

What is the difference in bovine vets' consultancy skills between countries?

Want to test your skills? Scan the QR code and have fun!



SCAN CODE

Conclusion:

- The Veterinary DialogueTrainer, a virtual roleplaying game, could be an effective way to measure and train skills in various countries.
- When first time playing the game participants score on average 37%, indicating room for improvement of bovine vets' communication skills.

Simulations

- Two real-life Veterinary DialogueTrainer scenarios on young stock health and disease prevention.
- Online game in local language.
- Best practice routes reflect evidence-based communication
- Measures skills related to 'maintaining a relationship', 'clarifying clients needs' and 'showing added value'.
- Clear and objective feedback and scoring on a 0-100% scale.

Participants

- Vets from four different countries: United Kingdom (N=31) Netherlands (N=23) France (N=14) Italy (N=11)
- Participants took part in a 3 module consultancy skills course for bovine veterinarians, presented by a local trainer
- 35 women, 44 men. Other demographics such as age or experience were not available.

Outcome

- The average performance for simulation 1 was poor: a total score of 37% on the first attempt.
- Lowest scores on 'showing added value' for all countries.
- The average performance for simulation 2 was better: a total score of 67% on the first attempt.
- Participants significantly improved their scores within and between simulations (p<.001).
- Scores vary between countries.

Who is best in showing added value as a bovine vet? A pilot study in four European countries

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Results of the Veterinary DialogueTrainer in education and training of bovine veterinarians show both a positive experience by participants as well as positive outcomes. The VDT is described by players as 'productive', 'challenging', 'useful' and 'innovative'.

Gender had a significant difference (p=.026) in sim. 2 with higher scores on the first try for women (74%) than men (62%), specifically on maintaining relationship and discovering the client's needs.

As sample sizes were small, differences between countries were only significant for best scores in sim 1 (p=.004), with French participants scoring the lowest.

More research is needed to further explore the difference in communication skills between countries as the performance of participants could also be influenced by their demographics as well as their skills trainers' performance.

Scan the QR code to experience the simulations yourself and test your skills! Want to use the VDT in your country to train local vets? Contact info@anna-advies.nl and plan a demo.

Country	Parameter	Sim 1 - first	highest	Sim 2 - first	highest
Netherlands (N=23)	Relationship	53%	88%	72%	92%
	Needs	50%	91%	77%	95%
	Added value	30%	88%	73%	93%
	TOTAL	44%	88%	74%	93%
France (N=14)	Relationship	40%	75%	59%	79%
	Needs	36%	73%	62%	87%
	Added value	23%	67%	60%	78%
	TOTAL	33%	72%	61%	81%
Italy (N=11)	Relationship	56%	89%	49%	87%
	Needs	50%	87%	55%	93%
	Added value	27%	82%	60%	92%
	TOTAL	44%	86%	54%	90%
United Kingdom (N=31)	Relationship	41%	93%	65%	91%
	Needs	35%	94%	70%	95%
	Added value	13%	96%	68%	91%
	TOTAL	30%	94%	68%	92%

Significant difference (p<.001) between first and high scores and first and second simulations for participants of all countries.



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