model**

On the Results page, click **Scoring Model** to review an example of the breakdown of the skills for each case. Competencies are based on the American Speech-Language-Hearing Association's (2009) Knowledge and Skills Acquisition (KASA) standards. Each case has customized KASA competencies to track user performance.

## Intervention Cases

**Intervention** cases are designed to provide learners the opportunity to improve intervention skills; each case includes intervention activities that allow for practice of treatment methods.

Please note the intervention cases are only available in assessment mode.

## The SimuCase Intervention Tools

The majority of SimuCase tools are presented in the toolbar at the top of the opening screen. Baseline Data, Collaborators, Treatment, Client Progress, Summary, Save/Exit, and Submit Case are easy to access via the toolbar. The dynamic clipboard, an additional tool, helps users organize the information they gather about the case. When first opening a case, the Clipboard must be opened and can be resized, as well as closed as needed. The following sections walk you through the purpose and function of each of the menus in the toolbar.

The screenshot displays the SimuCase interface. At the top, a blue toolbar contains the SimuCase logo, a timer showing 00:01:49, and several action buttons: Show Clipboard, Getting Started, Submit Case, and Save & Exit. Below the toolbar, a row of five circular icons represents the main tools: Baseline Data, Collaborators, Treatment, Client Progress, and Summary. These icons are highlighted with a red rectangular border. The main content area is titled 'Getting Started' and includes a welcome message, a description of the Clipboard tool, and tips for navigating the software. Below this, there are six tool cards arranged in a 2x3 grid, each with an icon and a brief description of its function. At the bottom center, there is a prominent blue 'Start Case Study' button and a checkbox labeled 'Don't show this again.'.

**SimuCase** 00:01:49 Show Clipboard Getting Started Submit Case Save & Exit

Baseline Data Collaborators Treatment Client Progress Summary

### Getting Started

Hello! We are excited that you are here to meet your client. Your task is to provide intervention for your client.

The resizable, interactive **Clipboard** saves all of your decisions for subsequent review.

Before you see the client today, here are some tips to help you navigate SimuCase and work with your client.

**Baseline Data**  
The **Baseline Data** tool allows you to interact with the virtual client and collect baseline data.

**Collaborators**  
You can consult with other professionals and family members using the **Collaborators** tool.

**Summary**  
The **Summary** tool allows you to write a comprehensive summary for the client.

**Treatment**  
The **Treatment** tool allows you to choose from a variety of activities to use with the client.

**Client Progress**  
Record your results with the **Client Progress** tool.

**Start Case Study**

Don't show this again.

## Baseline Data

The **Baseline Data** tool allows the user to interact with the virtual client. By choosing a category of questions (i.e. language samples) and then directly selecting questions within the category, the virtual client responds. The user may also type questions in the Ask Questions box. These responses can be viewed and printed at any time. All videos allow the user to adjust the volume, play at full screen, replay, pause, or stop.

The screenshot displays the SimuCase software interface. At the top, there is a blue header bar containing the SimuCase logo, a timer showing 00:05:10, and several utility buttons: 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation menu with icons for 'Baseline Data', 'Collaborators', 'Treatment', 'Client Progress', and 'Summary'. The 'Baseline Data' icon is highlighted with a red rectangular box.

The main content area is divided into two sections. On the left, there is a sidebar with a purple header 'BASELINE DATA' and two tabs: 'Language Samples' (selected) and 'Objectives'. The 'Language Samples' tab shows a list of questions under the heading 'Client Name: Anna':

- What is your favorite movie?
- What is your favorite song?
- What is your favorite book?
- Do you have another favorite book?
- What is your favorite television show?
- What is your favorite toy?
- What is your favorite food to eat?
- Tell me about your family.
- What did you do this weekend?
- How was swimming?

On the right side of the interface, there is a video player showing a 3D-rendered virtual girl with brown hair, wearing a purple polka-dot shirt, sitting at a table. Below the video player is a purple button labeled 'TYPE A QUESTION OR RESPONSE' and a text input field with the placeholder text 'Type a question or response here.'

## Collaborators


The user can consult other family members and various professionals who may be working with the client using the **Collaborators** tool. Once chosen, a collaborator makes an opening remark; but then the collaboration occurs via typing questions to the chosen collaborator. Some collaborators will send a report to the user. Reports are sent as PDF files to the Clipboard, where they can be opened. For these custom cases, users must collaborate with the supervising speech-language pathologist to both gain and share information regarding the case.

**SimuCase™** 00:07:09 Show Clipboard Getting Started Submit Case Save & Exit

Baseline Data **Collaborators** Treatment Client Progress Summary


### COLLABORATORS

**Educational**




Preschool Teacher


**Allied Professions**




Occupational Therapist



Physical Therapist




Supervising Speech-Language Pathologist



Music Therapist

**Family**



Anna's Mother

**SELECT A COLLABORATOR TO ASK A QUESTION**

**Instructions**

- Click on an individual team member you wish to collaborate with
- If desired, type a question in the open text field and hit enter
- Questions and responses will be saved in the clipboard
- Enter any additional notes via 'Add Entry' in the clipboard
- View reports (if applicable) in the clipboard

Type questions here.

## Treatments

The **Treatment** tool allows the user to choose from a variety of treatment activities which to evaluate the client. The treatment approach options are categorized by type of activity and each activity includes a variety of intervention techniques. Users can print a PDF of all available treatment options categorized by activity and approaches. Printing this PDF allows the user to plan ahead for an efficient treatment session (much like what is required in the real world).

The screenshot displays the SimuCase software interface. At the top, there is a blue header bar with the SimuCase logo, a timer showing 00:08:51, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation bar with icons for 'Baseline Data', 'Collaborators', 'Treatment' (highlighted with a red box), 'Client Progress', and 'Summary'. The main content area is titled 'TREATMENT' and features a list of activity categories on the left and a client information panel on the right. The client information panel shows 'Client Name: Anna' and lists three treatment approaches: 'Cycles Approach Week 3 Targeting /b/ sound', 'Language Treatment for Phonological Disorders Targeting Pronouns', and 'Sensory-Motor Approach /k/ Isolation'. On the right side, there is a 3D rendered image of a young girl with brown hair, wearing a purple polka-dot shirt, sitting at a table. Below the image is a purple bar labeled 'INTERACTION AREA'.

For all treatment tools, users are expected to know the age range and appropriateness of an approach and activity; an inappropriate choice (e.g., due to age range) will result in negative points and affect the user's overall competency rating. Treatment tools are available in a number of formats. Computer-driven treatments are those that the computer automatically provides results. Users simply select the component they wish to utilize. When clicking **Administer**, a summary of the results of the treatment appears in the Interaction box. More

detailed results of the treatment are placed in the Clipboard. The user may add to the details in the Clipboard regarding any of the treatments at any time by clicking **Add Entry**.

The screenshot displays the SimuCase software interface. At the top, a blue header bar contains the SimuCase logo, a timer showing 00:12:49, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation bar with icons for 'Baseline Data', 'Collaborators', 'Treatment', 'Client Progress', and 'Summary'. The main content area is divided into two panels. The left panel, titled 'TREATMENT', features a sidebar with various activity options: 'Book', 'Cards', 'Chutes and Ladders TM', 'Fisher-Price Little People Animal Sounds Farm TM' (highlighted in purple), 'Hangman', 'Oral Motor Kit', and 'Tablet App'. The main area of this panel displays details for 'Client Name: Anna', including the title 'Language Treatment for Phonological Disorders Targeting Pronouns', two paragraphs of description, 'Assessment Forms' with a link to 'Anna Case Reference List', and 'Administration Time' listed as 'Self-paced'. A red arrow points to an orange 'Administer' button. The right panel, titled 'INTERACTION AREA', shows a 3D rendered image of a young girl with brown hair, wearing a purple polka-dot shirt, sitting at a table. Below the image is a vertical scroll bar.

The screenshot displays the SimuCase software interface. At the top, a blue header bar contains the SimuCase logo, a timer at 00:15:27, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below the header is a navigation bar with icons for 'Baseline Data', 'Collaborators', 'Treatment' (which is active), 'Client Progress', and 'Summary'. The main content area is split into two panels. The left panel shows a slide titled 'bird' with a 'Play Response' button and a 'Select sounds in error.' section with three checkboxes: 'no errors', 'initial b', and 'final d'. The right panel features a 3D avatar of a young girl sitting at a table. Below the avatar is an 'INTERACTION AREA' with three notification boxes: 'Results: Inappropriate for client referral.', 'Assessment Form: Anna Case Reference List', and another 'Assessment Form: Anna Case Reference List'.

User-driven treatments are those that the user controls and all selections are interactive. The user observes, scores, and reports the response accuracy of the client. In some cases, the user-driven treatment is a graded assessment. Graded assessments require the user to answer questions for each response. The number of questions tied to each response is variable and the user must answer all questions to advance through the graded assessment. Graded assessments results are NOT included in the clipboard, but will be reported on the results page and the final exported report at the completion of the case.

When clicking **Administer**, user-driven treatments play a video so the user can practice conducting the technique, the scoring, and the reporting. All videos allow the user to adjust the volume, play at full screen, replay, rewind, pause, or stop. Once the user completes an analysis,



the data or results obtained may be entered into the clipboard. All treatments may be re-administered at any time, however, this extra time and effort affects the user's overall time.

## Client Progress

The **Client Progress** tool allows the user to indicate the accuracy for completed treatment activities. The user is expected to indicate the appropriate level of accuracy, take home activities, and indicate if the objectives were or were not met for the sessions. After making selections, the user clicks **Select**.

The screenshot displays the SimuCase interface for the 'Client Progress' tool. At the top, the SimuCase logo is on the left, and a timer (00:22:44) and navigation buttons (Show Clipboard, Getting Started, Submit Case, Save & Exit) are on the right. Below this is a navigation bar with icons for Baseline Data, Collaborators, Treatment, Client Progress (highlighted with a red box), and Summary. The main content area is titled 'CLIENT PROGRESS' and shows 'Client Name: Anna'. On the left, a list of activities includes 'Take-Home Activity' and 'Objective', both highlighted with red boxes. The central area shows a list of accuracy levels for '/m/ Initial Position Word Level' from 10% to 100%, with a 'Select' button at the bottom. On the right, there is a video feed of a child and a text input field labeled 'TYPE A QUESTION OR RESPONSE'.

## Summary

In addition to reporting client progress, the **Summary** tool allows the user to write specific details regarding the client's session. These details should include the objectives met, accuracy relative to the achievable level of progress and follow-up steps to report to the supervising speech-language pathologist. Scoring is based on the use of relevant key words included in the narrative. After keying in the summary, the user clicks **Save Summary**. The summary can be edited at any time until the case is submitted.

The screenshot displays the SimuCase software interface. At the top, a blue navigation bar contains the SimuCase logo, a timer showing 00:27:38, and buttons for 'Show Clipboard', 'Getting Started', 'Submit Case', and 'Save & Exit'. Below this is a secondary navigation bar with icons for 'Baseline Data', 'Collaborators', 'Treatment', 'Client Progress', and 'Summary'. The 'Summary' icon is highlighted with a red rectangular box. The main content area is divided into two panels. The left panel, titled 'SUMMARY', shows 'Client Name: Anna' and a text input field for the summary narrative. A 'Delete' button is located to the right of the input field. Below the input field, it indicates '54/2000 characters' and provides 'Discard Changes' and 'Save Summary' buttons. The right panel features a 3D avatar of a young girl with brown hair in pigtails, wearing a purple long-sleeved shirt with white polka dots, sitting at a table. Below the avatar is a purple header that says 'TYPE A QUESTION OR RESPONSE' and a text input field with the placeholder text 'Type questions here.'

## How Does SimuCase Intervention Case Scoring Work?

Understanding that SimuCase is a simulated learning experience, users are encouraged to complete the simulation as many times as needed. The most powerful form of learning is through repeated practice. Therefore, users are encouraged to practice and learn from their mistakes and to spend as much time as needed working through a case. As they work through the case, if many mistakes are made, students are encouraged to begin again. They should not be worried about restarting a case for learning purposes.

SimuCase scoring is rated based on strength of decision-making skills. The following describes how decisions within each competency are scored.

### Baseline Information

Questions are rated based on strength of decision-making skills when gathering language samples. Users must be selective in the questions chosen. If questions are repeated or are redundant, points may be deducted (redundancy is not the best use of the user's, client's, or caregiver's time). Some questions may be irrelevant and score 0 points; other questions may be inappropriate for the case and will score negative points.

### Collaborators

Points are awarded for identifying appropriate collaborators for a case and for asking relevant questions. Points are deducted for selecting inappropriate team collaborators. Once a collaborator is chosen, the user can ask the collaborator questions to obtain additional information about the case. Scoring is based on key words so users should keep their questions concise. Users are not deducted points for asking too many questions or the wrong questions of an appropriate collaborator.

### Treatments

Points are awarded for administering appropriate treatment activities. Each case has numerous possibilities for treatments but it is the combination of activities that is scored.

In treatments, users are deducted points for:

- Selecting inappropriate treatment activity based on the case information
- Selecting an unnecessary treatment activity
- Selecting an age-inappropriate treatment activity
- Selecting two or more treatment activities that measure the same outcome

### **Client Progress**

Points are awarded for identifying the accuracy for an appropriate level of targeting the sound(s) in question for a given client, appropriate take home activities and the correct status of objectives. Points are deducted for each inappropriate selection.

### **Summary**

Points are awarded for providing general statements regarding the progress of the client for each case. Scoring is based on key word matching so users can keep their summary statements concise and phrase-like and address met objectives, accuracy and follow-up steps. However, as an instructor you can require a more formal summary and it will not affect scoring as long as a key word is entered.

### **Areas Not Scored**

As mentioned previously, the final competency score and rating are calculated based solely on the decisions of the user. Use of the Clipboard is **not** scored. This is an optional feature that assists users with the treatment process. Graded assessment results are reported separately on the results page and within the final exported report, but are **not** included in the calculation of the final competency score or competency rating. The time it takes to complete a case is measured but is also **not** scored. The timer indicates total simulation play-time. This can be defined as the time spent in the simulation that helps users monitor their efficiency in making case decisions. Note that the estimated time it takes to complete specific treatment activities is included in the time spent in the simulation.



## The SimuCase Competency Rating

A user's overall competency in treating a particular client is rated and indicated on the Results screen. The Results screen displays a user's overall performance in each of these areas:

- Baseline Information
- Collaborators
- Treatments
- Client Progress
- Summary

If a user earns a 90% or higher overall score, the Mastering competency rating is earned. If a user earns an overall score of 70-89% a Developing competency rating is earned. If a user fails to earn at least 70% an Emerging competency rating is earned.

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