

Scenario: Ethics Dilemma Game

It is important to consider the ethical implications of virtual reality and simulation activities when using such methods to influence or modify the behaviour and attitudes of healthcare professionals towards people with dementia. For example, will individuals who care for/ work with someone with dementia be able to separate the 'lived experience' from the simulated experience and what effect will this have on their future interactions with people living with dementia.



Aims

The aim of this activity is to facilitate people's decision-making process when considering ethical implications that may arise when applying the dementia simulation toolkit.



Learning Objectives

- Gain knowledge of the ethical issues to be considered when applying the dementia simulation toolkit.
- Understand how best to approach ethical dilemmas that may arise.



When to use this scenario

This scenario is suitable when training healthcare professionals who wish to use scenarios from the dementia simulation toolkit to demonstrate what it may be like to live with dementia. This activity can be used in both online and in-person training settings.

Equipment



- Presentation slides
- Notes handout
- Interactive polling platform e.g. veevox, kahoot!, slido
- Mobile phone
- Laptop/ projector

Facilitation Instructions

Setting up:

Before running this activity:

- Set up the presentation slide show to be displayed on a projector/laptop
- Choose the interactive polling platform you wish to use and set up a multiple-choice poll with the potential options relating to each ethical dilemma outlined in the presentation slides.
- Add a slide with the website link/password/ QR code of the poll to the presentation so participants can gain access to the online poll using their mobile phones.

Briefing:

- Prior to starting the activity, please brief the participants on some of the ethical implications that need to be considered when using virtual reality and simulation activities, as outlined in the accompanying presentation slideshow and notes handout.
- Following this you may wish to introduce the ethical dilemma game using the following:

“The purpose of this activity is to consider some ethical dilemmas associated with the simulation of dementia. This activity takes the form of a multiple-choice poll whereby you will be asked to pick the most appropriate response to 4 ethical dilemmas. We will be using an online polling platform to capture the groups’ answers. You can access this poll through the following online link using your mobile phone. All your answers will be anonymous, and we will discuss the groups’ answers after each dilemma”.





20 minutes

Activity Instructions

1. Present slides 1 – 9 to give participants an overview of the ethical issues that should be considered when using virtual reality and simulation activities. The information to be covered for each slide is outlined in the notes handout.
2. Introduce the ethical dilemma game and present the slide outlining the instructions to gain access to the online polling platform. This platform will be used to capture the group's answers to each dilemma. An example slide is provided with instructions on how to use Vevox. You may also wish to use other platforms e.g. Kahoot!, Slido
3. Ask participants to use their mobile phones to access the online poll using the provided website link/ QR code/password
4. Talk through the first dilemma on slide 12 as an example to demonstrate how the activity will work.
5. Following this, divide participants into smaller groups e.g. 2 – 5 people to discuss each dilemma. (Slide 14)
6. Present the slide with each ethical dilemma and launch the corresponding online poll.
7. Four options will then be displayed on participants' mobile phones, which they will be asked to discuss with their group and select the option they believe is the most appropriate response to the ethical dilemma.
8. After 2 minutes display the wider group's results on the projector/laptop using the online polling platform. Talk through the different options and discuss why the group believes the most frequently voted option is the most appropriate response to the dilemma.
9. Repeat steps 6 – 8 for each ethical dilemma.





Group Reflection / Discussion

- At the end of every ethical dilemma discuss why the group believes the most frequently voted-for option is the best response.
- Ask participants to consider if there are any other ethical issues they may need to consider in response to the dilemma.



Helpful Tips

- It is important to test-run the online interactive polling platform prior to the training in order to ensure that the activity runs smoothly. In the case of technical difficulties have sticky notes and pens on hand and ask participants to write down their chosen answers to each ethical dilemma.
- If applying this activity in an online environment use breakout rooms (e.g. zoom) to allow participants to discuss each dilemma in smaller groups. It is not necessary to split participants into groups if this option is not available in your chosen video platform; however, make sure to discuss the overall results as a group after each dilemma.



Additional Resources

- The ethics of realism in virtual reality and augmented reality (Slater et al., 2020): <https://www.frontiersin.org/articles/10.3389/frvir.2020.00001/full>
- Ethical Considerations in Augmented Reality Applications (Pase, 2012): <http://worldcomp-proceedings.com/proc/p2012/EEE6059.pdf>