

Educational Products Overview

Key aspects of development



Informed by the Train4Health competency framework
(Guerreiro et al., 2021)



Set of explicit learning outcomes (LOs) for each product and related content



Drawing on existing knowledge on the design of case studies, MOOCs and digital simulation



Co-production with stakeholders (international focus group study, involvement of patients' associations)



Resorting to outputs of other projects funded by the European Union

T4H PERSONS



Maria José



Nina



Liam



Luuk

CASE STUDIES

Four profiles of persons living with chronic disease, including aspects such as daily living and health concerns

Set of questions for group work

Materials for students to support the achievement of learning outcomes

Assessment criteria for in-class use

Materials for educators to facilitate adoption

Case studies



SIMULATION SOFTWARE

Web-application with virtual humans accessible via computers and mobile devices

Scenarios for training behaviour change support (e.g. smoking cessation, medication adherence, physical activity)

Automated feedback and post-simulation debriefing

Gamification features

Materials for students to support the achievement of learning outcomes

Simulation software



MOOC

2 ECTS course, deployed in the NAU platform

Content produced by a multidisciplinary team, including the participation of renowned experts on key topics

Modules on 1) Concepts and theories in behaviour change to support chronic disease self-management, 2) Identifying and assessing self-management behaviours 3) Implementing behaviour change strategies and 4) Communication and person-centred behaviour change

MOOC

