2018

MyDispense

Scenarios
In
MyDispense

Workbook 1 for
Monday 15th July 15.30 session
"Be the first to see the new release of MyDispense version 6"

![Symposium 2018]

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Important

Make sure you access the VERSION 6 MyDispense instance on the workshops page.

6.mdsymposium.pharmdevserver.com

Scenarios

Scenarios are a new kind of student activity introduced in MyDispense 6 that allow you to string together a number of tasks that students need to complete during the scenario. To support scenarios in MyDispense we have built a new exercise interface which will be used for all student activities once MyDispense 6 is released.
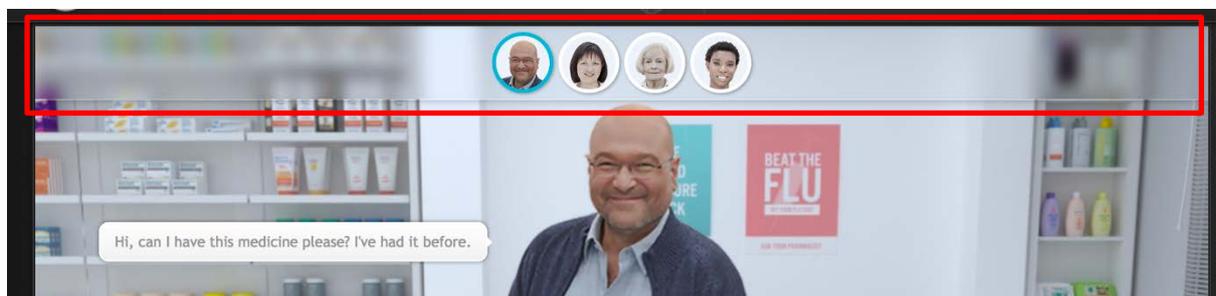
Tasks

We have introduced a new component into MyDispense – the *task*. Tasks are activities within scenarios that the student must complete, they appear in a sequence which is determined by the instructor, and can be triggered by a variety of methods. Tasks can be triggered by time or by the student completing certain events. Students will need to decide which tasks are more important and complete them in the order of their choosing. To add complications, tasks may also be ended early, preventing students from completing them if they take too long (or for other reasons).

This document exists to give a quick overview of the new interface and how to navigate it / complete tasks. Most of the interface is the same as previous versions of MyDispense, therefore this document will only cover the major changes.

Task list

The task list appears at the top of the shopfront screen and displays tasks currently available to the student.


The currently active task appears with a border around the icon. Tasks can be switched by clicking on an icon in the task list. Any activities undertaken such as label creation or selecting a product from a shelf, are considered to be done as part of that task.

This means that when students switch from one task to another, all of the relevant information will swap as well, so the screen will always show the information pertaining to that current task.

Validation tasks are the exception to this rule. They do not appear in the task list and have a separate interface where they are completed.

Interruptions

An interruption is a screen that appears when a new task is triggered. When an interruption appears, students may have the option to dismiss the screen and continue to do what they are doing or are forced to deal with the task right away.
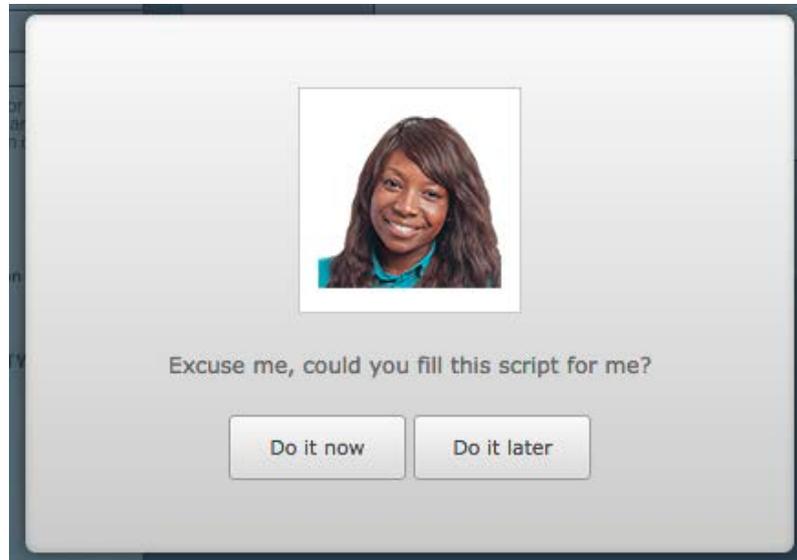

Clicking the 'do it now' button will switch to that task and the student will be able to complete it. Note that the student will be able to switch back to their original task if they deem the new task not of high priority. If there is a 'do it later' button, it will dismiss the interruption screen and 'park' the new task on the task list without swapping away from the current task.

Until the new task is completed, it will appear in the task list, allowing the user to swap back to it at any point.

Prompts

In addition to the existing exercise types, Scenarios introduce two new activities for students: Prompts and Questions. A prompt is an interruption screen that appears before students and is used to give student information.

An example where a prompt may be used is when a task has a patient that will leave if they are not served fast enough. The prompt could be set to appear 4 minutes after the start of the task where the patient was introduced. Something along the lines of: "Hurry up! I need to go!" That task could then be ended at 5 minutes, giving the student another minute to finish the task, putting them under pressure.
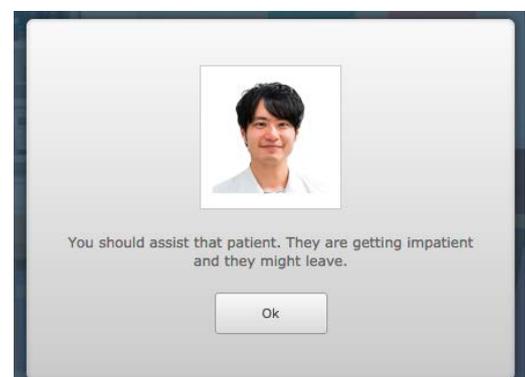
Prompts could also be used to give information required to finish a later exercise. Such as a phone call from a prescriber saying they got a dose wrong and to be on the lookout for a patient. Prompts can be used creatively to distract students or as a scaffold to give students additional information to finish a task.

Question

A question is similar to a prompt, except that the student will need to respond to it and feedback will be given based on the response. Questions appear the same way as prompts do, except when the student clicks the do it now button, this screen will appear:

The student will then need to give a response to the question. When the student clicks on the Not Now button, the screen will disappear, but the question will appear in the task list, allowing them to return to the question and answer it later.

Quicklaunch

Quicklaunch is the inventory screen in the bottom left hand corner of the screen. It lists all of the labels and medications in the inventory for this task. In order to support two types of medications, it has been extended and has a new look.
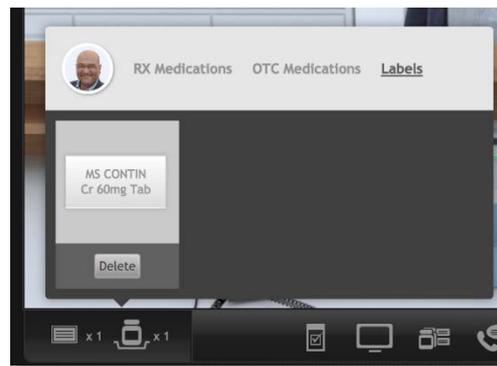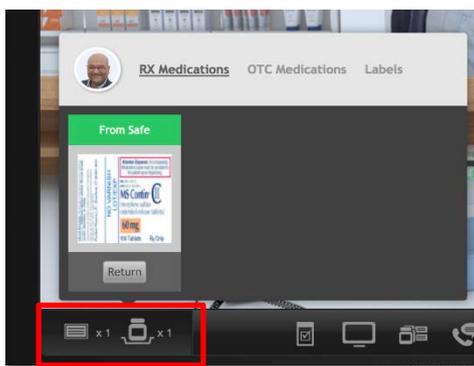

There are now three categories: Rx Medications (for backroom products), OTC medications (for shop front products) and Labels. Clicking on the category names will display the items that you have in that category.

OTC medications have additional icons and options for patient selected medications and medications you have selected from the shelf, similar to how existing OTC exercises work.
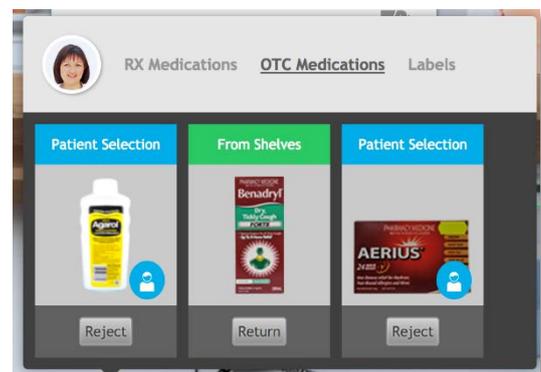
Validation prescriptions

Unlike other task types, validation exercises appear in a new location in scenarios. There are 4 'Pidgeon hole' slots in on the counter of the pharmacy and each hole represents a prescription from a validation exercise. If there is a container in the Pidgeon hole, then clicking on the basket will open that prescription to be checked by the student. New in scenarios are extended validation tasks. Originally only prescriptions were reviewed during a validation exercise. Now students may have to review the label printed by another pharmacist, the product selected and ancillary labels attached to the product.
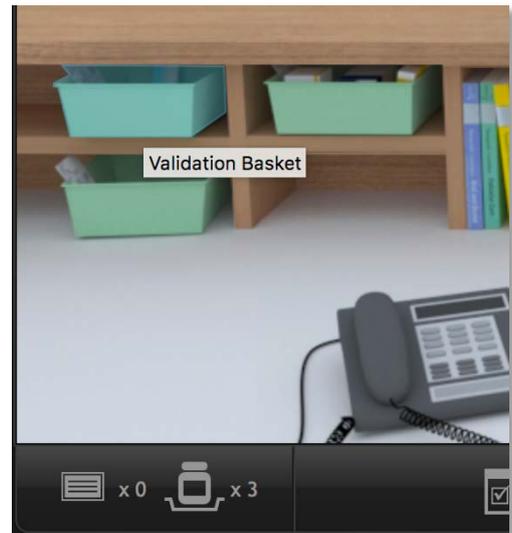
The additional sections are optional. So students may still see only a prescription when they open the interface.

The first screen that is opened is the overview screen. The overview screen displays all of the items in the basket that need to be reviewed by the student. In this case, there is a prescription, medication, label and ancillaries for the student to review.

Along the top of the interface are some buttons. The yellow button displays the overview screen.
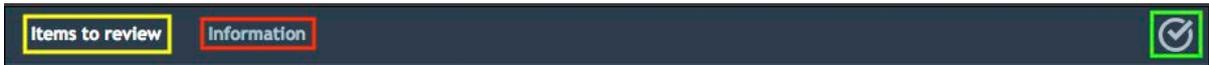

The red button (information) displays information about the patient and prescriber, including any dispensing history and attachments that may have been included with the script.
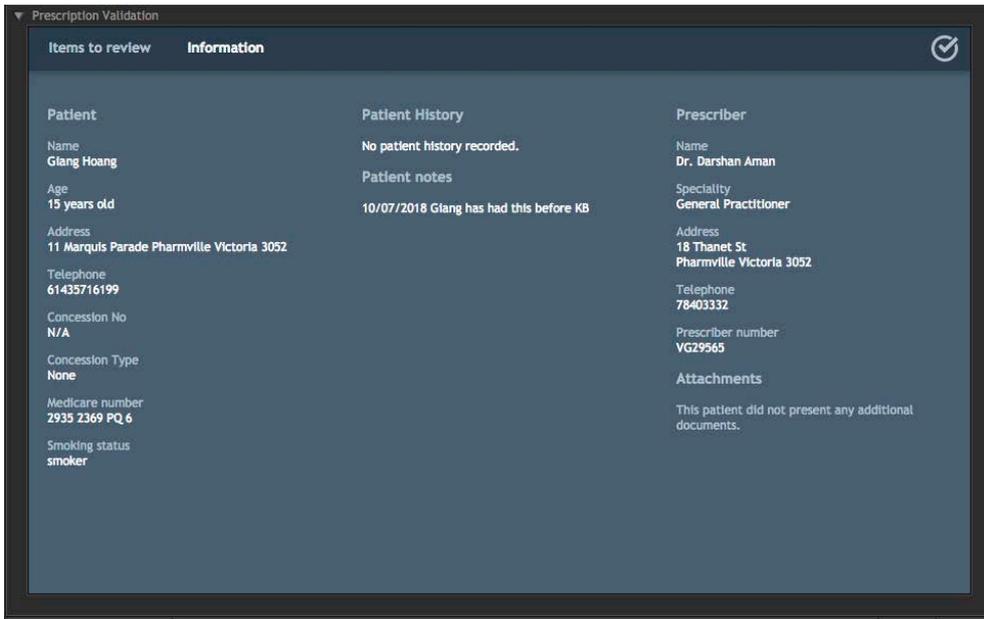

The green button is the validation finalise button. When you have finished looking at the script, click this button to confirm your choices. The screen has a notes section on the right where the student can enter notes to provide further background on their decisions.
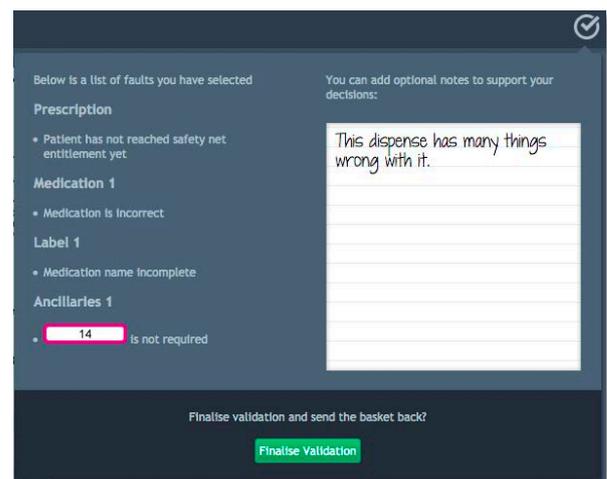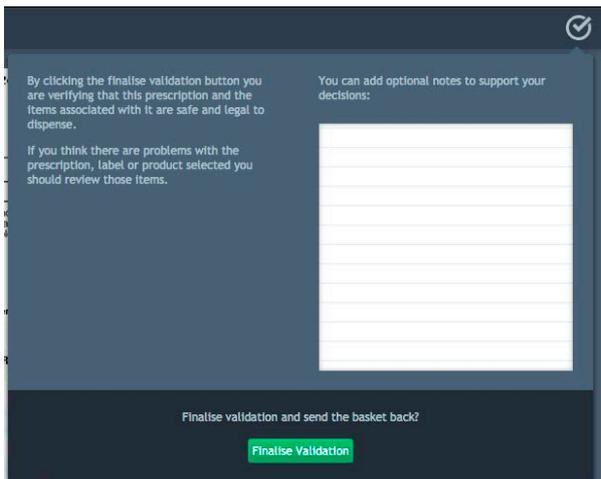

The left hand side of the screen displays a list of faults / problems with the items being dispensed or a message confirming that there is nothing wrong with what is being dispensed. Once your review of

the dispensed items is complete, you can finalise the script by clicking the finalise validation button, ending your review of these items.

To review items in the basket return to the items to review page. You can select any of the items on the page (prescription, medication, label, ancillaries) to enter the review section for that item.
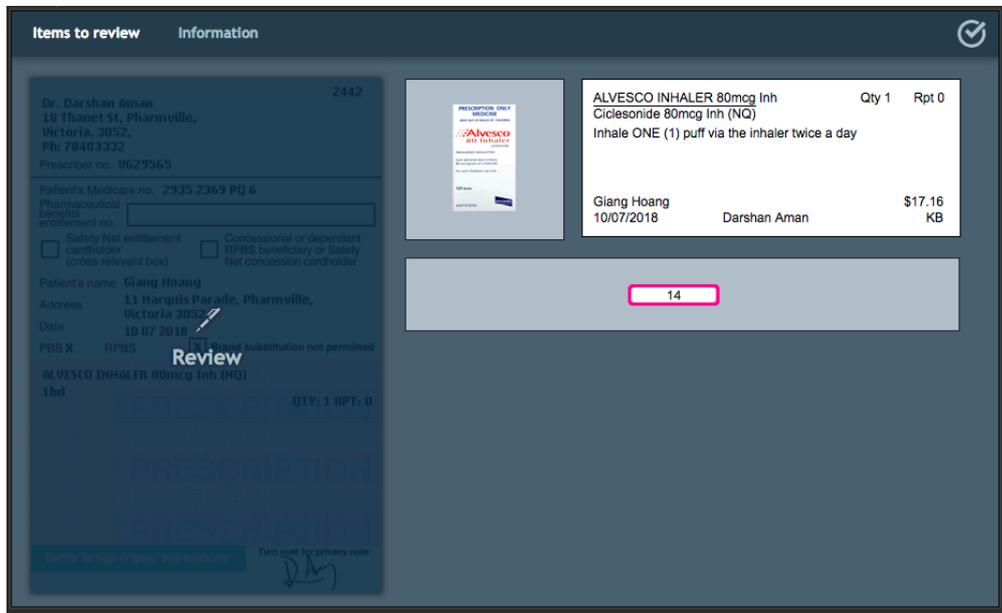
Clicking on the prescription for example, will open the prescription review screen.
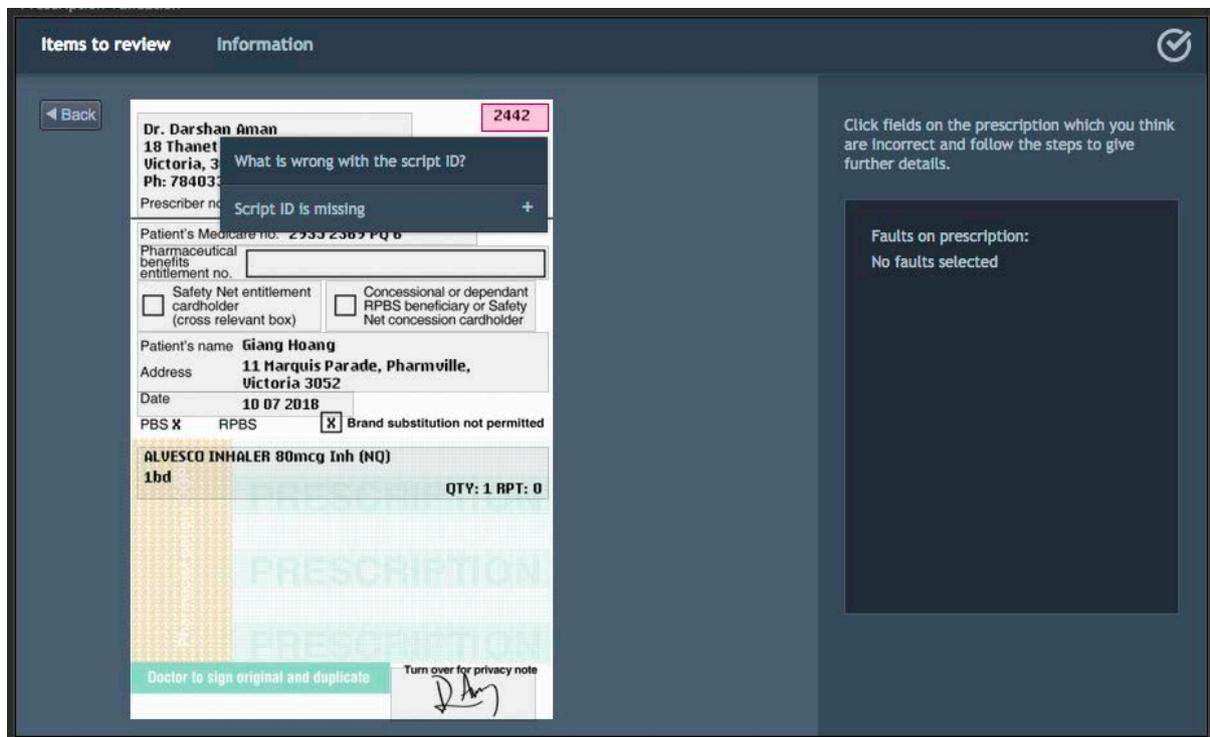
Little boxes will appear on the script and when they are clicked, a list of problems with the script will appear. Selecting a problem will highlight it on the item and add it to the list of problems on the right. For example, on the prescription, it will add a circle around the selected field. On labels it will highlight the entire field and on ancillaries it will put a strike through the ancillary.
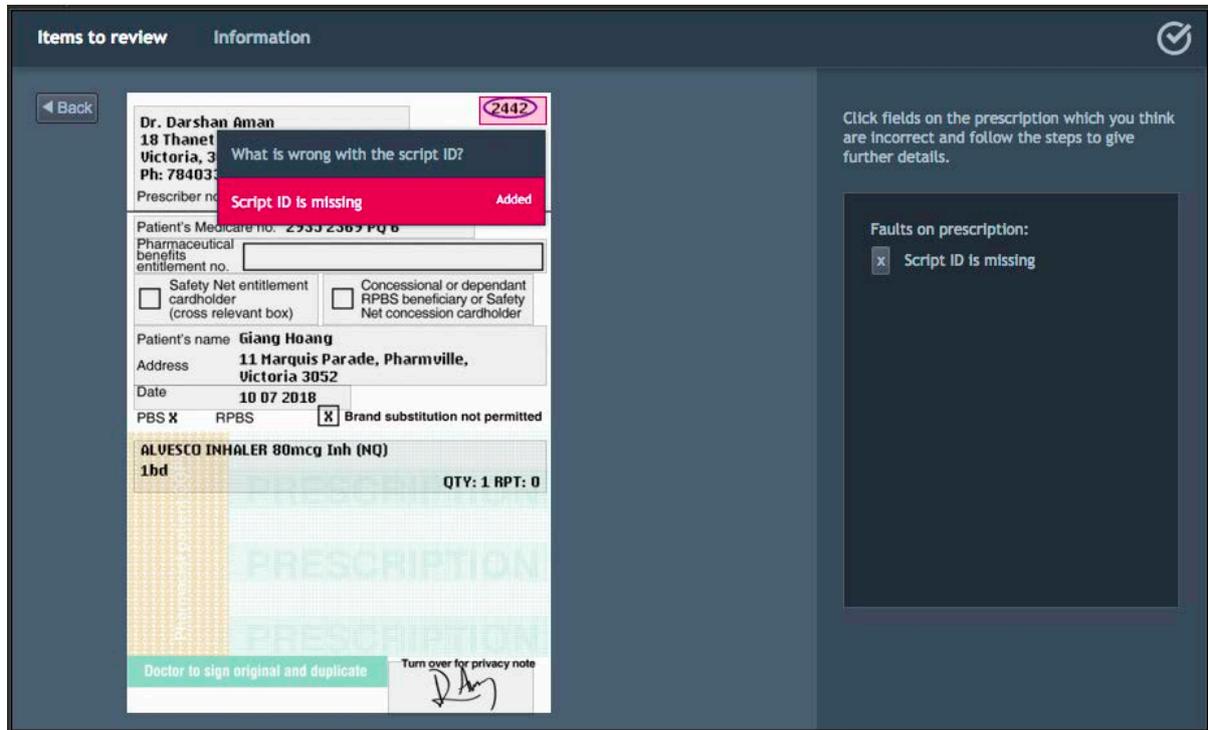
Remove a selected fault by clicking the X button next to the fault on the right side of the screen. You can return to the overview screen by clicking on the back button in the top left corner of the screen.

Note that while the validation interface is open anything you do is confined to it. Clicking on any of the buttons in the taskbar or outside the interface will close it and return you to your currently selected task.