

What's Up MÄK

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Read my lips: "I'm fine."

Virtual Patient Simulations - Does your patient have a poker face?



When a patient comes into a medical clinic or hospital, the nurses have to assess what's wrong. The same thing is true when an EMT shows up to the scene of a car accident. Sometimes the patients are clear and correct with their complaints, but often the patient does not know what's wrong, has multiple seemingly unrelated issues, or is just delirious. Medical professionals have to figure it out. They must poke, prompt, and gauge the expressions on the patient's faces to determine the appropriate course of treatment. This is a skill that comes with exposure to many cases – a skill that benefits from experiential learning. This is where virtual patient simulations come in.

Virtual training made its debut into medical professions with the advent of the CD-ROM and other interactive programs. Technology has since matured and medical professionals are increasingly taking advantage of virtual patient simulations to create much more responsive, interactive, and intelligent training situations.

A good simulator integrates several complex parts. First, there needs to be an intuitive user interface for the nurse, doctor, or EMT to prompt the patient, maybe involving a natural language processor: "Did you eat anything today?" "Does it hurt if I press you here?" Second, there needs to be a knowledge base containing all the ailments and the accompanying symptoms. Lastly, there needs to be a model of the patient that responds to both the ailment and the questions asked by the nurse - this is where MÄK's DI-Guy is key.

DI-Guy's Expressive Faces provides fine detail in the character's facial expressions and eye movements. Expressive Faces comes with 15 different people who respond to your API calls to alter their faces: twist their mouth into a grimace, smile with their eyes, or clench in pain. Developers can use the built-in Face Effects editor to customize the expressions to meet specific training needs. While facial expressions are important, assessing a patient is a whole body experience. You can take advantage of DI-Guy's library of human characters each with body motions designed for specific tasks. To create body motions to match your medical simulation needs, use the DI-Guy Motion Editor to build your own movements to match the symptoms of your patients.

Build a more believable medical virtual environment with DI-Guy Expressive Faces and Motion Editor; prepare yourself to appropriately read different patient complaints and responses. 🌸

Got questions about DI-Guy? Let us know!

Email us at info@mak.com.

See DI-Guy Expressive Faces in action with this **short emergency response video!**

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Tips & Techniques



The Gamemakers, Part 2: No Simulation is Too Small



This tip brought to you by
[@TheDanBrockway](#)

Last month I made a [Hunger Games movie reference](#) to the “Gamemakers”, likening them to the gamemaker-like instructors that large wargaming simulations use to keep the game moving. If you’re dealing with huge US Air Force simulations, for example, it isn’t practical to stop and restart the simulation if something goes wrong.

It turns out that this “gamemaking” concept works on small scales, too, if your scenario generation tools are agile enough. The U.S. Marine Corps Tactical Operations Group (MCTOG) is a great example. They use company-level simulations where “gamemakers” use DI-Guy ECOSim to keep the action relevant. During missions, the training support staff add or reduce complexity of the simulation environment based on the experience level of the Combat Operations Center Staff being trained. Easy-to-use simulation tools allow the Marines to personalize the training and optimize the training effectiveness.

Even with the tables turned to a small-scale simulation environment, the odds are still ever in your favor with MÄK. 🌟



Where in VR-TheWorld is VT MÄK?

April: [MODSIMWorld](#), April 15 - April 17 – Visit us at booth #1! We will be demonstrating our modeling and simulation toolkits for concept development, experimentation, demonstration, and training.

May: [AlaSim 2014](#), May 6 - May 7 – Stop by and see us at booth #3 for a personalized demo of our modeling and simulation toolkits!

[AUVSI 2014](#), May 12 - May 15 – We will be demonstrating our modeling and simulation toolkits for UAS and ISR Live-Virtual-Constructive testbeds and training systems at booth #1328!

[ITEC 2014](#), May 20 - May 22 – You’ll find us in booth C140 presenting our DI-Guy and Link products.

MÄKer Spotlight: Elton Devolli



Sales Accountant

Meet Elton Devolli, our spotlighted MÄKer of the month and one of MÄK’s Sales Accountants. He provides financial and month end reporting, keeps our accounts up to date, manages many different accounting transactions, and coordinates with the entire team at MÄK to ensure the timely processing of our timesheets!

Before coming to work at MÄK, Elton was a banker for Sovereign Bank, a Senior Account Receivable Specialist at Coventry Health Care, and a store manager for Rosetta Stone Ltd. Elton is currently continuing his education to get his Bachelor’s Degree in Accounting, building on his Associates Degree in Applied Science with a major of Accounting.

MÄK has a lot of unique and interesting individuals on the payroll, but Elton is the only MÄK employee who was born in Albania, whose first language is Albanian, and who also grew up speaking Italian. English is his third language! Elton came to the United States in his early twenties and, an avid traveler, has been to more than 10 European countries. London is next on his list! In his free time, Elton enjoys playing soccer and skiing. He also likes to go fishing and plays a mean game of chess.

We hope we’ve piqued your interest in our MÄK team! Stay tuned to all things MÄK at our [blog](#) and [Twitter!](#) 🌟

