

Mars Medical Emergency Simulation

recap & key learnings

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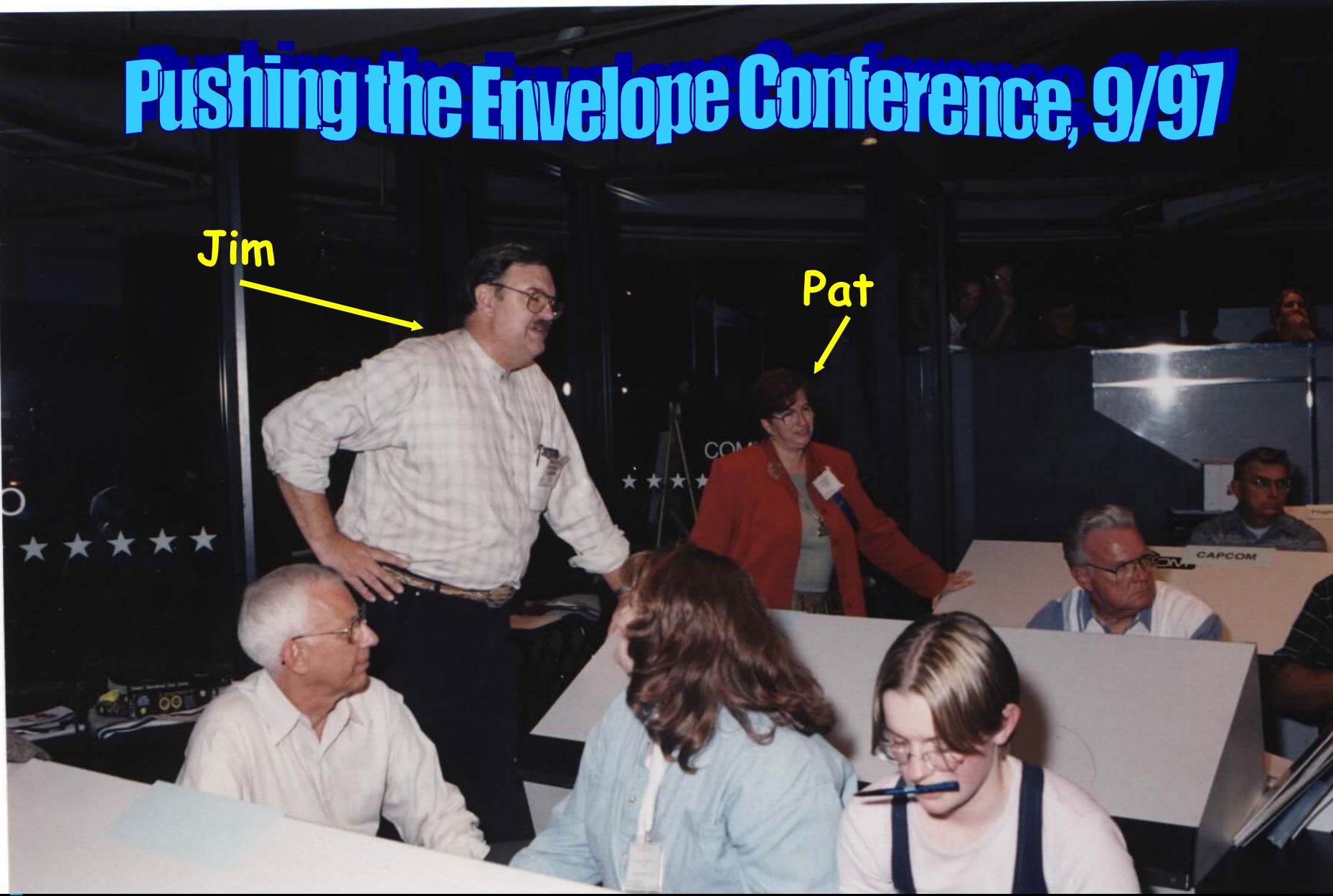
Linda Plush, MSN

Pushing the Envelope Conference, 9/97

Jim

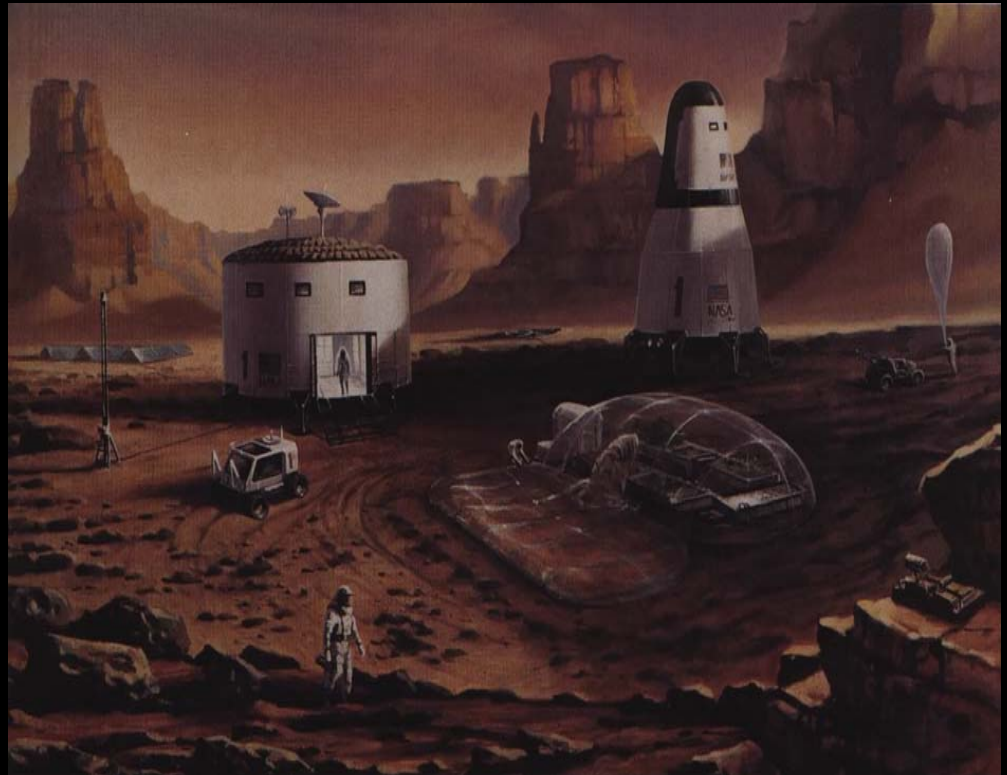


Pat



Ares Base Crew

- o Commander Kirk
- o Pilot Solo
- o Flight Engineer Calirissian
- o Science Officer 1 Uhura
- o Science Officer 2 Spock
- o Medical Officer 3 McCoy



Houston, we have a problem!



Mission Control Teams et al



- Surgeon
- Radiation
- Life Support
- Science Payloads
- Flight Director/
Public Affairs
Officer
- Press corps

Overall team responsibilities: *major problems that need to be dealt with*

- Prepare to advise re: **treatment of FS** upon arrival
- Prepare to assist with **assessment of CDR injuries**
- Remain alert to **impending solar proton arrival** impacts on crewmembers in various locations and health states
- Provide **strategic guidance to the crew** health maintenance and functioning of Ares Base both in the immediate future and related to long-term requirements

Work the problem!

**Transmission in:
3 minutes**



Key learnings

- Remote crews must be empowered to make decisions vs sole reliance on MCC
- The farther away from earth= increasing need for additional medical capabilities
- MCC can rapidly become chaotic= need for FD to "take charge"
 - However, for simulation, "chaos" worked well as this afforded opportunity for discussion/learning

Key learnings, continued

- Increase realism by running sim in multiple rooms
- Multiple endings to accommodate participant creativity!
- Video communications vs still slides and "radio"
- More balance of tasks between MCC teams
- Larger room
- More advertising...?

To the audience:

1. Should we do this again next year?
2. Do you have any ideas for a scenario?
3. Should a team be formed to develop new sim?

