Healthcare Simulation

Dictionary

Second Edition (2.1)

Bahasa Melayu (Malaysia) Version

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AHRQ
Agency for Healthcar
Research and Quality

Kamus Simulasi Kesihatan

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Preamble

Mukadimah

Pada Januari 2013, sekumpulan pakar simulasi antarabangsa telah berkumpul di Orlando, Florida, U.S.A., membentuk satu kumpulan kerja dengan misi untuk menghasilkan satu kamus istilah yang akan digunakan dalam simulasi kesihatan. Kumpulan ini telah mengenal pasti terdapat keperluan untuk mengumpulkan hasil kerja suatu kumpulan yang telah membina istilah yang digunakan dalam simulasi kesihatan, dan menambah lebih banyak lagi istilah keatas pengumpulan tersebut. Dokumen yang anda lihat sekarang ini merupakan hasil kerja ramai individu dan persatuan yang telah bertungkus lumus mengumpul dan menghalusi kamus ini. Matlamat projek ini adalah untuk meningkatkan komunikasi dan menjelaskannya lagi untuk para pengamal simulasi kesihatan semasa aktiviti mengajar, mendidik, mentaksir, menyelidik, dan mengintegrasi sistem. Agensi untuk Kesihatan Penyelidikan dan Kualiti (AHRQ), telah bekerjasama dengan Persatuan Simulasi Kesihatan (SSH) dan banyak lagi kumpulan sekutunya untuk menghasilkan satu Kamus Simulasi Kesihatan yang lengkap untuk diedarkan secara meluas sebagai salah satu dari misi AHRQ dan SSH dalam meningkatkan keselamatan pesakit. Misi ini juga merangkumi penyelidikan simulasi.

Sejak edisi pertama tahun 2016, SSH dan wakil dari badan sekutunya telah bertemu di persidangan tahunan, Mesyuarat Antarabangsa Simulasi Kesihatan, untuk proses semakan semula definisi dan perbincangan mengenai kemajuan dalam penyelidikan simulasi, perkembangan istilah yang digunakan dalam penyelidikan, persijilan simulasi, latihan analisa penyelidikan, dan akreditasi istilah simulasi. Menjelang 2019, terdapat keperluan yang jelas untuk mengemaskini dan menambahbaik Kamus ini bagi menyokong perkembangan istilah yang digunakan di dalam simulasi kesihatan. Seterusnya, pada tahun 2020, terdapat keperluan yang jelas untuk menambah istilah yang khusus kepada bidang simulasi itu sendiri, yang mana istilah ini bukan hanya terhad penggunaannya oleh kumpulan tertentu atau individu sahaja (cth., istilah yang digunakan hanya dalam satu pusat simulasi sahaja). Dalam edisi kedua ini (v2.1), berikut adalah penambahbaikan yang telah dilakukan:

- Satu bahagian untuk singkatan lazim telah diwujudkan, di mana 27 singkatan telah dimasukkan.
- 49 istilah baru telah ditambah.
- 13 istilah telah dikembangkan definisinya seiring dengan perkembangan literatur.
- Penambahan juga terdapat pada rujukan dengan dimasukkan "pertimbangkan juga" untuk istilah yang tidak terdapat dalam kamus ini buat masa kini, tetapi membantu bagi lebih memahami maksud istilah yang telah didefinisikan.
- Satu bahagian baru, iaitu "Istilah yang tidak lagi dicadangkan penggunaannya oleh SSH", juga telah ditambah.

Dokumen hidup ini bagi menunjukkan beban kerja yang ada pada masa kini. Istilah dan definisi akan terus berubah dan dijelaskan, ditambah, ataupun dimansuhkan mengikut peredaran masa. Tujuannya adalah untuk bersifat inklusif, dengan cara memasukkan penggunaan pelbagai definisi, tanpa menyisihkan sebarang definisi atau aspek simulasi kesihatan. Definisi yang ada menunjukkan bagaimana sesuatu istilah itu digunakan dalam simulasi kesihatan. Namun, ianya tidaklah bertujuan untuk mengongkong atau menekan penggunaan definisi suatu isitilah itu berbanding definisi yang lain. Fokus kamus ini adalah pada istilah dan maksud yang khusus kepada simulasi kesihatan. Banyak istilah yang digunakan dalam bidang pendidikan (cth., rekabentuk pendidikan) dan kesihatan (cth., fibrilasi ventrikular atau keresahan) tidak didefinisikan semula. Sila rujuk pada kamus atau rujukan sedia ada untuk istilah sebegini.

Senarai isitilah di sini bukanlah satu taksonomi, maka janganlah ianya digunakan sebegitu. Namun, ia mungkin membantu kerja-kerja pentaksonomian. Istilah yang dijangka berpotensi menimbulkan kontroversi telah ditandakan dengan * pada permulaan istilah tersebut. Istilah dan ejaan yang digunakan di sini menggunakan piawai bahasa *American English*. Ianya bertujuan untuk mengurangkan kecelaruan dan membantu penterjemahan ke dalam bahasa lain. Rujukan kepada etimologi telah didapati dari etymologyonline.com dan diletakkan untuk memberi lebih kefahaman atau pencerahan kepada asal usul sesuatu istilah itu. Sehingga kini, edisi pertama kamus ini telah diterjemahkan ke dalam bahasa China, Itali, Rusia, dan Sepanyol oleh penterjemah sukarela.

Terjemahan ini boleh didapati di bahagian bawah laman web www.ssih.org/dictionary . Sekiranya anda berminat untuk menterjemahkan kamus ini ke dalam bahasa lain, sila hubungi SSH di communication@ssih.org dan nyatakan hasrat anda. Sebagai dokumen hidup, semua pihak digalakkan memberi maklumbalas dengan menggunakan borang yang terdapat di www.ssih.org/dictionary . Kami sedar mungkin terdapat pentafsiran yang lebih baik kepada sesuatu istilah atau definisi yang lain, rujukan tambahan dsbnya. Sitasi telah dimasukkan di mana yang sesuai. Sekiranya anda tahu terdapat tambahan istilah, definisi dan/atau sitasi yang hilang, sila maklumkan kami dengan hantar maklumat tersebut melalui borang *Dictionary Feedback Form*.

Persatuan Simulasi Kesihatan (SSH) menghargai penyertaan dan input dari ramai individu dan juga persatuan antarabangsa yang mereka wakili. Tanpa anda, kerja ini pasti mustahil untuk dijayakan! Terima kasih atas segala masa dan tenaga yang telah dicurahkan dalam mereka bentuk dan menyemak semula kamus ini sepanjang tujuh tahun yang lalu. Kami akan terus mengharapkan sumbangan anda di masa hadapan.

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Singkatan Lazim dalam Simulasi Kesihatan

Abbreviation	Singkatan
AI: Artificial Intelligence	AI: Kecerdasan Buatan
AR: Augmented Reality	AR: Realti Terimbuh
CAVE: Cave Automated Virtual Environment	CAVE: Persekitaran Maya Gua Terautomasi
CHSE®: Certified Healthcare Simulation Educator®	CHSE: Pengajar Simulasi Kesihatan Bertauliah
CHSE-A®: Certified Healthcare Simulation Educator-Advanced®	CHSE-A: Pengajar Simulasi Kesihatan Bertauliah-Lanjutan
CHSOS®: Certified Healthcare Simulation Operations Specialist®	CHSOS: Pakar Operasi Simulasi Kesihatan Bertauliah
CHSOS-A™: Certified Healthcare Simulation Operations Specialist-Advanced™	CHSOS-A: Pakar Operasi Simulasi Kesihatan Bertauliah- Lanjutan
CONSORT: Consolidated Standards of Reporting Trials	CONSORT: Piawaian Tergabung bagi Pelaporan Kajian
GTA: Genitourinary Teaching Associates	GTA: Rakan Pengajaran Genitourinari
HSTS: Healthcare Simulation Technology Specialist	HSTS: Pakar Teknologi Simulasi Kesihatan
IPE: Interprofessional Education	IPE: Pendidkan Antara Profesion
KSA: Knowledge, Skills, and Abilities (or attributes)	KSA: Pengetahuan, Kemahiran, dan Kebolehan (atau sifat-sifat)
M&S: Modeling & Simulation	M&S: Pemodelan & Simulasi
MUTA: Male Urogenital Teaching Associates	MUTA: Rakan Pengajar Urogenital Lelaki
OS: Operations Specialist	OS: Pakar Operasi
OSCE: Objective Structured Clinical Examination	OSCE: Peperiksaan Klinikal Objektif Berstruktur
PETA (or PTA): Physical Exam Teaching Assistant	PETA: Rakan Pengajar Pemeriksaan Fizikal
SBAR: Situation, Background, Assessment, and Recommendation	SBAR: Situasi, Latarbelakang, Penilaian, dan Cadangan
SBE: Simulation-based Education	SBE: Pendidikan Berasaskan Simulasi
SBME: Simulation-based Medical Education	SBME: Pendidikan Perubatan Berasaskan Simulasi
SME: Subject Matter Expert	SME: Pakar Bidang
SP: Standardized Patient (or Simulated Patient)	SP: Pesakit Piawai (atau Pesakit Simulasi)
TACSIM: Tactical Simulation	TACSIM: Simulasi Taktikal
TTX: Tabletop Simulation	TTX: Simulasi Table-top
VR: Virtual Reality	VR: Realiti Maya
WAVE: Wide Area Virtual Environment	WAVE: Persekitaran Maya Kawasan Luas
XR (sometimes MR): Mixed Reality	MR: Realiti Bercampur

A

*Actor \ ˈak-tər \ *noun* ***Etym***. late 14c., "an overseer, guardian, steward," from Latin actor "an agent or doer," also "theatrical player," from past participle stem of agere. Sense of "one who performs in plays" is 1580s, originally applied to both men and women. ***Definition*** • In healthcare simulation, professional and/or amateur people trained to reproduce the components of real clinical experience, especially involving communication between health professionals and patients or colleagues (ASSH). See also: EMBEDDED PARTICIPANT, ROLE PLAYER, SIMULATED PATIENT, SIMULATED PERSON, STANDARDIZED PATIENT	**Pelakon** \ kata nama Definisi • Dalam simulasi penjagaan kesihatan, seorang profesional dan/atau amatur yang dilatih untuk menghasilkan semula komponen pengalaman klinikal yang sebenar, terutamanya yang melibatkan komunikasi antara anggota kesihatan dan pesakit atau rakan sekerja (ASSH). Lihat juga: PESERTA TERANGKUM, PEMAIN BERPERANAN, PESAKIT SIMULASI, INDIVIDU SIMULASI, PESAKIT PIAWAI
Adaptive Learning \ ə-ˈdap-tiv \ ˈlər-niŋ \ *noun* ***Etym. Adapt*** (v.) early 15c. (implied in *adapted*) "to fit (something, for some purpose)," from Old French *adapter* (14c.), from Latin *adaptare* "adjust, fit to," from *ad* "to" (see **ad-**) + *aptare* "to join," from *aptus* "fitted" (see **apt**). Intransitive meaning "to undergo modification so as to fit new circumstances" is from 1956. ***Etym. Learning*** (n.) Old English *leornung* "study, action of acquiring knowledge," verbal noun from *leornian* (see **learn**). Meaning "knowledge acquired by systematic study, extensive literary and scientific culture" is from mid-14c. *Learning curve* attested by 1907. ***Definition*** • Adaptive learning incorporates a wide range of technologies and techniques that observes participants and adjusts the learning experience on demand to meet the unique needs of the participants and facilitate the individual/team members in meeting the identified objectives. (Akbulut & Cardak, 2012; Brusilovsky & Peylo, 2003; Pope, Gore, & Renfroe, 2012)	**Pembelajaran Adaptif** \ kata nama Definisi • Pembelajaran adaptif adalah satu pendekatan yang menggunakan gabungan pelbagai teknologi dan kaedah, disesuaikan mengikut pengalaman pembelajaran atas permintaan bagi memenuhi keperluan pembelajaran unik setiap peserta/ahli kumpulan dalam membantu mencapai objektif yang telah dikenalpasti.(Akbulut & Cardak, 2012;

	Brusilovsky & Peylo, 2003; Pope, Gore, & Renfroe, 2012)
Advocacy and Inquiry \ad-və-kə-sē \ in-ˈkwī(-ə)r-e\ *noun* ***Etym. advocate*** (n.) mid-14c., "one whose profession is to plead cases in a court of justice," a technical term from Roman law. Also in Middle English as "one who intercedes for another," and "protector, champion, patron". ***Etym. inquest*** (n.) mid-15c., enquery, from enquere (see 'inquire'). From Latin methodus "way of teaching or going," from Greek methodos "scientific inquiry", method of inquiry, investigation. ***Definition*** • A method of debriefing in which an observer states what was observed or performed in a simulation activity (*advocacy*) or shares critical or appreciative insights about it explicitly (*advocacy*) and then asks the learners for an explanation of their thoughts or actions (*inquiry*) (Rudolph et al, 2007) *Inquiry* seeks to learn what others think, know, want, or feel; whereas *advocacy* includes statements that communicate what an individual thinks, knows, wants, or feels (Bolman and Deal).	**Pernyataan dan Pertanyaan**\ Kata nama Definisi • Merupakan kaedah debrifing di mana pemerhati menyatakan perkara yang diperhatikan atau dilakukan dalam aktiviti simulasi (penyataan) atau berkongsi pandangan kritis atau menghargai tentangnya secara jelas (penyataan) dan kemudian meminta pelajar untuk menjelaskan tentang pemikiran atau tindakan mereka (pertanyaan) (Rudolph et al, 2007) Pertanyaan bertujuan untuk mempelajari apa yang orang lain fikir, tahu, mahu atau rasa; manakala penyataan merangkumi kenyataan yang menyampaikan apa yang difikirkan, diketahui, diingini atau dirasai oleh seseorang individu (Bolman dan Deal).
Alpha and Beta Testing \ ˈal-fə \ ˈbā-tə \ ˈte-stiŋ \ *noun* ***Etym. alpha*** (adj.) c. 1300, from Latin *alpha*, from Greek *alpha*, from Hebrew or Phoenician *aleph* (see aleph). The Greeks added -*a* because Greek words cannot end in most consonants. Sense of "beginning of anything" is from late 14c., often paired with *omega* (the last letter in the Greek alphabet, representing "the end"); sense of "first in a sequence" is from 1620s. ***Etym. beta*** (adj.) c. 1300, from Greek, from Hebrew/Phoenician *beth* (see alphabet); used to designate the second of many things. ***Etym. test*** (v.) *late 14c., the noun form "small vessel used in assaying precious metals," from Old French test, from Latin testum "earthen pot," related to* testa *"piece of burned clay, earthen pot, shell." Sense of "trial or examination to determine the correctness of something" is recorded from 1590s. The connecting notion is "ascertaining the quality of a metal by melting it in a pot." Testing as a verb came from*	**Ujian Alpha dan Beta**\ kata kerja

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1748, "to examine the correctness of," from the noun form.

Definition
- Alpha- early testing of a product by the developers or programmers, but not by potential users. The purpose of alpha-testing is to find and resolve as many 'bugs' or problems in the software that were unanticipated during the design and development. (Lee-Jayaram et al, 2019)
- Beta – early testing of a software, program, simulation, or game, by potential users. The purpose of beta-testing is identical to alpha-testing. (Lee-Jayaram et al, 2019)

See also: DRY RUN, PILOT TEST

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Definisi

- Alfa- ujian awal produk oleh pihak pembangun atau pengaturcara program, tanpa melibatkan bakal pengguna. Tujuan ujian alfa adalah untuk mencari dan menyelesaikan seberapa banyak isu atau masalah dalam perisian yang tidak dijangka semasa proses reka bentuk dan pembangunan. (Lee-Jayaram et al, 2019)

- Beta – ujian awal perisian, program, simulasi atau permainan, oleh bakal pengguna. Tujuan ujian beta adalah sama dengan ujian alfa. (Lee-Jayaram et al, 2019)

Lihat juga: RAPTAI, UJIAN RINTIS

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Artificial Intelligence (AI) \ ˌär-tə-ˈfi-shᵊl \ in-ˈte-lə-jən(t)s \ *noun*

Etym. artificial (adj.) *late 14c., "not natural or spontaneous," from Old French artificial, from Latin artificialis "of or belonging to art," from artificium "a work of art; skill; theory, system," from artifex (genitive artificis) "craftsman, artist, master of an art" (music, acting, sculpting, etc.), from stem of ars "art" + -fex "maker," from facere "to do, make".*

Etym. intelligence (n.) *late 14c., "the highest faculty of the mind, capacity for comprehending general truths;" c. 1400, "faculty of understanding, comprehension," from Old French intelligence (12c.) and directly from Latin intelligentia, intellegentia "understanding, knowledge, power of discerning; art, skill, taste," from intelligentem (nominative intelligens) "discerning, appreciative," present participle of intelligere "to understand, comprehend, come to know," from assimilated form of inter "between" (see inter-) + legere "choose, pick out, read," Artificial intelligence "the science and engineering of making intelligent machines" was coined in 1956.*

Definition
- A system of computerized data-gathering and prediction that models human behavior and decision-making with minimal human intervention. In healthcare simulation, AI often refers to underlying programming that provides physiological or system-based algorithm changes based on inputs from users and learners. Often paired with *machine learning*, in which the software is

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Kecerdasan Buatan (AI) kata nama

Definisi

- Sistem pengumpulan data dan ramalan berkomputer yang berpandukan tingkah laku manusia dan membuat keputusan dengan intervensi yang minima dari manusia. Dalam simulasi penjagaan kesihatan, AI merujuk kepada perubahan algoritma fisiologi atau sistem dari pengaturcaraan yang sedia ada berdasarkan input daripada pengguna dan

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programmed to alter algorithms and predictions based on observed data and results without human intervention. *Virtual patients* use artificial intelligence to react appropriately to the user or learner. (Bennett and Hauser, 2013) See also: VIRTUAL PATIENT Consider also: MACHINE LEARNING	pelajar. Ianya lazim dipasangkan dengan pembelajaran mesin, di mana perisian diprogramkan untuk mengubah algoritma dan ramalan berdasarkan data dan keputusan yang dicerap tanpa intervensi dari manusia. Pesakit maya menggunakan AI untuk bertindak balas dengan sewajarnya kepada pengguna atau pelajar. (Bennett dan Hauser, 2013) Lihat juga: PESAKIT MAYA Pertimbangkan juga: PEMBELAJARAN MESIN
*Assessment \ ə-ˈses-mənt \ *noun* *Etym.* (n.) *"*1530s, "value of property for tax purposes," from assess + -ment. Meaning "act of determining or adjusting of tax rate, charges, damages, etc., to be paid" is from 1540s (earlier in this sense was *assession*, mid-15c.). General sense of "estimation" is recorded from 1620s; in education jargon from 1956." ***Definition*** • Refers to processes that provide information about or feedback about individual participants, groups, or programs. Specifically, assessment refers to observations of progress related to knowledge, skills, and attitudes (KSA). Findings of assessment are used to improve future outcomes (Scheckel, 2016; INACSL Standards Committee, 2016c, pp. S39-S40). • involves measurement of the KSAs which can be recorded (Levine, DeMaria, Schwartz, & Sim, 2014). • Formative - a type of assessment (sometimes called an evaluation) "wherein the facilitator's focus is on the participant's progress toward goal attainment through preset criteria; a process for an individual or group engaged in a simulation activity for the purpose of providing constructive feedback for that individual or group to improve (National League for Nursing Simulation Innovation Resource Center [NLN-SIRC], 2013; Scheckel, 2016)" (INACSL Standards Committee, 2016c, p.S41). Often completed at the same time as the instruction (Hamdorf & Davies, 2016), development of the individual is the focus for the simulation objectives/outcomes to be reached (INACSL Standards Committee, 2016c). • Summative - a type of assessment (sometimes called an evaluation) "at the end of a learning period or at a discrete point in time in which participants are provided with feedback about	Pentaksiran\ kata kerja Definisi • Merujuk kepada proses menyampaikan maklumat atau maklum balas ke atas peserta secara individu, kumpulan atau program. Secara khususnya, penilaian merujuk kepada hasil cerapan ke atas kemajuan dari segi pengetahuan, kemahiran, dan sikap (KSA). Hasil penemuan ini digunakan untuk meningkatkan pencapaian di masa hadapan (Schekel, 2016; INACSL Standards Committee, 2016c, ms. S39-S40). • melibatkan pengukuran KSA yang boleh direkodkan (Levine, DeMaria, Schwartz, & Sim, 2014). • Formatif - sejenis penilaian (juga dipanggil evaluasi) "di mana tumpuan fasilitator adalah pada kemajuan peserta ke arah pencapaian matlamat melalui kriteria yang telah ditetapkan; satu proses untuk individu atau kumpulan yang terlibat dalam aktiviti simulasi bertujuan untuk menyediakan maklum balas yang membina untuk individu atau kumpulan tersebut bagi tujuan penambahbaikan (National League for Nursing Simulation Innovation Resource Centre [NLN-SIRC], 2013; Schekel, 2016)" (INACSL Jawatankuasa Standard, 2016c, ms41). Ianya berlaku seiring dengan proses pengajaran (Hamdorf & Davies, 2016), untuk mencapai hasil/objektif simulasi

their achievement of outcome through preset criteria; a process for determining the competence of a participant engaged in health care activity. The assessment of achievement of outcome criteria may be associated with an assigned grade (NLN-SIRC, 2013; Scheckel, 2016)" (INACSL Standards Committee, 2016c, p. S41). Performance of the individual is compared to a specific standard (Hamdorf & Davies, 2016).

- High-stakes - a type of assessment (sometimes called an evaluation) "associated with a simulation activity that has a major academic, educational, or employment consequence (such as a grading decision, including pass or fail implications; a decision regarding competency, merit pay, promotion, or certification) at a discrete point in time (Hidden curriculum, 2014)" (INACSL Standards Committee, 2016c, p. S41).

See also: OBJECTIVE STUCTURED CLINICAL EXAMINATION (OSCE)
Compare: EVALUATION

Assessor \ ə-ˈse-sər \   *noun*

Etym. late 14c., from Old French assessor "assistant judge, assessor (in court)" (12c., Modern French assesseur) and directly from Latin assessor "an assistant, aid; an assistant judge".

Definition
- A person who performs assessment of individuals according to pre-established criteria.
- Assessors must have specific and substantial training, expertise, and competency in assessment (Dictionary.com).

Augmented Reality \òg-ˈmen-təd \ rē-ˈa-lə-tē \ *noun*

Etym. augment (v.) c. 1400, from Old French augmenter "increase, enhance" (14c.), from Late Latin

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dengan penumpuan diberikan 6 kepada pembangunan individu (INACSL Standards Committee, 2016c).

- Sumatif - sejenis penilaian (juga dipanggil evaluasi) "pada akhir tempoh pembelajaran atau pada masa yang ditentukan di mana peserta diberi maklum balas tentang pencapaian mereka berdasarkan kriteria yang telah ditetapkan; satu proses untuk menentukan kecekapan peserta yang terlibat dalam aktiviti penjagaan kesihatan. Penilaian pencapaian boleh diberikan mengikut gred berdasarkan kriteria yang telah ditetapkan (NLN-SIRC, 2013; Schekel, 2016)" (INACSL Standards Committee, 2016c, ms. S41). Prestasi individu dibandingkan dengan piawaian yang telah ditentukan (Hamdorf & Davies, 2016).

- Taruhan tinggi - sejenis penilaian (juga dipanggil evaluasi) "berkaitan dengan aktiviti simulasi yang mempunyai natijah besar secara akademik, pendidikan atau pekerjaan (seperti keputusan penggredan, termasuk implikasi lulus atau gagal; keputusan berkaitan kecekapan, imbuhan berdasarkan merit, kenaikan pangkat, atau pensijilan) pada masa yang tertentu (Hidden curriculum, 2014)" (INACSL Standards Committee, 2016c, hlm. S41).

Lihat juga: PEPERIKSAAN KLINIKAL OBJEKTIF BERSTRUKTUR (OSCE)
Bandingkan: PENILAIAN

Pentaksir kata kerja

Definisi

- Seseorang yang melakukan pentaksiran ke atas individu mengikut kriteria yang telah ditetapkan.

- Pentaksir mesti mempunyai latihan yang khusus dan mencukupi, kepakaran dan kecekapan dalam melakukan penilaian (Dictionary.com).

Realiti Terimbuh kata nama

augmentare "to increase," from Latin augmentum "an increase," from augere "to increase, make big, enlarge, enrich". Related: Augmented; augmenting ***Etym. reality*** (n.) 1540s, "quality of being real," from French réalité and directly Medieval Latin realitatem (nominative realitas); Meaning "real existence, all that is real". ***Definition*** • A type of virtual reality in which synthetic stimuli are superimposed on real world objects usually to make information that is otherwise imperceptible to human senses perceptible (M&S Glossary). • A technology that overlays digital computer-generated information on objects or places in the real world for the purpose of enhancing the user experience. • The combination of reality and overlay of digital information designed to enhance the learning process. • A spectrum of mixed reality simulation that is part way between the real world and the virtual world. • A form of virtual reality that includes head mounted displays, overlays of computer screens, wearable computers or displays projected onto humans and manikins (D.R. Berryman et al; M. Bajura et al; H. Fuchs et al).	Definisi • Sejenis realiti maya di mana rangsangan sintetik ditindankan pada objek dunia sebenar biasanya untuk menjadikan maklumat yang sebaliknya tidak dapat dilihat oleh deria manusia boleh dilihat (Glosari M&S). • Teknologi yang menindih maklumat yang dijana komputer digital pada objek atau tempat di dunia nyata untuk tujuan meningkatkan pengalaman pengguna. • Gabungan realiti dan tindanan maklumat digital yang direka bentuk untuk meningkatkan proses pembelajaran. • Spektrum simulasi realiti campuran yang merupakan sebahagian daripada dunia nyata dan dunia maya. • Satu bentuk realiti maya yang merangkumi paparan yang dipasang di kepala, tindanan skrin komputer, komputer boleh pakai atau paparan yang ditayangkan pada manusia dan manikin (D.R. Berryman et al; M. Bajura et al; H. Fuchs et al).
Avatar \ˈa-və-ˌtär\ *noun* ***Etym.*** 1784, "descent of a Hindu deity," from Sanskrit. Meaning "concrete embodiment of something abstract" is from 1815. In computer use, it seems to trace to the novel "Snowcrash" (1992) by Neal Stephenson. ***Definition*** • A virtual object used to represent a physical object (e.g. a human) in a virtual world. • A graphical representation, typically three-dimensional, of a person capable of relatively complex actions, including facial expressions and physical responses, while participating in a virtual simulation-based experience. The user controls the avatar through the use of a mouse, keyboard, or a type of joystick to move through the virtual simulation-based experience (Riley, 2008).	**Avatar**\ kata nama Definisi • Objek maya yang digunakan untuk mewakili objek fizikal (cth. manusia) dalam dunia maya. • Perwakilan grafik seseorang, lazimnya dalam tiga dimensi, di mana beliau mampu melakukan tindakan yang agak kompleks, termasuk memek muka dan tindak balas fizikal, sambil mengambil bahagian dalam pengalaman maya berasaskan simulasi. Pengguna mengawal avatar melalui perantaraan tetikus, papan

• Controlled avatars may be either 1st-person perspective or 3rd-person perspective in virtual simulations. A 3rd-person perspective places the view and camera so the user and learner can see the controlled avatar (e.g. – the player). A 1st-person perspective places the camera such that the user and learner views the world through the eyes of the avatar (i.e. the controlled avatar is never visible on the screen). These perspectives only apply to screen-based simulations using a mouse, keyboard, or joystick. *Virtual Reality* simulations are almost always 1st-person. (Schuurink and Toet, 2010)	kekunci, atau sejenis kayu bedik untuk bergerak melalui pengalaman maya berasaskan simulasi (Riley, 2008). • Avatar terkawal boleh jadi sama ada dari sudut pandang orang pertama atau sudut pandang orang ketiga di dalam simulasi maya. Dalam sudut pandang orang ke-3 paparan imej dan kamera diletakkan supaya pengguna dan pelajar dapat melihat avatar terkawal sepenuhnya (cth. – pemain). Manakala dalam sudut pandang orang pertama pula kamera diletakkan supaya pengguna dan pelajar melihat dunia melalui mata avatar (iaitu avatar terkawal tidak kelihatan pada skrin). Sudut pandang ini hanya diguna pakai pada simulasi berasaskan skrin melalui perantaraan tetikus, papan kekunci atau kayu bedik. Sementara itu sudut pandang orang pertama selalunya diguna pakai dalam Simulasi Realiti Maya (Schuurink dan Toet, 2010)

B

Back Story or Backstory or Back-story \ ˈbak \ ˈstȯr-ē \ *noun*	**Cerita Latar**\ kata nama
Etym. back (adj.) *"being behind, away from the front, in a backward direction,"* Middle English, from back (n.) and back (adv.); often difficult to distinguish from these when the word is used in combinations. Formerly with comparative *backer* (c. 1400), also *backermore*. To be *on the back burner* in the figurative sense is from 1960, from the image of a cook keeping a pot there to simmer while at work on another concoction at the front of the stove." ""to or toward the rear or the original starting place; in the past; behind in position," literally or figuratively, late 14c., shortened from *abak*, from Old English *on bæc* "backwards, behind, aback" (see <u>back</u> (n.), and compare aback). To *give (something) back* is to give it again, to give it in the opposite direction to that in which it was formerly given. Adverbial phrase *back and forth* is attested by 1814."	
Etym. story (n.) *:*"connected account or narration of some happening," c. 1200, originally "narrative of important events or celebrated persons of the past," from Old French *estorie*, *estoire* "story, chronicle, history," from Late Latin *storia*, shortened from Latin *historia* "history, account, tale, story" (see history). A *story* is by derivation a short history, and by development a narrative designed to interest and please. [Century Dictionary] Meaning "recital of true events" first recorded late 14c.; sense of "narrative of fictitious events meant to entertain" is from c. 1500. Not differentiated from *history* until 1500s. As a euphemism for "a lie" it dates from 1690s. Meaning "newspaper article" is from 1892. *Story-line* first attested 1941. *That's another story* "that requires different treatment" is attested from 1818. *Story of my life* "sad truth" first recorded 1938, from typical title of an autobiography."	
Definition • "A narrative, which provides a history and/or background and is created for a fictional character(s) and/or about a situation for a SBE (Backstory, n.d.)" (INACSL Standards Committee, 2016c, p.S40). (Ed note: this can include the back story provided to	Definisi • "Satu naratif, yang menerangkan sejarah dan/atau latar belakang dan dicipta untuk watak fiksyen dan/atau sesuatu situasi untuk pendidikan berasaskan simulasi (SBE) (Kisah Latar, n.d.)" (Jawatankuasa Piawaian INACSL, 2016c, ms40). (Nota ed: ini boleh termasuk kisah latar yang

participants, standardized patients, and staff as required to support the simulation activity) • A method, particularly in some game-based simulations, "for creating design prompts, dialogs, and interactions that contain realistic verbal behaviors and variability for multiple avatars or non-player characters (NPCs) . . ." (Zachary, Zachary, Cannon-Bowers, & Santarelli, 2016, p. 207). • Something that is developed by an author in games for characters that gives them their characteristics and memories (Fairclough & Cunningham, 2004). See also: BRIEF (BRIEFING)	diberikan kepada peserta, pesakit piawai dan kakitangan seperti yang diperlukan untuk menyokong aktiviti simulasi) • Satu kaedah, khususnya dalam permainan berasaskan simulasi, "bagi mencipta pendorong, dialog dan interaksi yang memberikan perlakuan lisan yang realistik dan kepelbagaian untuk berbilang avatar atau watak bukan pemain (NPC) . . ." (Zachary, Zachary, Cannon-Bowers, & Santarelli, 2016, ms. 207). • Sesuatu yang dibangunkan oleh pengarang untuk watak-watak dalam permainan yang memberikan karakter dan kisah silam mereka (Fairclough & Cunningham, 2004). Lihat juga: TAKLIMAT (MEMBERI TAKLIMAT)
Behavioral Skills \ bi-ˈhā-vyə-rəl \ ˈskils \ *noun* *Etym. behavior* (n.) manner of behaving (whether good or bad), conduct, manners," late 15c., essentially from behave, but with ending from Middle English havour "possession," a word altered (by influence of have) from aver, noun use of Old French verb aveir "to have." *Etym. skill* (n.) late 12c., "power of discernment," from Old Norse *skil* "distinction, ability to make out, discernment, adjustment," related to *skilja* (v.) "to separate; discern, understand," from Proto-Germanic **skaljo-* "divide, separate" (source also of Swedish *skäl* "reason," Danish *skjel* "a separation, boundary, limit," Middle Low German *schillen* "to differ," Middle Low German, Middle Dutch *schele* "separation, discrimination;" from PIE root *skel- (1) "to cut." Sense of "ability, cleverness" first recorded early 13c. *Definition* • The range of activities encompassed within the category of interpersonal interaction, including bedside manner, interpersonal, teamwork, leadership and communications. (Murphy, Nestel, & Gormley, 2019) • The decision-making and team interaction processes used during the team's management of a situation. (Gaba et al, 1998) Compare to: NONTECHNICAL SKILLS	**Kemahiran Tingkah Laku**\ kata nama Definisi • Pelbagai kegiatan yang terangkum dalam kategori interaksi interpersonal, ini termasuk adab tepi katil semasa perawatan pesakit, interpersonal, kerja berpasukan, kepimpinan dan komunikasi. (Murphy, Nestel, & Gormley, 2019) • Proses membuat keputusan dan interaksi berpasukan yang digunakan dalam pengurusan sesuatu situasi. (Gaba et al, 1998) Bandingkan dengan: KEMAHIRAN BUKAN TEKNIKAL

Brief (Briefing) \ brēf\ *noun* (\ˈbrē-fiŋ\ *verb*) [Note: this term is often not clearly distinguished from Orientation or Prebriefing] ***Etym.*** "fact or situation of giving preliminary instructions." 1910 ***Definition*** • An activity immediately preceding the start of a simulation activity where the participants receive essential information about the simulation scenario such as background information, vital signs, instructions, or guidelines. For example: before beginning a session, faculty conduct a briefing about the scenario to review the information being provided to the participants. • The information and guidelines given to faculty or simulated patients participating in a scenario to allow them to fully prepare for interactions with the participants. Briefing materials could include a handover, physician referral letter, or an ambulance call transcript. For example, at the start of the simulation scenario, participants receive a notification from ambulance personnel regarding a patient being transported to their facility with a gunshot wound. (Alinier, 2011; Husebø et al, 2012). See also: BACK STORY, ORIENTATION, PREBRIEFING	**Taklimat (Memberi Taklimat)** \ kata nama [Nota: Istilah ini sering kali tidak dibezakan dengan jelas berbanding istilah Orientasi atau Taklimat Mula] Definisi • Aktiviti yang dijalankan sejurus sebelum memulakan aktiviti simulasi di mana peserta menerima maklumat penting tentang senario simulasi seperti maklumat latar belakang, tanda vital, arahan atau garis panduan. Sebagai contoh: sebelum memulakan sesi, pengajar mengadakan taklimat tentang senario bagi menyemak semula maklumat yang telah diberikan kepada peserta. • Maklumat dan garis panduan yang diberikan kepada pengajar atau pesakit simulasi yang mengambil bahagian dalam senario bagi membolehkan mereka bersedia sepenuhnya untuk berinteraksi dengan peserta. Bahan taklimat boleh terdiri daripada maklumat penyerahan tugas, surat rujukan doktor, atau transkrip panggilan ambulans. Sebagai contoh, pada permulaan senario simulasi, peserta menerima pemberitahuan daripada kakitangan ambulans mengenai pesakit yang mengalami luka tembakan dan dibawa ke fasiliti mereka. (Alinier, 2011; Husebø et al, 2012). Lihat juga: CERITA LATAR, ORIENTASI, TAKLIMAT MULA

C

Cave Automated Virtual Environment (CAVE) \ ˈkāv \ ˈȯ-tə-ˌmā-təd \ ˈvər-chə-wəl \ in-ˈvī-rə(n)-mənt \ *noun*	**Persekitaran Maya Gua Terautomasi (CAVE)** \ kata nama
Etym. cave (n.) *"a hollow place in the earth, a natural cavity of considerable size and extending more or less horizontally," early 13c., from Old French cave "a cave, vault, cellar" (12c.), from Latin cavea "hollow" (place)*	
Etym. automate (v.) *"to convert to automatic operation," 1954, back-formation from automated (q.v.). Ancient Greek verb automatizein meant "to act of oneself, to act unadvisedly."*	
Etym. virtual (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959.	
Etym. environment (n.) *sense of "the aggregate of the conditions in which a person or thing lives" is by 1827 (used by Carlyle to render German Umgebung); specialized ecology sense first recorded 1956.*	
Definition • Large cube wall structure inside which a participant stands; the walls have projected images to simulate an immersive, virtual environment, including shadows cast by the participant. CAVE participants use specialized goggles for the illusion of stereoscopic depth when inside the CAVE. (Cruz-Neira et al, 1993)**.** Compare: WIDE AREA VIRTUAL ENVIRONMENT	Definisi • Bilik besar berbentuk kubus di mana peserta berdiri di dalamnya; dindingnya menayangkan persekitaran maya yang mengasyikkan (imersif), termasuk bayang-bayang peserta. Peserta CAVE menggunakan cermin mata khusus, untuk menghasilkan ilusi kedalaman stereoskopik apabila berada di dalam CAVE. (Cruz-Neira et al, 1993). Bandingkan: PERSEKITARAN MAYA KAWASAN LUAS
Clinical Scenario \ kli-ni-kəl \ sə-ˈner-ē-ˌō \ *noun*	**Senario Klinikal**\ kata nama
Etym. scenario (n.) 1868, "sketch of the plot of a play," from Italian scenario, from Late Latin scenarius "of stage scenes," from Latin scena "scene".	
Etym. clinical (adj.) 1780, "pertaining to hospital	

patients or hospital care," from clinic + -al. ***Definition*** • The plan of an expected and potential course of events for a simulated clinical experience. A scenario usually includes the context for the simulation (hospital ward, emergency room, operating room, clinic, out of hospital, etc…. Scenarios can vary in length and complexity depending on the learning objectives. • A detailed outline of a clinical encounter that includes: the participants in the event, , briefing notes, goals and learning objectives, participant instructions, patient information, environmental conditions, manikin, or standardized patient preparation, related equipment, props, and tools or resources for assessing and managing the simulated experience. • A progressive outline of a clinical encounter including a beginning, an ending, a debriefing, and evaluation criteria (INACSL, 2013). See also: SCENARIO, SCRIPT, SIMULATED-BASED LEARNING EXPERIENCE, SIMULATION ACTIVITY	Definisi • Perancangan suatu urutan peristiwa, sama ada yang dijangka berlaku atau berpotensi berlaku, untuk memberi pengalaman simulasi klinikal. Senario lazimnya merangkumi tetapan situasi yang berkaitan simulasi berkenaan (seperti di wad, bilik kecemasan, bilik bedah, klinik, luar hospital, dll)…. Senario boleh berubah dari segi panjang dan kerumitan bergantung pada objektif pembelajaran. • Rangka terperinci berkaitan situasi klinikal yang merangkumi: sifat dan tindakan peserta dalam simulasi tersebut, nota taklimat, matlamat dan objektif pembelajaran, arahan kepada peserta, maklumat pesakit, keadaan persekitaran, persediaan manikin atau pesakit piawai, peralatan yang berkaitan, alat peraga dan alatan atau sumber untuk menilai dan mengurus pengalaman simulasi. • Rangka yang progresif berkenaan suatu situasi klinikal, merangkumi permulaan, pengakhiran, debrifing dan kriteria penilaian (INACSL, 2013). Lihat juga: SENARIO, SKRIP, PENGALAMAN PEMBELAJARAN BERASASKAN SIMULASI, AKTIVITI SIMULASI
Coaching \ kōch-iŋ \ *verb* ***Etym***. Meaning "to prepare (someone) for an exam" Related: Coached; coaching. ***Definition*** • To direct or instruct a person or group of people in order to achieve goals, develop specific skills, or develop competencies.	**Melatih** \ kata kerja Definisi • Mengarah atau membimbing seseorang atau satu kumpulan untuk mencapai matlamat, membangunkan kemahiran khusus atau membentuk kecekapan
Cognitive Load \ ˈkäg-nə-tiv \ ˈlōd \ *noun* ***Etym. Cognitive*** (adv.) 1580s, "pertaining to cognition," with -ive + Latin *cognit*-, past participle stem of *cognoscere* "to get to know, recognize," from assimilated form of *com* "together" (see co-) + *gnoscere* "to know," from PIE root *gno- "to know." Taken over by psychologists and sociologists after c. 1940. *Cognitive dissonance* "psychological distress cause by holding contradictory beliefs or values" (1957) apparently was coined by U.S. social psychologist Leon Festinger, who developed the concept. Related: *Cognitively*.	**Beban Kognitif** \ kata nama

Etym, Load (n.) c. 1200, *lode*, *lade* "that which is laid upon a person or beast, burden," a sense extension from Old English *lad* "a way, a course, a carrying; a street, watercourse; maintenance, support," from Proto-Germanic **laitho* (source also of Old High German *leita*, German *leite*, Old Norse *leið* "way, road, course"), from PIE root **leit-* (2) "to go forth" (see <u>lead</u> (v.1)). It seems to have expanded its range of senses in early Middle English, supplanting words based on <u>lade</u> (v.), to which it is not etymologically connected. The older senses went with the spelling <u>lode</u>(q.v.). The spelling is modern. Meaning "amount customarily loaded at one time" is from c. 1300; meaning "a quantity of strong drink taken" is from 1590s. Meaning "the charge of a firearm" is from 1690s.	
Definition • The amount of information the working memory of the participant and/or facilitator can manage at any given point. The definition is based on the Cognitive Load Theory (CLT) proposed by Sweller et al. (1998) based on the working memory model introduced by Baddeley (1992).	Definisi • Jumlah maklumat yang boleh dikendalikan oleh ingatan para peserta dan/atau fasilitator pada suatu situasi tertentu. Definisi ini berdasarkan Teori Beban Kognitif (CLT) yang dicadangkan oleh Sweller et al. (1998) berdasarkan model ingatan kerja yang diperkenalkan oleh Baddeley (1992).
Computer-Based Simulation \ kəm-ˈpyü-tər \ bāst \ sim-yuh-ley-shuh n \ *noun* ***Etym. computer*** (n.) 1640s, "one who calculates," agent noun from compute (v.). Meaning "calculating machine" (of any type) is from 1897; in modern use, "programmable digital electronic computer" (1945 under this name; theoretical from 1937, as Turing machine). ENIAC (1946) usually is considered the first. ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	**Simulasi Berasaskan Komputer \ kata nama
Definition • The modeling of real-life processes with inputs and outputs exclusively confined to a computer, usually associated with a monitor and a keyboard or other simple assistive device (Textbook of Simulation). Subsets of computer-based simulation include virtual patients, virtual reality task trainers, and immersive virtual reality simulation (ibid). See also: SCREEN-BASED SIMULATION, SIMULATOR	Definisi • Pemodelan proses kehidupan sebenar dengan input dan output terhad secara eksklusif kepada komputer, biasanya dikaitkan dengan monitor dan papan kekunci atau peranti bantuan ringkas lain (Textbook of Simulation). Subset simulasi berasaskan komputer termasuk pesakit maya, simulator realiti maya tugasan separa, dan simulasi realiti maya imersif (dari sumber yang sama). Lihat juga: SIMULASI BERASASKAN SKRIN, SIMULATOR

Conceptual Fidelity \ kən-ˈsep-chə-wəl \ fə-ˈde-lə-tē, fī- \ *noun* ***Etym. conceptual*** (adj.) 1820, "pertaining to mental conception" (there is an isolated use from 1662), from Medieval Latin conceptualis, from Latin conceptus" a collecting, gathering, conceiving," past participle of concipere. Related: Conceptualism; conceptualist ***Etym. fidelity*** fidelity (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence. ***Definition*** • In healthcare simulation, ensures that all elements of the scenario relate to each other in a realistic way so that the case makes sense as a whole to the learner(s) (*For example: Vital signs are consistent with the diagnosis*). To maximizeconceptual fidelity, cases or scenarios should be reviewed by subject matter expert(s) and pilot-tested prior to use with learners (Rudolph et al. (2007) and Dieckmann et al. 2007).	**Fideliti Konseptual** \ kata nama Definisi • Dalam simulasi kesihatan, ianya memastikan semua elemen senario berkait antara satu sama lain secara realistik agar kes tersebut kelihatan logik secara keseluruhan kepada pelajar (Contohnya: Tanda vital konsisten dengan diagnosis). Untuk memaksimumkan fideliti konseptual, kes atau senario tersebut harus disemak oleh pakar bidang dan diuji rintis sebelum digunakan ke atas pelajar (Rudolph et al. (2007) dan Dieckmann et al. 2007).
CONSORT (Consolidated Standards of Reporting Trials) \ ˈkän-ˌsȯrt \ *noun* ***Etym. consolidated*** (adj.) "made firm, solid, hard, or compact," 1736, past-participle adjective from **consolidate**. ***Etym. standards*** (adj.) 1620s, "serving as a standard," from **standard** (adj.). Earlier it meant "upright" (1530s). *Standard-bred* "bred up to some agreed-upon standard of excellence" is from 1888. ***Etym. report*** (n.) late 14c., "to make known, tell, relate," from Old French *reporter* "to tell, relate; bring back, carry away, hand over," from Latin *reportare* "carry back, bear back, bring back," figuratively "report," in Medieval Latin "write (an account) for information or record," from *re-* "back" (see **re-**) + *portare* "to carry" (from PIE root ***per-** (2) "to lead, pass over"). ***Etym. trial*** (n.) mid-15c., "act or process of testing, a putting to proof by examination, experiment, etc.," from Anglo-French *trial*, noun formed from *triet* "to try" (see **try** (v.)). Sense of "examining and deciding of the issues between parties in a court of law" is first recorded 1570s; extended to any ordeal by 1590s.	**CONSORT (Piawaian Tergabung bagi Pelaporan Kajian)** \ kata nama

Definition • CONSORT is a guideline that standardizes the reporting for any randomized control trials. First developed for clinical trials, the guideline has been adopted by the simulation research community. (Cheng et al, 2016)	Definisi • CONSORT ialah garis panduan yang menyeragamkan pelaporan untuk sebarang ujian rawak terkawal. Mula-mula dibangunkan untuk ujian klinikal, garis panduan itu telah diterima pakai oleh komuniti penyelidikan simulasi. (Cheng et al, 2016)
Cue/Cueing \ˈkyü – iŋ \ *verb* ***Etym. cue*** (n.) "stage direction," 1550s, from Q, which was used 16c., 17c. in stage plays to indicate actors' entrances, probably as an abbreviation of Latin quando "when" or a similar Latin adverb. ***Definition*** • To provide information during the simulation that helps the participant progress through the activity to achieve stated objectives (modified from NLN-SIRC, 2013); • Information provided to help the learner reach the learning objectives (conceptual cues), or to help the learner interpret or clarify the simulated reality (reality cues); Conceptual cues help the learner reach instructional objectives through programmable equipment, the environment, or through responses from the simulated patient or role player; Reality cues help the learner interpret or clarify simulated reality through information delivered during the simulation (modified from Paige & Morin, 2013). See also: PROMPT	**Gesa/Menggesa** \ kata kerja Definisi • Memberi maklumat semasa simulasi yang akan membantu peserta terus maju untuk mencapai objektif yang telah dinyatakan (diubah suai daripada NLN-SIRC, 2013); • Maklumat yang diberikan untuk membantu pelajar mencapai objektif pembelajaran (isyarat konseptual), atau membantu pelajar mentafsir atau memahami realiti yang disimulasi (isyarat realiti); Isyarat konseptual membantu pelajar mencapai objektif pengajaran melalui peralatan yang boleh diprogram, persekitaran, atau melalui tindak balas daripada pesakit simulasi atau pemain berperanan; Isyarat realiti membantu pelajar mentafsir atau memahami realiti simulasi melalui maklumat yang disampaikan semasa simulasi (diubah suai daripada Paige & Morin, 2013). Lihat juga: MENDORONG

D

Debrief (Debriefing) \ dē ˈbrēf \ *noun* (\ dē ˈbrē-fiŋ\ *verb*)	Debrifing \ kata nama
Etym. debrief "obtain information (from someone) at the end of a mission," 1945, from de- + brief (v.). Related: Debriefed; debriefing.	
Definition	Definisi
• *(noun)* A formal, collaborative, reflective process within the simulation learning activity.	• kata nama) Satu aktiviti rasmi (formal) yang melibatkan proses refleksi yang dilakukan secara kolaborasi semasa pembelajaran simulasi.
• An activity that follows a simulation experience and led by a facilitator.	• Satu aktiviti yang dilakukan selepas melalui pengalaman simulasi dan diketuai oleh seorang pemudahcara.
• *(verb)* To conduct a session after a simulation event where educators/instructors/facilitators and learners re-examine the simulation experience for the purpose of moving toward assimilation and accommodation of learning to future situations (Johnson-Russell & Bailey, 2010; NLN-SIRC, 2013); debriefing should foster the development of clinical judgment and critical thinking skills (Johnson-Russell & Bailey, 2010).	• (kata kerja) melakukan suatu sesi pasca simulasi di mana pengajar/instruktor/pemudahcara dan pelajar menilai semula pengalaman simulasi tersebut bagi mengasimilasi dan mengakomodasi apa yang dipelajari untuk digunakan di masa hadapan (dipetik dari Johnson-Russell & Bailey, 2010; National League for Nursing -Simulation Innovation Resource Center, 2013); debrifing seharusnya mengukuhkan kebolehan membuat keputusan klinikal dan kemahiran pemikiran kritis (dipetik dari Johnson-Russell & Bailey, 2010).
• To encourage participants' reflective thinking and provide feedback about their performance while various aspects of the completed simulation are discussed.	• Menggalakkan pemikiran reflektif dan pemberian maklum balas oleh peserta terhadap persembahan mereka, sambil aspek lain aktiviti simulasi dibincangkan.
• To explore with participants their emotions and to question, reflect, and provide feedback to one another (i.e., *guided reflection*).	• Meneroka emosi peserta bersama mereka sambil menyoal, merefleksi, dan memberi maklum balas sesama mereka. (i.e. refleksi berpandu)
Compare: ADVOCACY AND INQUIRY, FEEDBACK, GUIDED REFLECTION	Bandingkan: PENYATAAN DAN PERTANYAAN, MAKLUMBALAS, REFLEKSI BERPANDU. •
Debriefer \ dē-ˈbrēf - ur\ *noun*	Pendebrif \ kata nama
Etym. debrief "obtain information (from someone) at the end of a mission," 1945, from de- + brief (v.). Related: Debriefed; debriefing.	

Definition - The individual who facilitates a debriefing session and is knowledgeable and skilled in performing appropriate, structured, and psychologically safe debriefing sessions (Fanning & Gaba, 2007); - The person who leads participants through the debriefing; Debriefing by competent instructors and subject matter experts is considered important to maximize the opportunities arising from simulation (Raemer et al, 2011). Compare: FACILITATOR, SIMULATIONIST	Definisi - Individu yang memudahcara sesi debrifing dan berpengetahuan serta mahir melakukan debrifing yang bersesuaian, berstruktur, dan selamat dari segi psikologi. (Fanning & Gaba, 2007) - Seseorang yang mengetuai sesi debrifing. Debrifing yang dikendalikan oleh seorang jurulatih dan pakar bidang yang mahir adalah penting bagi memaksimakan peluang pembelajaran daripada aktiviti simulasi tersebut. (Raemer et at, 2011) Bandingkan: PEMUDAHCARA, PENGAMAL SIMULASI
Deliberate Practice \di-ˈli-bə-rāt\ˈprak-təs\ *noun* *Etym. deliberate* (adj.) 15th century Middle English, from Latin *deliberatus,* past participle of *deliberare* to consider carefully, perhaps alteration of **delibrare,* from *de-* + *libra* scale, pound. *Etym. practice* (n.) 14th century Middle English *practisen,* from Middle French *practiser,* from Medieval Latin *practizare,* alteration of *practicare,* from *practica* practice, noun, from Late Latin *practice,* from Greek *praktikē,* from feminine of *praktikos* **Definition** - A theory of general psychology that states the differences between expert performers and normal adults reflect a life-long period of deliberate effort to improve performance in a specific domain. (Ericsson, K. A). - A systematically designed activity that has been created specifically to improve an individual's performance in a given domain (Ericsson, K. A., R. Th. Krampe, R.Th. and Tesch-Römer, C, 1993). Compare: MASTERY LEARNING	**Latih tubi terarah** \ kata nama Definisi - Teori psikologi umum yang menyatakan bahawa perbezaan kebolehan di antara seorang pakar berbanding orang biasa, menggambarkan tempoh masa yang telah diperuntukkan untuk memperbaiki kebolehannya dalam satu bidang (Ericsson, K.A) - Suatu kaedah sistematik yang diciptakan secara khusus untuk meningkatkan kebolehan seorang individu di dalam sesuatu bidang (domain) (Ericsson, Krampe, & Tesch-Romer, 1993) Bandingkan: PEMBELAJARAN KEPAKARAN
Deterministic \ di-ˈtər-mə-ˌni- stik \ *adj* *Etym. determinism* (n.) 1876 in general sense of "doctrine that everything happens by a necessary causation," from French déterminisme; deterministic *(adj.)* 1874, from determinist (see determinism) + -ic. **Definition** - Pertaining to a process, model, or variable whose outcome, result, or value does not depend on chance (M&S Glossary).	**Deterministik**\ sifat nama Definisi - Berkaitan proses, model atau pemboleh ubah yang

Compare: STOCHASTIC	mana hasil atau nilainya tidak berlaku secara kebetulan (M&S Glossary) Bandingkan: STOKASTIK
Discrete Simulation (Discrete-Event Simulation) \ dis-ˈkrēt \ sim-yuh-ley-shuh n \ *noun* *Etym. discrete* (adj.) mid-14c., "morally discerning, prudent, circumspect," from Old French discret "discreet, sensible, intelligent, wise," from Latin discretus "separated, distinct"; in Medieval Latin, "discerning, careful"; past participle of discernere "distinguish". Meaning "separate, distinct" in English is late 14c. *Etym. simulation* (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • A simulation that relies on variables changed only at a countable number of points in time; discrete event simulation (DES) is the process of codifying the behavior of a complex system as an ordered sequence of well-defined events. • The operation of a <u>system</u> as a discrete <u>sequence of events</u> in time. Each event occurs at a particular instant in time and marks a change of <u>state</u> in the system. Between consecutive events, no change in the system is assumed to occur; thus the simulation can directly jump in time from one event to the next (Robinson, 2004); • One or more variables that completely describe a system at any given moment in time (Sokolowski and Banks, 2011). Compare: DURATIONAL SIMULATION, SEQUENTIAL SIMULATION	**Simulasi Terasing (Simulasi Peristiwa-Terasing)** \ kata nama Definisi • Simulasi yang melibatkan perubahan hanya pada pemboleh-ubah yang dapat dikira pada satu-satu masa. Simulasi Peristiwa-Terpencil (DES) adalah satu proses untuk mengkodkan sifat sistem yang kompleks kepada satu urutan peristiwa yang dapat dilihat secara jelas. • Operasi satu sistem sebagai satu urutan peristiwa dalam satu-satu masa. Setiap peristiwa-terpencil berlaku pada ketika yang tertentu dan ianya menandakan perubahan di dalam sistem tersebut. Di antara satu peristiwa dengan satu peristiwa yang lain secara berturut, perlu dianggap bahawa tiada perubahan yang berlaku pada sistem, ini membolehkan simulasi itu melompat dari satu peristiwa ke peristiwa yang lain pada satu-satu masa. (Robinson, 2004) • Satu atau lebih pemboleh-ubah yang dapat menerangkan satu sistem sepenuhnya pada satu-satu masa (Sokolowski & Banks, 2011) Compare: SIMULASI BERLARUTAN, SIMULASI BERTURUT
Distance Simulation \ dis-t*uh*ns \ sim-y*uh*-ley-sh*uh* n \ noun *Etym. distance* (adj) Meaning "remoteness of space, extent of space between two objects or places" is from late 14c. Also "an interval of time" (late 14c., originally *distaunce of times*). Meaning "remote part of a field of vision" is by 1813. The figurative sense of "aloofness, remoteness in personal intercourse" (1590s) is the same as in *stand-offish*.	**Simulasi Jarak-jauh**\ kata nama

Etym. simulation (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	
Definition • Implementing a simulation or training at a physical distance from the participant(s) (LeFlore et al., 2014; von Lubitz et al., 2003). This may include operating a simulator via some type of remote access where the operator remotes into a simulator stationed where the participants are located; otherwise known as remote-controlled (LeFlore et al., 2014). Or, it could be where the participants remote into something like the cameras during a simulation where the simulator is stationed at a different site, which may be called "distance-based high-fidelity human patient simulation training" (von Lubitz et al., 2003, p. 379). Advantages of this method are being able to use experts to run the simulator (LeFlore et al., 2014) or to instruct (von Lubitz et al., 2003) if not currently available at the site where the participants are located. Compare: REMOTE SIMULATION, TELESIMULATION	Definisi • Melaksanakan simulasi atau latihan secara jarak jauh dari peserta. (LeFlore et al., 2014; von Lubitz et al.,). Ini termasuk menggerak atau mengawal simulator dari jauh sambil simulator itu berada berhampiran dengan para peserta; juga dikenali sebagai kawalan jauh (LeFlore et al., 2014). Atau, di mana peserta berada jauh dari simulator tetapi dihubungkan melalui kamera, ini juga dipanggil 'latihan simulasi jarak-jauh menggunakan simulator pesakit-manusia berfideliti-tinggi (von Lubitz et al., 2003, p. 379). Kelebihan kaedah ini adalah ianya dapat menggunakan kepakaran pakar simulasi untuk menggerakkan simulator (LeFlore et al., 2014) atau mengarah sesuatu latihan itu (von Lubitz et al., 2003) walaupun tidak terdapat pakar simulasi di tempat latihan. Perbandingan: SIMULASI JARAK JAUH, TELESIMULASI
Distributed Simulation \ di-ˈstri-byüt \ sim-yuh-ley-shuh n \ *noun* *Etym. distribute* (v.) early 15c., "to deal out or apportion," from Latin distributus, past participle of distribuere "to divide, distribute". Related: Distributable; distributed; distributing. *Etym. simulation* (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. *Definition* • The concept of simulation on-demand made widely available wherever and whenever it is required; DS provides an easily transportable, self-contained 'set' for creating simulated environments, at a fraction of the cost of dedicated, static simulation facilities (Kneebone et al, 2010). • A set of simulations operating in a common environment and distributed to learners; a distributed simulation may be composed of any of the three modes of simulation: live,	**Simulasi Beredar (kata nama)** kata nama Definisi • Ini merupakan satu konsep simulasi atas-permintaan, di mana ianya dapat dicapai di mana saja dan pada bila-bila masa apabila diperlukan. SB ini membenarkan simulasi diangkut ke mana sahaja dalam bentuk set lengkap bagi membolehkan penghasilan persekitaran simulasi pada kos yang kecil berbanding fasiliti simulasi statik yang khusus (Kneebone et al, 2010) • Satu set operasi simulasi di dalam suatu

virtual, and constructive, and are seamlessly integrated within a single exercise (M&S Glossary).	persekitaran dan diedarkan kepada pelajar; simulasi beredar boleh jadi dalam bentuk ka, maya, atau konstruktif; dan mudah digabungkan di dalam satu-satu latihan (M&S Glossary)
Durational Simulation \ **dū-rā'shŭn-ăl** \ **sim″u-la´shun**\ *noun* ***Etym. duration*** *(n.)* Late 14c. duracioun, from Old French duration, from Medieval Latin durationem (nominative duratio), noun of action from past-participle stem of Latin durare "to harden," from durus "hard," from PIE *dru-ro-, suffixed variant form of root. ***Etym. simulation*** *(n.)* noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • Multiple simulations that build off of one another. This can include a simulation that focuses on an initial assessment of a simulated or standardized patient portraying a patient role and the subsequent simulations are the follow-up visit (e.g. initial visit, one-month visit and six-month visit, etc.). • A Durational Simulation is the opposite of a Discrete Simulation in that changes occur in the system between simulations. ***Compare to:*** DISCRETE SIMULATION, SEQUENTIAL SIMULATION	**Simulasi Berlarutan**\ kata nama Definisi ● Beberapa simulasi yang dibina dari satu situasi kepada situasi yang lain. Ini seperti simulasi yang mempamerkan rawatan pesakit semasa penilaian awal (pesakit piawai yang melakonkan watak pesakit) sementara simulasi berikutnya menunjukkan pesakit tersebut sedang menjalani lawatan ulangan (cth lawatan permulaan, lawatan ulangan bulan pertama, dan diikuti lawatan ulangan pada 6-bulan dsbnya) ● Simulasi Berlarutan ini berlawanan dengan Simulasi Terpencil, yang mana terdapat perubahan berlaku pada sistem di antara satu simulasi dengan yang lain. ***Compare to:*** SIMULASI TERPENCIL, SIMULASI BERTURUT
Dry Run \ ˈdrī \ ˈrən \ *noun* ***Etym.”dry run”*** *(n):* "walk-through (n.) also *walkthrough*, 1944, "an easy part" (in a theatrical production), from walk (v.) + through. Meaning "dry run, full rehearsal" is from 1959, from the notion of "walking (someone) through" something.” ***Definition*** • A "planning meeting with standardized learners" is used to reveal un-intentional problems within the scenario. A designated time to explore the possibility of errors. (Boilat et al 2012) • A verification period prior to live encounters to ensure a "safe and therapeutic" environment. (Greswell et al 2018)	**Raptai**\ kata nama Definisi • Satu perjumpaan yang dirancang bersama pelajar-piawai untuk menguji senario simulasi yang dirangka bagi mengenalpasti atau membongkar masalah yang tidak dijangka pada sesuatu senario tersebut. Satu masa khusus untuk meninjau apa-apa kesilapan di dalam suatu senario. (Boilat et al, 2012) • Waktu untuk memastikan 'keselamatan

See also: ALPHA and BETA TEST , PILOT TEST Consider also: DRESS REHEARSAL, RUN THROUGH, SIMULATION VALIDATION, WALK THROUGH	dan kesan terapeutik' sesuatu persekitaran senario simulasi itu sebelum senario simulasi itu benar-benar dilaksanakan. (Greswell et al, 2018) Lihat juga: Ujian- Alpha dan Beta, Ujian Rintis, Pertimbangkan: Raptai penuh, Semakan Pantas, Validasi simulasi, semak terperinci

E

Educator (Simulation Educator) \ ˈe-jə-ˌkā-tər \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Etym. educator*** (n.) "one who trains or instructs," 1670s. ***Definition*** • A person that uses the modality of simulation to educate learners, utilizing evidence -based strategies. • Person who supports healthcare professionals who are learning to manage clinical situations and provide care that is safe, effective, efficient, timely, patient-centered, and equitable. May teach an individual learner or a group of learners practicing to work as a team (Lindell, Poindexter, & Hagler, 2016). See also: FACILITATOR, SIMULATIONIST	**Pengajar (Pengajar Simulasi)** kata nama Definisi • Seseorang yang menggunakan modaliti simulasi bagi tujuan pengajaran, dengan menggunakan strategi pengajaran yang berdasarkan bukti. • Seorang yang membantu perawat kesihatan profesional belajar menguruskan situasi klinikal dengan memberi perawatan yang selamat, berkesan, tepat pada masanya, berorientasikan pesakit dan saksama. Boleh mengajar sama ada seorang atau sekumpulan perawat/pelajar yang berlatih untuk bekerja sebagai satu pasukan. (Lindell, Poindexter, & Hagler, 2016) Lihat juga: PEMUDAHCARA, PENGAMAL SIMULASI
Embedded Participant \ im-ˈbed \ id \ pär-ˈti-sə-pənt \ *noun* ***Etym. embed*** (v.) 1778, "to lay in a bed (of surrounding matter)," from em- (1) + bed (n.). Originally a geological term, in reference to fossils in rock; figurative sense is by 1835; meaning "place (a journalist) within a military unit at war" is from 2003 and the Iraq war. Related: Embedded; embedding ***Etym. participant*** (n.) 1560s, from Middle French participant, from Latin participantem, present participle of participare "to share in, partake of" from particeps "sharing, partaking". ***Definition*** • An individual who is trained or scripted to play a role in a simulation encounter in order to guide the scenario, and may be known or	**Peserta terangkum** kata nama Definisi • Seorang individu yang dilatih atau ditugaskan melakonkan watak tertentu semasa simulasi dalam usaha memandu senario simulasi itu, beliau boleh jadi

unknown to the participants; guidance may be positive or negative, or a distractor based on the objectives, level of the participants, and the needs of the scenario. • A role assigned in a simulation encounter to help guide the scenario; • the embedded participant's role is part of the situation, however the underlying purpose of the role may not be revealed to the participants in the scenario or simulation (INACSL, 2013). See also: ACTOR, ROLE PLAYER, SIMULATED PATIENT, SIMULATED PERSON, STANDARDIZED PATIENT	diketahui atau tidak oleh peserta, pemanduan boleh dilakukan secara positif atau negatif, atau secara gangguan berdasarkan objektif, tahap peserta, dan keperluan senario. ● Watak yang ditugaskan semasa sesuatu aktiviti simulasi untuk memandu atau melancarkan sesuatu senario. ● Peserta terangkum ini berperanan sebagai sebahagian dari situasi senario tersebut. Walau bagaimanapun, tujuan digunakan peserta terangkum/bersekutu ini tidak diberitahu kepada peserta sebenar sesuatu simulasi tersebut Lihat juga: PELAKON, PEMAIN BERPERANAN, PESAKIT SIMULASI, INDIVIDU SIMULASI, PESAKIT PIAWAI
Environmental Fidelity \ en - vī-rə(n)-ˈmen-tə- l \ fə-ˈde-lə-tē \ *noun* ***Etym. environmental*** (adj.) 1887, "environing, surrounding," from environment + -al (1). Ecological sense by 1967. Related: Environmentally ***Etym. fidelity*** (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith". From 1530s as "faithful adherence to truth or reality"; specifically of sound reproduction from 1878. ***Definition*** • The degree to which the simulated environment (manikin, room, tools, equipment, moulage, and sensory props) replicates reality and appearance of the real environment. See also: FIDELITY, HIGH FIDELITY SIMULATION, PHYSICAL FIDELITY, REALISM	**Fideliti Persekitaran**\ kata nama Definisi ● Tahap replikasi persekitaran simulasi (patung/manikin, bilik, perkakas, peralatan, mulaj dan perkakas sensori) meniru keadaan dan persekitaran sebenar. Lihat juga: FIDELITI, SIMULASI BERFIDELITI TINGGI, FIDELITI FIZIKAL, REALISME
*****Evaluation** \ i- ˌval-yə-ˈwā-shən \ *noun* ***Etym.*** (n.) 1755, "action of appraising or valuing," from French *évaluation*, noun of action from *évaluer* "to find the value of," from *é-* "out" (see **ex-**) + *valuer*, from Latin *valere* "be strong, be well; be of value, be worth" (from PIE root ***wal-*** "to be strong"). Meaning "job performance review" attested by 1947. ***Definition*** • Determination of the value, nature, character, or quality of something or someone (Merriam Webster)	**Penilaian**\ kata nama Definisi ● Penentuan nilai, sifat, watak atau kualiti sesuatu perkara atau seseorang. (Merriam Webster) ● Terma umum yang digunakan untuk

• A broad term for appraising data or placing a value on data gathered through one or more measurements. It involves rendering a judgment including strengths and weaknesses. Evaluation measures quality and productivity against a standard of performance. Evaluation may be formative, summative, high stakes, or related to the simulation program or process. (INACSL Standards Committee, Glossary, 2016c) Compare: ASSESSMENT	menilai sesuatu data atau meletakkan nilai pada satu data terkumpul melalui satu atau pelbagai pengukuran. Ini termasuk memberi keputusan terhadap kekuatan atau kelemahan. • Penilaian mengukur kualiti dan produktiviti berbanding persembahan piawai. • Penilaian boleh jadi formatif, sumatif, taruhan tinggi atau berkaitan program atau proses simulasi tersebut. Bandingkan: PENTAKSIRAN
Event \ i-ˈvent \ noun ***Etym.*** 1570s, "the consequence of anything" (as in in the event that); 1580s, "that which happens;" from Middle French event, from Latin eventus "occurrence, accident, event, fortune, fate, lot, issue," from past participle stem of evenire "to come out, happen, result," from assimilated form of ex- "out" + venire "to come". Meaning "a contest or single proceeding in a public sport" is from 1865. Events as "the course of events" is attested from 1842. ***Definition*** • The occurrences that cause variation or changes in the state of a system (Sokolowski and Banks, 2009); in healthcare simulation, this term is common when programming manikins and often refers to learner actions. • An event is described by the time it occurs and event lists can be created to drive changes in a simulation. See also: STATE/STATES	**Peristiwa**\ kata nama Definisi • Kejadian yang menyebabkan perubahan atau variasi kepada keadaan dalam sesuatu sistem (Sokolowski and Banks, 2009). Dalam simulasi kesihatan, terma ini biasanya digunakan semasa melakukan pengaturcaraan pada patung dan selalu dirujuk sebagai aksi pelajar. • Peristiwa dapat diperihalkan semasa ianya berlaku dan senarai peristiwa boleh dihasilkan untuk menyebabkan perubahan di dalam simulasi. Lihat juga: KEADAAN

F

Facilitator (Simulation Facilitator) \fə-ˈsi-lə-ˌtā-tər\ *noun*
 	
Etym. 1806, agent noun in Latin form from facilitate
 	
Definition
   • An individual who is involved in the implementation and/or delivery of simulation activities. *For example, faculty, educators, etc…*
   • An individual that helps to bring about an outcome (such as learning, productivity, or communication) by providing indirect or unobtrusive assistance, guidance, or supervision; for example: *The debriefing facilitator kept the discussion flowing smoothly.*
 	
Compare: DEBRIEFER, SIMULATIONIST
	Pemudahcara (Pemudahcara Simulasi) \ kata nama
	
	Definisi
	   • Seseorang individu yang terlibat semasa implementasi dan/atau menjalankan aktiviti simulasi. Contoh ahli fakulti, pengajar dll.
	   • Individu yang membantu mendapatkan hasil (seperti pembelajaran, produktiviti, atau komunikasi) dengan cara memberi bantuan dan panduan secara tidak langsung atau dengan tidak mengganggu simulasi tersebut. Contoh: Pemudahcara-debrifing memastikan perbincangan berjalan dengan lancar.
	Bandingkan: PENDEBRIF, PENGAMAL SIMULASI

Feedback \ fēd-ˌbak \ *noun*
 	
Etym. 1920, in the electronics sense, "the return of a fraction of an output signal to the input of an earlier stage," from verbal phrase, from feed (v.) + back (adv.). Transferred use, "information about the results of a process" is attested by 1955.
 	
Definition
   • An activity where information is relayed back to a learner; feedback should be constructive, address specific aspects of the learner's performance, and be focused on the learning objectives (SSH).
   • Information transferred between participants, facilitator, simulator, or peer with the intention of improving the understanding of concepts or aspects of performance (INACSL, 2013); feedback can be delivered by an instructor, a machine, a computer, a patient (or a simulated person), or by other learners as long as it is part of the learning process.
 	
Compare: ADVOCACY AND INQUIRY, DEBRIEF/DEBRIEFING, GUIDED REFLECTION
	Maklumbalas\ kata nama
	
	Definisi
	   • Satu aktiviti di mana maklumat diberikan kepada pelajar; maklumbalas haruslah membina, merujuk secara khusus pada sesuatu aspek persembahan pelajar, dan bertumpu kepada objektif pembelajaran. (SSH)
	   • Pertukaran maklumat di antara peserta, pemudahcara, simulator atau rakan-rakan dengan tujuan untuk menambah baik dari segi konsep atau aspek persembahan. (INACSL, 2013). Maklumbalas boleh diberikan oleh jurulatih, mesin, komputer, pesakit (pesakit piawai), atau dari pelajar lain selagi ianya sebahagian dari proses pembelajaran.
	Bandingkan: PERNYATAAN DAN PERTANYAAN, DEBRIFING, REFLEKSI BERPANDU

Fiction Contract \ˈfik-shən\ ˈkän-ˌtrakt\ *noun*	**Perjanjian fiksyen** kata nama
Etym. fiction (n.) something that is not true; something invented by the imagination or feigned; an assumption of a possibility as a fact irrespective of the question of its truth; a useful illusion or pretense; the action of feigning or of creating with the imagination. **Etym. contract** (n.) a binding agreement between two or more persons or parties.	
Definition • A concept which implies that an engagement in simulation is a contract between the instructor and the learner: each has to do his or her part to make the simulation worthwhile (Rudolph, Dieckmann, et al.). • The degree of engagement that healthcare trainees are willing to give the simulated event; also known as the "suspension of disbelief", it is a literary and theatrical concept that encourages participants to put aside their disbelief and accept the simulated exercise as being real for the duration of the scenario.	Definisi • Konsep di dalam aktiviti simulasi yang menggambarkan perhubungan perjanjian di antara jurulatih dan pelajar, di mana setiap pihak harus melaksanakan peranan masing-masing bagi memastikan simulasi yang dijalankan mencapai maksudnya (Rudolph, Dieckmann, et al) • Tahap komitmen yang sanggup diberikan oleh pelatih kepada simulasi tersebut.Ini juga dikenali sebagai 'penggantungan ketidakpercayaan', iaitu satu konsep di mana peserta akan mengenepikan sebentar ketidakpercayaan mereka semasa aktiviti simulasi dijalankan dan menerima apa yang terjadi semasa senario simulasi itu adalah perkara yang benar-benar berlaku.
*Fidelity \ fə-ˈde-lə-tē \ *adj*	**Fideliti** kata nama
Etym. (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith". From 1530s as "faithful adherence to truth or reality"; specifically of sound reproduction from 1878.	
Definition • The degree to which the simulation replicates the real event and/or workplace; this includes physical, psychological, and environmental elements. • The ability of the simulation to reproduce the reactions, interactions, and responses of the real-world counterpart. It is not constrained to a certain type of simulation modality, and higher levels of fidelity are not required for a simulation to be successful. • The level of realism associated with a particular simulation activity; fidelity can involve a variety of dimensions, including (a) physical factors such as environment, equipment, and related tools; (b) psychological factors such as emotions, beliefs, and self-awareness of participants; (c)	Definisi • Tahap peniruan simulasi ke atas kejadian dan/atau tempat yang sebenar; ini termasuk dari segi fizikal, psikologikal, dan persekitaran. • Kebolehan sesuatu simulasi itu menghasilkan reaksi, interaksi, dan gerak balas seakan dunia sebenar. Ianya tidak terhad kepada modaliti simulasi yang tertentu sahaja; dan tahap fideliti yang lebih tinggi tidak diperlukan untuk menjayakan sesuatu simulasi tersebut. • Tahap realiti yang berkaitan dengan sesuatu aktiviti simulasi tersebut; fideliti boleh merangkumi beberapa dimensi, termasuk (a) faktor fizikal seperti persekitaran, peralatan, perkakasan; (b) faktor psikologi seperti emosi, kepercayaan, dan tahap kesedaran peserta; (c)

social factors such as participant and instructor motivation and goals; (d) culture of the group; and (e) degree of openness and trust, as well as participants' modes of thinking (INACSL, 2013); See also: ENVIRONMENTAL FIDELITY, FUNCTIONAL FIDELITY, HIGH FIDELITY, HIGH FIDELITY SIMULATION, IMMERSIVE SIMULATION, LOW FIDELITY, PHYSICAL FIDELITY, PSYCHOLOGICAL FIDELITY, REALISM, SIMULATION FIDELITY	faktor sosial seperti motivasi dan maklamat peserta dan jurulatih; (d) budaya; dan (e) tahap keterbukaan dan kepercayaan di samping tahap pemikiran peserta (INACSL, 2013) Lihat juga: FIDELITI PERSEKITARAN, FIDELITI FUNGSIAN, FIDELITI TINGGI, SIMULASI BERFIDELITI TINGGI, SIMULASI IMERSIF, FIDELITI RENDAH, FIDELITI FIZIKAL, FIDELITI PSIKOLOGI, REALISME, FIDELITI SIMULASI
Fixation Error \ fik-ˈsā-shən \ er-ər \ *noun* *Etym. fixation* (n.) late 14c., fixacion, an alchemical word, "action of reducing a volatile substance to a permanent bodily form," from Medieval Latin fixationem (nominative fixatio), noun of action from past participle stem of Latin fixare, frequentative of figere "to fix". Meaning "condition of being fixed" is from 1630s. Used in the Freudian sense since 1910. *Etym. error* (n.) also, through 18c., errour; c. 1300, "a deviation from truth made through ignorance or inadvertence, a mistake". From late 14c. as "deviation from what is normal; abnormality, aberration." From 1726 as "difference between observed value and true value." *Definition* • A principle of crisis resource management wherein humans fail to revise a situation assessment in risky and dynamic systems or events (Decker 2011). • The persistent failure to revise a diagnosis or plan in the face of readily available evidence suggesting that a revision is necessary. Compare: SITUATIONAL AWARENESS	**Ralat Lazim**\ kata nama *Definisi* • Merupakan satu prinsip di dalam krisis pengurusan sumber di mana kesilapan lazim berlaku apabila manusia gagal menyemak semula suatu kesilapan yang berulang dalam sistem atau peristiwa yang berisiko dan dinamik (Decker 2011). • Kegagalan berterusan untuk menyemak semula diagnosis atau perancangan walau pun terdapat bukti sedia ada menunjukkan semakan perlu dilakukan. Perbandingan: KESEDARAN SITUASI
Frame(s) \ frāmz \ *noun* *Etym.* From 1660s in the meaning "particular state" (as in Frame of mind, 1711). Frame of reference is 1897. *Definition* • The perspectives through which individuals interpret new information and experiences for the purpose of decision-making; frames are formed through • previous experiences and can be based on knowledge, attitudes, feelings, goals, rules, and/or perceptions.	**Rangka**\ kata nama *Definisi* • Perspektif di mana individu mentafsirkan maklumat dan pengalaman baru untuk tujuan membuat keputusan; rangka dibentuk melalui • pengalaman lampau dan boleh berdasarkan pengetahuan, sikap, perasaan, sasaran, peraturan, dan / atau persepsi;

• The mindset of the internal participant or facilitator; their knowledge, • thoughts, feelings, actions (speech/body language), attitudes (verbal/non-verbal), and perceptions (adapted from Rudolph, J.W. et al.).	• Ketetapan minda peserta dalaman atau pemudahcara; pengetahuan mereka. • fikiran, perasaan, tindakan (bahasa pertuturan / gerak laku), sikap (lisan / bukan lisan), dan persepsi (disesuaikan dari Rudolph, J.W. et al).
Functional Fidelity \ˈfəŋ(k)-shnəl, -shə-nəl \fə-ˈde-lə-tē \ *noun* ***Etym. functional*** (adj.) 1630s, "pertaining to function or office," from function (n.) + -al (1), or from Medieval Latin functionalis. Meaning "utilitarian" is by 1864. Related: Functionally; functionality. ***Etym. fidelity*** (n) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith" (see faith). From 1530s as "faithful adherence to truth or reality" ***Definition*** • The degree in which the equipment used in the simulation responds to the participant's actions; e.g. a *static ventilator would offer low functional fidelity compared to a working ventilator in a simulation requiring a ventilator alarm.* See also: FIDELITY, HIGHT FIDELITY SIMULATOR, REALISM	**Fideliti Fungsian**\ *kata nama* ***Definisi*** • Tahap tindak balas peralatan yang digunakan dalam simulasi terhadap tindakan peserta; cth. *ventilator statik akan menawarkan fideliti fungsian yang rendah berbanding dengan ventilator yang berfungsi dalam simulasi yang memerlukan penggera ventilator.* Lihat juga: FIDELITI, SIMULATOR FIDELITI TINGGI, REALISME

G

Gamification \ gā-mə-fə-ˈkā-shən \ *noun* [U]	**Gamifikasi**\ *kata nama*

Gamification \ gā-mə-fə-ˈkā-shən \ *noun* [U]

Etym. game *(n.) c. 1200, from Old English gamen "joy, fun; game, amusement," common Germanic (cognates: Old Frisian game "joy, glee," Old Norse gaman "game, sport; pleasure, amusement," Old Saxon gaman, Old High German gaman "sport, merriment," Danish gamen, Swedish gamman "merriment"), said to be identical with Gothic gaman "participation, communion," from Proto-Germanic *ga- collective prefix + *mann "person," giving a sense of "people together." The -en was lost perhaps through being mistaken for a suffix. Meaning "contest for success or superiority played according to rules" is first attested c. 1200 (of athletic contests, chess, backgammon).*

Gamifikasi\ *kata nama*

Definition
- The application of game design elements (conceptual building blocks integral to building successful games) to traditionally non-game contexts. (Rutledge et al, 2018)
- The application of the characteristics and benefits of games to real world processes or problems. "Gamification differs from serious games in terms of the design intention, with gamification interventions involving the application of game elements with a utilitarian purpose..." (Gentry et al 2019)

Compare: SERIOUS GAMES
Consider also: GAME-BASED LEARNING

Definisi
- Penerapan unsur permainan (konsep yang penting untuk membentuk permainan yang berjaya) ke dalam kaedah pembelajaran yang secara tradisinya merupakan bukan permainan (Rutledge et al 2018).

- Penerapan unsur dan faedah permainan ke dalam proses atau masalah sebenar. "Gamifikasi berbeza dari permainan serius dari segi matlamat reka bentuk, di mana intervensi gamifikasi lebih menjurus kepada menerapkan unsur permainan yang bermanfaat dan bukan untuk bersuka ria" (Gentry et al 2019).

Bandingkan: PERMAINAN SERIUS
Pertimbangkan juga: PEMBELAJARAN BERASASKAN PERMAINAN

Guided Reflection \ gīd – id \ ri-ˈflek-shən\ *noun*

Etym. guide (v.) late 14c., "to lead, direct, conduct," from Old French guider "to guide, lead, conduct" (14c.), earlier guier, from Frankish *witan "show the way" or a similar Germanic source.

Etym. reflection (n.) Of the mind, from 1670s. Meaning "remark made after turning back one's thought on some subject" is from 1640s.

Definition

Refleksi Berpandu\ *kata nama*

Definisi

- The process encouraged by the instructor during debriefing that reinforces the critical aspects of the experience and encourages insightful learning allowing the participant to link theory with practice and research (INACSL, 2013).
- The facilitated intellectual and affective activities that allow individuals to explore their experience in order to lead to new understanding and appreciations (adapted from Boud et al, 1985).
- A mentor facilitated process that allows the learner to "integrate the understanding gained into one's experience in order to enable better choices or actions in the future, as well as enhance one's overall effectiveness" (Rogers, 2001).

Compare: ADVOCACY AND INQUIRY, DEBRIEF/DEBRIEFING, FEEDBACK
See also: REFLECTIVE THINKING

- Proses yang dilakukan semasa debrifing di mana jurulatih mengukuhkan aspek kritikal dalam pengalaman pembelajaran dengan mendorong pelajar menghubungkaitkan teori dengan amalan dan penyelidikan (INACSL 2013).
- Aktiviti intelektual dan afektif yang dipandu untuk membolehkan individu meneroka pengalaman mereka bagi menghasilkan pemahaman baharu (disesuaikan dari Boud et al 1985).
- Proses yang dipandu oleh mentor bagi memungkinkan pelajar "menyepadukan pemahaman ke dalam pengalaman yang dilalui untuk membolehkan tindakan yang lebih baik diambil pada masa depan, serta meningkatkan kecekapan keseluruhan seseorang" (Rogers, 2001).

Bandingkan: PERNYATAAN DAN PERTANYAAN, DEBRIF/DEBRIFING, MAKLUM BALAS
Lihat juga: PEMIKIRAN REFLEKTIF

Gynecological / Genitourinary Teaching Associate (GTA, GUTA, MUTA) \ ˌje-nə-tō-ˈyu̇r-ə-ˌner-ē \ˈtēch ng \ə-ˈsō-shē-ˌāt, -sē-\ *noun*

Etym. genitourinary (adj.) of or relating to the genital and urinary organs or functions. genitals (n.) "reproductive organs," especially the external sexual organs, late 14c. Compare Genitalia.

Definition
- A Genitourinary Teaching Associate (GUTA) is an individual trained to teach the techniques and protocol for performing the gender-specific physical examination to learners, using himself or herself as a demonstration and practice model.
- A Gynecological Teaching Associate (GTA) is a female specifically trained to teach, assess, and provide feedback to learners about accurate pelvic, rectal and/or breast examination techniques. They also address the communication skills needed to provide a comfortable exam in a standardized manner, while using their bodies as teaching tools in a supportive, non-threatening environment (ASPE);
- A Male Urogenital Teaching Associates (MUTA) is a male specifically trained to teach, assess, and provide feedback to learners about accurate urogenital and rectal examination techniques. They also address the communication skills needed to provide a

Rakan Pengajaran Ginekologi / Genitourinari (GTA, GUTA, MUTA)\ *kata nama*

Definisi
- Seorang Rakan Pengajaran Genitourinari (GUTA) adalah individu yang dilatih untuk mengajar teknik dan protokol bagi melakukan pemeriksaan fizikal khusus-jantina kepada pelajar, menggunakan dirinya sendiri sebagai model demonstrasi dan latihan.
- Rakan Pengajar Ginekologi (GTA) merupakan seorang wanita yang dilatih secara khusus untuk mengajar, menilai, dan memberi maklum balas kepada pelajar mengenai teknik pemeriksaan pelvis, rektum dan / atau payudara dengan tepat. Mereka juga mengajar kemahiran komunikasi untuk membolehkan pemeriksaan dilakukan dalam keadaan selesa dengan cara piawai, dengan menggunakan tubuh mereka sebagai alat pengajaran dalam persekitaran yang tidak mengancam (ASPE);
- Rakan Pengajar Urogenital Lelaki

comfortable exam in a standardized manner, while using their bodies as teaching tools in a supportive, non-threatening environment (ASPE).	(MUTA) merupakan seorang lelaki yang dilatih secara khusus untuk mengajar, menilai, dan memberi maklum balas kepada pelajar mengenai teknik pemeriksaan urogenital dan rektum dengan tepat. Mereka juga mengajar kemahiran komunikasi untuk membolehkan pemeriksaan dilakukan dalam keadaan selesa dengan cara piawai, dengan menggunakan tubuh mereka sebagai alat pengajaran dalam persekitaran yang tidak mengancam (ASPE).

H

Haptic (Haptics) \ˈhap-tik\ *adj* ***Etym.*** (adj.) "pertaining to the sense of touch," 1890, from Greek haptikos "able to come into contact with," from haptein "to fasten". ***Definition*** • In healthcare simulation, refers to devices that providing tactile feedback to the user. Haptics can be used to simulate touching, palpating an organ, or body part, and the cutting, tearing or traction on a tissue. • Devices that capture and record a trainee's 'touch' in terms of location and depth of pressure at specific anatomical sites (McGaghie et al, 2010; Jackson et al).	**Haptik**\ *sifat nama* ***Definisi*** • Dalam simulasi kesihatan, ianya merujuk kepada peranti yang memberi maklum balas sentuhan kepada pengguna. Haptik boleh digunakan untuk melakukan simulasi sentuhan, palpasi organ, atau bahagian badan, dan pemotongan, pengoyakan atau penarikan pada tisu. • Peranti yang boleh merakam 'sentuhan' pelatih dari segi lokasi dan kedalaman tekanan pada bahagian anatomi tertentu (McGaghie et al 2010; Jackson et al)
Healthcare Simulation \ helth \ ker \ sim-yuh-ley-shuh n \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • A technique that creates a situation or environment to allow persons to experience a representation of a real healthcare event for the purpose of practice, learning, evaluation, testing, or to gain understanding of systems or human actions (SSH). • The application of a simulation activity to training, assessment, research, or systems integration toward patient safety (SSH). See also: SIMULATION	**Simulasi Kesihatan**\ *kata nama* ***Definisi*** • Teknik yang menghasilkan situasi atau persekitaran yang membolehkan seseorang mengalami representasi peristiwa sebenar penjagaan kesihatan untuk tujuan latihan, pembelajaran, penilaian, pengujian, atau untuk mendapatkan pemahaman tentang sistem atau tindakan manusia (SSH). • Penerapan aktiviti simulasi untuk latihan, penilaian, penyelidikan, atau integrasi sistem ke arah keselamatan pesakit (SSH). Lihat juga: SIMULASI
High-Fidelity Simulator \ hī \ fə-ˈde-lə-tē \ ˈsim-yə-ˌlā-tər \ *noun* ***Etym. fidelity*** (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin	**Simulator Berfideliti Tinggi**\ *kata nama*

English	Bahasa Melayu
fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith". From 1530s as "faithful adherence to truth or reality;" specifically of sound reproduction from 1878.	
Etym. simulator (n.) 1835, of persons, from Latin simulator "a copier, feigner," agent noun from simulare "imitate," from stem of similis "like". In reference to training devices for complex systems, from 1947 (flight simulator). simulated (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966 (agent noun simulator in the related sense dates from 1947. In commercial jargon, "artificial, imitation" by 1942.	
Definition	***Definisi***
• A term often used to refer to the broad range of full-body manikins that have the ability to mimic, at a very high level, human body functions.	● Istilah yang sering digunakan untuk merujuk kepada manikin seluruh-badan yang berkemampuan untuk meniru fungsi tubuh manusia dengan jitu.
• Also known as a high complexity simulator. Other types of simulators can also be considered high-fidelity, and that fidelity (realism) has other characteristics beyond a particular type of simulator.	● Juga dikenali sebagai simulator berkompleksiti tinggi. Terdapat juga simulator lain yang boleh dianggap berfideliti tinggi, yang mempunyai ciri lain di luar daripada jenis simulator tertentu.
See also: FIDELITY, FUNCTIONAL FIDELITY, REALISM, SIMULATION FIDELITY	Lihat juga: FIDELITI, FIDELITI FUNGSIAN, REALISME, FIDELITI SIMULASI
High-Fidelity Simulation \ hī \ fə-ˈde-lə-tē \ sim-yuh-ley-shuh n \ *noun*	**Simulasi Berfideliti-Tinggi**\ kata nama
Etym. fidelity (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith". From 1530s as "faithful adherence to truth or reality;" specifically of sound reproduction from 1878.	
Etym. simulation (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	
Definition	***Definisi***
• In healthcare simulation, high-fidelity refers to simulation experiences that are extremely realistic and provide a high level of interactivity and realism for the learner (INACSL, 2013); Can apply to any mode or method of simulation; *for example: human, manikin, task trainer, or virtual reality.*	● Di dalam simulasi kesihatan, fideliti-tinggi merujuk kepada pengalaman simulasi yang sangat realistik dan memberi tahap interaktiviti dan realisme yang tinggi kepada pelajar (INACSL, 2013). Boleh digunapakai untuk sebarang modaliti simulasi. *Contoh: manusia, manikin/patung, simulator tugasan separa, atau realiti maya.*
See also: ENVIRONMENTAL FIDELITY,	

FIDELITY, REALISM	Lihat juga: FIDELITI PERSEKITARAN, FIDELITI, REALISME
Human Factors \ hyü-mən \ fak-tərz \ *noun* ***Etym. factor*** (n.) Sense of "circumstance producing a result" is attested by 1816, from the mathematical sense. ***Definition*** • The discipline or science of studying the interaction between humans and systems and technology; it includes, but is not limited to, principles and applications in the areas of human engineering, personnel selection, training, life support, job performance aids, and human performance evaluation (M&S Glossary). • The psychological, cultural, behavioral, and other human attributes that influence decision-making, the flow of information, and the interpretation of information by individuals or groups (M&S Glossary).	**Faktor Manusia**\ *kata nama* ***Definisi*** • Disiplin atau sains yang mengkaji interaksi antara manusia dengan sistem dan teknologi; ia meliputi, tetapi tidak terbatas kepada, prinsip dan penerapan dalam bidang kejuruteraan manusia, pemilihan kakitangan, latihan, sokongan hayat, alat bantu kerja, dan penilaian prestasi manusia (M&S Glossary). • Psikologi, budaya, tingkah laku, dan lain-lain sifat manusia yang mempengaruhi proses membuat keputusan, aliran maklumat, dan tafsiran maklumat oleh individu atau kumpulan (M&S Glossary).
Hybrid Simulation \ hī-brəd \ sim-yuh-ley-shuh n \ *noun* ***Etym. hybrid*** (n.) "a product of two heterogeneous things" emerged c. 1850. ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • The union of two or more modalities of simulation with the aim of providing a more realistic experience. • In healthcare simulation, hybrid simulation is most commonly applied to the situation where a part task trainer (e.g., a urinary catheter model) is realistically affixed to a standardized/simulated patient, allowing for the teaching and assessment of technical and communication skills in an integrated fashion (Kneebone, Kidd et al, 2002). • The use of two or more simulation modalities in the same simulation activity (Zulkepli et al). Compare: MIXED SIMULATION/MIXED METHODS SIMULATION, MULTIPLE MODALITY SIMULATON	**Simulasi Hibrid**\ *kata nama* ***Definisi*** • Gabungan dua atau lebih kaedah simulasi dengan tujuan memberikan pengalaman yang lebih realistik. • Dalam simulasi kesihatan, simulasi hibrid sering digunakan untuk situasi di mana simulator tugasan separa (contohnya, model kateter urinari) digabungkan secara realistik pada pesakit piawai / simulasi, bagi membolehkan pelaksanaan pengajaran dan penilaian kemahiran teknikal dan komunikasi secara bersepadu (Kneebone, Kidd et al 2002). • Penggabungan dua atau lebih modaliti simulasi ke dalam satu aktiviti simulasi yang sama (Zulkepli et al). Bandingkan: SIMULASI BERCAMPUR / SIMULASI KAEDAH BERCAMPUR, SIMULASI KAEDAH PELBAGAI

I

Immersion \i-ˈmər-zhən \ *noun*	**Imersi**\ *kata nama*
Etym. (n.) c. 1500, from Late Latin immersionem (nominative immersio), noun of action from past participle stem of immergere "to plunge in, dip into, sink, submerge," from assimilated form of in- "into, in, on, upon" (see in- (2)) + Latin mergere "plunge, dip" (see merge). Meaning "absorption in some interest or situation" is from 1640s.	
Definition	***Definisi***
• Describes the level to which the learner becomes involved in the simulation; a high degree of immersion indicates that the learner is treating the simulation as if it was a real-life (or very close to real-life) event (SSH);	• Menerangkan tahap keterlibatan pelajar dalam simulasi; tahap imersi yang tinggi menandakan bahawa pelajar menganggap simulasi seolah-olah (atau sangat hampir dengan) peristiwa kehidupan sebenar (SSH);
• A state (or situation) in which trainees dedicate most of their time doing something related to or thinking about a simulation, and becomes involved in it; the level of immersion might vary, where a high degree indicates that the trainee is fully involved; for example: realistic *environments facilitate a participant′s full immersion in the simulation.*	• Keadaan (atau situasi) di mana pelatih menumpukan sebahagian besar masa mereka melakukan sesuatu yang berkaitan dengan atau memikir akan simulasi tersebut, dan terlibat di dalamnya; tahap imersi mungkin berbeza, di mana tahap tinggi menunjukkan pelatih terlibat sepenuhnya; contohnya: persekitaran yang realistik dapat memudahkan peserta mencapai imersi penuh dalam simulasi.
• The placing of a human in a synthetic environment through physical and/or emotional means. (M&S Glossary)	• Menempatkan manusia dalam persekitaran buatan melalui cara fizikal dan / atau emosi. (M&S Glossary)
See also: IMMERSIVE SIMULATION	Lihat juga: SIMULASI IMERSIF
Immersive Simulation \ ɪˈmɜːsɪv\ sim-yuh-ley-shuh n \ *adj (immersive); n (simulation)*	**Simulasi Imersif**\ *kata nama (simulasi); sifat nama (imersif)*
Etym. immersion. (n.) c. 1500, from Late Latin immersionem, noun of action from past participle stem of immergere "to plunge in, dip into, sink, submerge," from assimilated form of in- "into, in, on, upon" (see in- (2)) + Latin mergere "plunge, dip" (see merge). Meaning "absorption in some interest or situation" is from 1640s.	
Etym. simulation (n.) noun of action from past	

participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	
Definition • *adj:* A real-life situation that deeply involves the participants' senses, emotions, thinking, and behavior; creating an immersive simulation depends on the alignment with learning objectives, the fidelity of the simulation (physical, conceptual and emotional), and participant´s perception of realism. • *noun:* A simulation session influenced by participants' characteristics, experiences, level of training, and preparation for the case or task,. The perceived physical, conceptual and emotional fidelity, the appropriate level of challenge, and the simulators and actors can all effect the simulation experience (Hamstra et al, 2014; Rudolph et al, 2007). See also: FIDELITY, IMMERSION, REALISM	*Definisi* • *sifat nama:* Situasi sebenar yang merangsang deria, emosi, pemikiran, dan tingkah laku peserta; penghasilan sebuah simulasi imersif bergantung kepada penjajaran objektif pembelajaran, fideliti simulasi (fizikal, konseptual dan emosi), dan persepsi peserta terhadap realisme. • *kata nama:* Sesi simulasi dipengaruhi oleh ciri-ciri, pengalaman, tahap latihan, dan persiapan peserta untuk kes atau tugasan tersebut. Persepsi fideliti fizikal, konseptual dan emosi, tahap cabaran yang sesuai, simulator dan pelakon kesemuanya dapat mempengaruhi pengalaman simulasi itu (Hamstra et al, 2014; Rudolph et al, 2007). Lihat juga: FIDELITI, IMERSI, REALISME
Incognito Standardized Patient \ in-ˌkäg-ˈnē- \ stan-dər-ˌdīzd \ pā-shənt \ *noun* **Etym. incognito** (adj./adv.) 1640s as both adjective ("disguised under an assumed name and character") and adverb ("unknown, with concealed identity"), from Italian incognito "unknown," especially in connection with traveling, from Latin incognitus "unknown, not investigated". **Etym. standard** "authoritative or recognized exemplar of quality or correctness" (late 15c.). Meaning "rule, principal or means of judgment" is from 1560s. That of "definite level of attainment" is attested from 1711 (as in standard of living, 1903). **Etym. patient** (n.) "suffering or sick person under medical treatment," late 14 c. **Definition** • A person who plays a role as a patient in real healthcare situations, while the healthcare workers in those situations are unaware of the fact that the person is not a real patient (Rethans et al. review Med Educ 2007). Consider also: UNANNOUNCED STANDARDIZED PATIENTS, STEALTH PATIENTS, SECRET SHOPPER	**Pesakit Piawai Samaran**\ *kata nama* *Definisi* • Seseorang yang memainkan peranan sebagai pesakit dalam situasi penjagaan kesihatan sebenar, sementara pekerja kesihatan dalam situasi tersebut tidak menyedari hakikat bahawa orang tersebut bukan pesakit sebenar (Rethans et al. Review Med Educ 2007). Pertimbangkan juga: PESAKIT PIAWAI YANG TIDAK DIUMUMKAN, PESAKIT SILUMAN, PELANGGAN RAHSIA
In Silico \ in-ˈsi-li-ˌkō \ *adj or adv.*	**In Siliko**\ *sifat nama atau sifat kata*

Etym. 1980s: Latin, literally 'in silicon' (with reference to the use of silicon chips in computer systems); on the pattern of in vitro and in vivo. **Definition** ● Performed on computer or via computer simulation; the phrase was coined in 1989 as an analogy to the Latin phrases in vivo, in vitro, and in situ (Sieburg, 1990). Compare: IN SITU	**Definisi** ● Dilakukan menggunakan komputer atau melalui simulasi komputer; frasa ini dicipta pada tahun 1989 sebagai analogi dengan frasa Latin in vivo, in vitro, dan in situ (Sieburg, 1990). Banding: IN SITU
In Situ/In Situ Simulation \ in ˈsɪtju \ sim-yuh-ley-shuh n \ *adj* **Etym. in situ** 1740, Latin, literally "in its (original) place or position," from ablative of situs "site". **Etym. simulation** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. **Definition** ● Taking place in the actual patient care setting/environment in an effort to achieve a high level of fidelity and realism; this training is particularly suitable for difficult work environments, due to space constraints or noise. For example, *an ambulance, a small aircraft, a dentist's chair, a catheterization lab* (Kyle & Murray, 2008). This training is valuable to assess, troubleshoot, or develop new system processes. Compare: IN SILICO	**In Situ / Simulasi In Situ** \ *sifat nama* **Definisi** ● Berlaku di tempat / persekitaran rawatan pesakit yang sebenar dalam usaha mencapai tahap fideliti dan realisme yang tinggi; latihan ini sangat sesuai untuk persekitaran kerja yang sukar, kerana kekangan ruang atau kebisingan. Contohnya, ambulans, pesawat terbang kecil, kerusi doktor gigi, makmal kateterisasi (Kyle & Murray, 2008). Latihan ini sangat berguna untuk menilai, menyelesaikan masalah, atau membangunkan suatu proses sistem baru. Banding: IN SILIKO
Interactive Model or Simulation \ in-ter-ˈak-tiv \ mä-dəl \ or \ sim-yuh-ley-shuh n \ *adj* **Etym. simulation** (n.) noun of action from past participle stem of simulare "imitate", from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. **Definition** ● Simulating a situation in which the outcome varies depending on human participation (Thomas). This allows humans to practice different sets of actions in order to learn the correct response to an event.	**Simulasi atau Model Interaktif** \ *sifat nama* **Definisi** ● Mensimulasi sesuatu situasi di mana hasilnya berbeza bergantung kepada penglibatan manusia (Thomas). Ini membolehkan manusia mengamalkan tindakan yang berbeza dengan tujuan

• Modeling which requires human participation (Australian Dept. of Defense 2011).	mempelajari tindakan yang betul terhadap sesuatu peristiwa. ● Pemodelan yang memerlukan penyertaan manusia (Australian Dept. of Defense 2011)

Interdisciplinary \ in-ter-**dis**-*uh*-pl*uh*-ner-ee \ *adj*
 	
Etym. discipline (n.) directly from Latin disciplina "instruction given, teaching, learning, knowledge," also "object of instruction, knowledge, science, military discipline," from discipulus. Meaning "branch of instruction or education" is first recorded late 14c. Meaning "military training" is from late 15c.; that of "orderly conduct as a result of training" is from c. 1500.
 	
Definition
    • Involving two or more academic, scientific, or artistic disciplines (Merriam-Webster.com).
    • The combining of two or more academic disciplines, fields of study, professions, technologies or departments (dictionary.reference.com).
    • Of or relating to more than one branch of knowledge (oxforddictionaries.com).
 	
See also: MULTIDISCIPLINARY
	Antara Bidang\ *sifat nama*
	
	Definisi
	
	● Melibatkan dua atau lebih disiplin akademik, saintifik, atau seni (Merriam-Webster.com).
	
	● Gabungan dua atau lebih disiplin akademik, bidang pengajian, pekerjaan, teknologi atau jabatan (dictionary.reference.com).
	
	● Berkaitan dengan lebih daripada satu cabang pengetahuan (oxforddictionaries.com).
	Lihat juga: PELBAGAI BIDANG

Interdisciplinary / Interdisciplinary Learning \ in-ter -ˈdi-sə-plə-ˌner-ē \ *noun / adj* ***Etym. discipline*** (n.) directly from Latin disciplina "instruction given, teaching, learning, knowledge," also "object of instruction, knowledge, science, military discipline," from discipulus. Meaning "branch of instruction or education" is first recorded late 14c. Meaning "military training" is from late 15c.; that of "orderly conduct as a result of training" is from c. 1500. ***Etym. learning*** (n.) Old English leornung "learning, study," from leornian. ***Definition*** • *noun:* The academic disciplines, such as psychology, or to subspecialties within professions. For example, within the profession of medicine, anesthesia or cardiology (Barr, Koppel, Reeves, Hammick and Freeth, 2005).	**Antara bidang / Pembelajaran Antara bidang**\ *kata nama / sifat nama* *Definisi* ● *kata nama*: Merujuk kepada disiplin akademik, seperti psikologi, atau kepakaran dalam sub-bidang. Contohnya, dalam profesion perubatan, anestesia atau kardiologi (Barr, Koppel, Reeves, Hammick dan Freeth, 2005). ● *sifat nama:* Bekerja bersama, namun

- *adj:* Working jointly, but address issues from their individual discipline's perspective (Gray and Connolly, 2008). - Integrating the perspective of professionals from two or more professions by organizing the education around a specific discipline, where each discipline examines the basis of their knowledge" (Bray & Howkins, 2008). See also: INTERPROFESSIONAL EDUCATION/TRAINING/LEARNING	menangani sesuatu masalah dari perspektif bidang masing-masing (Gray dan Connolly, 2008). ● Mengadakan sesi pembelajaran melibatkan dua atau lebih ahli profesional dari bidang berlainan di mana setiap disiplin mengkaji asas pengetahuan mereka (Bray & Howkins, 2008). Lihat juga: PENDIDIKAN/ LATIHAN / PEMBELAJARAN ANTARA PROFESION
Interprofessional \ in-ter - \ prə-ˈfesh-nəl \ *adj* ***Etym. professional*** (n.) "one who does it for a living," 1798, from professional (adj.). professional (adj.) 1747 of careers (especially of the skilled or learned trades from c. 1793). ***Definition*** - Collaborating as a team with a shared purpose, goal, and mutual respect to deliver safe, quality health care (Freeth, Hammick, Reeves, Koppel, & Barr, 2005; World Health Organization (WHO), 2010). - Interprofessional is a more contemporary term describing a team effort in healthcare from two (2) or more professions whose members learn about, from, and with each other to improve health outcomes. (Nester, 2016) Consider also: PROFESSION	**Antara Profesion**\ *sifat nama* ***Definisi*** ● Bekerjasama sebagai satu pasukan dengan berkongsi tujuan, sasaran, dan rasa saling menghormati untuk menyampaikan penjagaan kesihatan yang selamat dan berkualiti (Freeth, Hammick, Reeves, Koppel, & Barr, 2005; Pertubuhan Kesihatan Sedunia (WHO), 2010). ● Antara profesion adalah istilah masa kini yang menggambarkan usaha berpasukan dalam penjagaan kesihatan dari dua (2) atau lebih profesion yang ahli-ahlinya belajar daripada satu sama lain untuk meningkatkan taraf kesihatan. (Nester, 2016). Pertimbangkan juga: PROFESION
Interprofessional Education /Training/Learning \ in-ter - prə-ˈfesh-nəl \ e-jə-ˈkā-shən\ trā-niŋ \ lərn-ing\ *noun* ***Etym. professional*** (n.) "one who does it for a living," 1798, from professional (adj.). professional (adj.) 1747 of careers (especially of the skilled or learned trades from c. 1793); Related: profession. ***Etym*. education** (n.) 1530s, "childrearing," also "the training of animals," from Middle French education (14c.) and directly from Latin educationem (nominative educatio) "a rearing, training," noun of action from past participle stem of educare. Originally of instruction in social codes and manners; meaning "systematic schooling and training for work" is from 1610s.	**Pendidikan/ Latihan/ Pembelajaran Antara Profesion**\ *kata nama*

Etym. training (n.) From 1540s as "discipline and instruction to develop powers or skills;" 1786 as "exercise to improve bodily vigor." ***Definition*** • An educational environment where students from two or more professions learn about, from, and with each other to enable effective collaboration and improve health outcomes (Interprofessional Education and Collaborative Expert Panel, WHO 2011). • An initiative to secure learning, and promote gains through interprofessional collaboration in professional practice (Freeth et al.). See also: INTERDISCPLINARY LEARNING	*Definisi* • Persekitaran pendidikan di mana pelajar dari dua atau lebih profesion belajar daripada satu sama lain untuk membolehkan kerjasama yang lebih berkesan bagi meningkatkan taraf kesihatan (Interprofessional Education and Collaborative Expert Panel, WHO 2011). • Satu usaha untuk mengukuhkan dan meningkatkan hasil pembelajaran melalui kerjasama antara profesion dalam amalan pekerjaan (Freeth et al.). Lihat juga: PEMBELAJARAN ANTARA BIDANG
Interprofessionalism \ in-ter - \prə-ˈfesh-nəl \ ˈi-zəm\ *noun* ***Etym. professional*** (n.) "one who does it for a living," 1798, from professional (adj.). professional (adj.) 1747 of careers (especially of the skilled or learned trades from c. 1793). ***Definition*** • The effective integration of professionals through mutual respect, trust, and support, from various professions who share a common purpose to mold their separate skills and knowledge into collective responsibility and awareness that can be achieved through learned processes for communication, problem solving, conflict resolution, and conduct. Consider also: PROFESSION	**Antara Profesionalisme** kata nama Definisi • Integrasi profesional yang berkesan dari pelbagai bidang yang berkongsi matlamat yang sama menghormati, mempercayai dan menyokong, yang berkongsi matlamat yang sama. Ini bertujuan membentuk kemahiran dan pengetahuan masing-masing serta rasa tanggungjawab dan kesedaran bersama melalui proses pembelajaran untuk komunikasi, penyelesaian masalah dan konflik serta tingkah laku. Pertimbangkan juga: PROFESION

J

Just in Time Simulation \ jəst \ ˈin \ tīm \ sim-yuh-ley-shuh n \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • A method of training that is conducted directly prior to a potential intervention" (Palaganas, Maxworthy, Epps, & Mancini, 2015). The training that is utilized is *"just in time"* at the *"place near the site of the potential intervention"* (Palaganas, Maxworthy, Epps, and Mancini, 2015). • A learning approach that meets the learner's needs during or just before it is needed to maximize an educational outcome (Barnes, 1998).	**Simulasi Tepat Pada Masanya**\ kata nama Definisi ● Kaedah latihan yang dilakukan sejurus sebelum sesuatu intervensi (Palaganas, Maxworthy, Epps, & Mancini, 2015). Latihan yang diamalkan dengan cara "tepat pada masanya" di "tempat yang berhampiran dengan bakal lokasi intervensi" (Palaganas, Maxworthy, Epps, and Mancini, 2015). ● Pendekatan pembelajaran yang memenuhi keperluan pelajar sejurus sebelum atau semasa ianya diperlukan untuk memaksimakan hasil pendidikan (Barnes, 1998).

L

Learning Goal \ ˈlər-niŋ \ ˈgōl \ *noun*	**Matlamat Pembelajaran** kata nama
Etym. learning (n.) Old English *leornung* "study, action of acquiring knowledge," verbal noun from *leornian* (see **learn**). Meaning "knowledge acquired by systematic study, extensive literary and scientific culture" is from mid-14c. *Learning curve* attested by 1907.	
Etym. goal (n.) 1530s, "end point of a race," of uncertain origin. It appears once before this (as *gol*), in a poem from early 14c. and with an apparent sense of "boundary, limit." Perhaps from Old English **gal* "obstacle, barrier," a word implied by *gælan* "to hinder" and also found in compounds (*singal*, *widgal*).	
Definition • Higher order ambitions for the learners. • Broad, general statements of what is desired for students to learn, and provide direction, focus, and cohesion.	***Definisi*** • Matlamat yang memerlukan pemikiran aras tinggi bagi pelajar. • Kenyataan umum tentang apa yang perlu dipelajari, dan memberikan halatuju, fokus serta menghubungkaitkan antara satu sama lain
Compare: LEARNING OBJECTIVES; LEARNING OUTCOMES	Bandingkan: OBJEKTIF PEMBELAJARAN; HASIL PEMBELAJARAN
Learning Objective \ ˈlər-niŋ \ əb-ˈjek-tiv \ *noun*	**Objektif Pembelajaran** kata nama
Etym. learning (n.) Old English *leornung* "study, action of acquiring knowledge," verbal noun from *leornian* (see **learn**). Meaning "knowledge acquired by systematic study, extensive literary and scientific culture" is from mid-14c. *Learning curve* attested by 1907.	
Etym. objective (n.) 1738, "something objective to the mind," from **objective** (adj.). Meaning "goal, aim" (1881) is from military term *objective point* (1852), reflecting a sense evolution in French.	
Definition • Expected goal of a curriculum, course, lesson or activity in terms of demonstrable skills or	***Definisi*** • Matlamat yang dijangka dapat dicapai

knowledge that will be acquired by a student as a result of instruction. • Measurable results which can be knowledge, skills or attitudes (KSAs). INACSL Standards Committee. (2016c, December). • A learning objective guides the debrief activity by supporting what content should be covered or avoided (Szyld & Rudolph, 2014). Compare: LEARNING GOALS; LEARNING OUTCOME	oleh pelajar dari segi kemahiran atau pengetahuan yang boleh dipamerkan hasil dari pembelajaran yang terkandung dalam kurikulum, kursus atau aktiviti pembelajaran. • Hasil yang boleh diukur yang berupa pengetahuan, kemahiran atau sikap (KSA). INACSL Standards Committee. (2016c, Disember). • Objektif pembelajaran yang menjadi panduan aktiviti debrifing dengan menyokong kandungan yang perlu dicakupi atau dielakkan (Szyld & Rudolph, 2014). Bandingkan: MATLAMAT PEMBELAJARAN; HASIL PEMBELAJARAN
Learning Outcome \ ˈlər-niŋ \ ˈaȯt-ˌkəm \ *noun* ***Etym. learning*** (n.) Old English *leornung* "study, action of acquiring knowledge," verbal noun from *leornian* (see **learn**). Meaning "knowledge acquired by systematic study, extensive literary and scientific culture" is from mid-14c. *Learning curve* attested by 1907. ***Etym. outcome*** (n.)1788, "that which results from something," originally Scottish, from the verbal phrase; see **out** (adv.) + **come** (v.). Popularized in English by Carlyle (c. 1830s). It was used in Middle English in sense of "an emergence, act or fact of coming out" (c. 1200), and the gerund, *outcoming*, was used as "an issue, a result." Old English had *utancumen* (n.) "stranger, foreigner." ***Definition*** • A result of an activity the learners demonstrate by the end of an educational activity in terms of knowledge, skills, and attributes (KSAs) acquired. • "Measurable results of the participants' progress toward meeting a set of objectives." INACSL Standards Committee. (2016c, December). • "Outcomes include: knowledge, skill performance, learner satisfaction, critical thinking and self-confidence" (Ironside, Jeffries, & Martin, 2009, p.333) • Outcomes are a measurable judgement. (Cooke, Stroup, & Harrington, 2019). • Learning outcomes "measure the effect on learning: psychomotor, affective and cognitive skills" (Cant & Cooper, 2017, p.69)	**Hasil Pembelajaran**\ kata nama ***Definisi*** • Hasil yang dapat ditunjukkan oleh pelajar pada akhir aktiviti pendidikan dari segi pengetahuan, kemahiran, dan sikap yang diperolehi. • "Hasil kemajuan peserta yang dapat diukur untuk mencapai objektif tertentu." INACSL Standards Committee. (2016c, Disember) • "Hasil pembelajaran meliputi: pengetahuan, kemahiran, kepuasan pelajar, pemikiran kritis dan keyakinan diri" (Ironside, Jeffries, & Martin, 2009, ms. 333) • Hasil pembelajaran merupakan penilaian yang dapat diukur.

Compare: LEARNING GOALS; LEARNING OBJECTIVES	(Cooke, Stroup, & Harrington, 2019).
	• Hasil pembelajaran "mengukur kesan terhadap pembelajaran: kemahiran psikomotor, afektif dan kognitif" (Cant & Cooper, 2017, ms.69)
	Bandingkan: MATLAMAT PEMBELAJARAN; OBJEKTIF PEMBELAJARAN
Live, virtual, and constructed (LVC) simulation \ˈliv\ˈvər-chə-wəl, -chəl; ˈvərch-wəl\kən-ˈstrək-tiv\ *noun* *Etym. live* (adj.) 1540s, "having life," later (1610s) "burning, glowing," a shortening of alive. Meaning "in-person" (of performance) is first attested 1934. *Etym. virtual* (adj.) the meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. *Etym. constructed* (adj.) early 15c., "derived by interpretation," from Middle French constructif or from Medieval Latin *constructivus*, from Latin construct-, past participle stem of *construere* "to heap up". *Definition* • A broadly used taxonomy describing a mixture of simulation modalities; a live simulation involves real people operating real systems; a virtual simulation is where a real person operates simulated systems; and a constructed simulation does not involve real people or real systems, but instead are computer programs that create an environment. (Sokolowski).	**Simulasi bersemuka, maya, dan binaan (LVC)** Kata nama *Definisi* • Taksonomi yang digunakan secara meluas untuk menggambarkan campuran kaedah simulasi; simulasi bersemuka melibatkan orang sebenar yang mengendalikan sistem sebenar; simulasi maya adalah di mana orang sebenar mengendalikan sistem yang disimulasi; dan simulasi binaan tidak melibatkan orang sebenar atau sistem sebenar, sebaliknya merupakan program komputer yang mewujudkan persekitaran. (Sokolowski).
Logistics \ lō-ˈji-stiks \ *noun* *Etym.* (n.) "art of moving, quartering, and supplying troops," 1846, from French (l'art) logistique "(art) of quartering troops," which apparently is from Middle French logis "lodging" (from Old French logeiz "shelter for an army, encampment," from loge; see **lodge** (n.)) + Greek-derived suffix -istique (see **-istic**). The form in French was influenced by logistique, from the Latin source of English **logistic**. Related: Logistical. *Definition*	**Logistik** kata nama *Definisi* • Perincian keseluruhan proses (Merriam

• Details of an entire process. (Merriam Webster) • Ensuring the details, in simulation-based education, such as scheduling of learners, facilitators, moulage, props, scenario preparation and design are all complete.	Webster) • Memastikan semua perincian pendidikan berasaskan simulasi, seperti penjadualan pelajar, fasilitator, mulaj, perkakas, penyediaan senario dan rekabentuk adalah lengkap.
Low-Fidelity \ ˈlō \ fə-ˈde-lə-tē \ *adj* ***Etym. fidelity*** (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith". From 1530s as "faithful adherence to truth or reality;" specifically of sound reproduction from 1878. ***Definition.*** • Not needing to be controlled or programmed externally for the learner to participate (Palaganas, Maxworthy, Epps, & Mancini, 2015); examples include • case studies, role playing, or task trainers used to support students or professionals in learning a clinical situation or practice (Adapted from NLN-SIRC, 2013). See also: FIDELITY	**Fideliti Rendah** kata nama ***Definisi.*** • Tidak perlu dikawal atau diprogram secara luaran untuk membolehkan pelajar mengambil bahagian (Palaganas, Maxworthy, Epps, & Mancini, 2015); contoh merangkumi • kajian kes, lakonan, simulator tugasan separa yang digunakan untuk membantu pelajar atau ahli profesional dalam mempelajari sesuatu situasi atau latihan klinikal (diadaptasi daripada NLN-SIRC, 2013). Lihat juga: FIDELITI

M

*__Manikin__ \ ma-ni-kən\ (also Mannequin) *noun* *Etym.* 1560s, "jointed figure used by artists," from Dutch manneken, literally "little man," diminutive of Middle Dutch man. *Definition* • A life-sized human like simulator representing a patient for healthcare simulation and education (Palaganas, Maxworthy, Epps, & Mancini, 2015). • Full or partial body representation of a patient for practice. • Full or partial body simulators that can have varying levels of physiologic function and fidelity. See also: SIMULATOR	__Manikin (juga Manikin)__ \ kata nama *Definisi* • Simulator bersaiz seperti manusia yang mewakili pesakit untuk simulasi dan pendidikan kesihatan (Palaganas, Maxworthy, Epps, & Mancini, 2015). • Representasi badan pesakit sepenuhnya atau separa untuk tujuan latihan. • Simulator badan penuh atau separa yang boleh mempunyai pelbagai fungsi fisiologi dan fideliti. Lihat juga: SIMULATOR
__Manikin-based Simulation__ \ ma-ni-kən \ bāst \ sim-yuh-ley-shuh n \ *noun* *Etym. manikin.* 1560s, "jointed figure used by artists," from Dutch manneken, literally "little man," diminutive of Middle Dutch man. *Etym. simulation* (n.) noun of action from past participle stem of simulare "imitate", from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. *Definition* • The use of manikins to represent a patient using heart and lung sounds, palpable pulses, voice interaction, movement (e.g., seizures, eye blinking), bleeding, and other human capabilities that may be controlled by a simulationist using computers and software; • The life-like aspects of people and situations generated by a manikin.	__Simulasi Berasaskan Manikin__\ kata nama Definisi • Penggunaan manikin untuk mewakili pesakit dengan menghasilkan bunyi jantung dan paru-paru, denyut nadi yang boleh dirasa, interaksi suara, pergerakan (cth., sawan, kerdipan mata), pendarahan, dan lain-lain kemampuan manusia yang dikendalikan oleh pengamal simulasi menggunakan komputer dan perisian; • Perilaku seperti manusia yang boleh dihasilkan oleh manikin
*__Mannequin__ \ ma-ni-kən \ (also Manikin) *noun* *Etym.* 1902, "model to display clothes," from French mannequin. A French form of the same word that	__Manikin__\ kata nama

yielded manikin, and sometimes mannequin was used in English in a sense "artificial man" (especially in translations of Hugo). Originally of persons, in a sense where we might use "model." See: MANIKIN See also: SIMULATOR	Lihat: MANIKIN Lihat juga: SIMULATOR
Manual Input \ˈman-yə-wəl \ ˈin-ˌpu̇t\ *noun* ***Etym. manual*** (adj.) c. 1400, from Latin manualis "of or belonging to the hand; that can be thrown by hand," from manus "hand, strength, power over; armed force; handwriting". ***Etym. input*** Middle English verb (late 14c.) meaning "to put in, place, set" ***Definition*** • The method of operation in which an operator inputs a value to a given parameter regardless of how it would affect any other parameter. The input of the parameter does not adjust the variables in any physiological manner (Palaganas, Maxworthy, Epps, & Mancini, 2015). Compare: PHYSIOLOGIC MODELING, PREPACKAGE SCENARIO, "RUNNING ON THE FLY"	**Input Manual** \ kata nama ***Definisi*** ● Kaedah operasi di mana operator memasukkan nilai ke parameter tertentu tanpa mengira bagaimana ia akan mempengaruhi parameter lain. Input parameter berkenaan tidak menukar pemboleh ubah yang lain secara fisiologi (Palaganas, Maxworthy, Epps, & Mancini, 2015). Bandingkan: PEMODELAN FISIOLOGI, SENARIO TERSEDIA, "PENGENDALIAN SPONTAN"
Mastery Learning \ˈmas-t(ə-)rē\ \ˈlərn- iŋ\ *noun* ***Etym. mastery*** (adj.) early 13c., mesterie, "condition of being a master," also "superiority, victory;" from Old French maistrie, from maistre "master" (n.). Meaning "intellectual command" (of a topic, etc.) is from 1660s. ***Etym. learning*** (n.) Old English leornung "learning, study," from leornian ***Definition*** • An instructional philosophy originally proposed by Benjamin Bloom that stated a student must first practice and study to meet the predetermined level criteria (>90%) through the formative assessment of a prerequisite domain prior to advancing in subject matter. If the learner does not achieve the level of mastery, information from the test is used to diagnose areas of deficiency necessary for additional prescriptive support. The student is later tested again. This cycle of feedback and corrective procedures is repeated until mastery is achieved, at which	**Pembelajaran Kepakaran** \ *kata nama* ***Definisi*** ● Falsafah pengajaran yang dikemukakan oleh Benjamin Bloom, bahawa pelajar mesti berlatih dan belajar terlebih dahulu untuk mencapai tahap yang telah ditetapkan (> 90%) melalui penilaian secara formatif di dalam sesuatu domain sebagai prasyarat sebelum maju ke tahap seterusnya. Sekiranya pelajar tidak mencapai tahap penguasaan yang ditetapkan, maklumat dari ujian digunakan untuk mengenalpasti kelemahan yang memerlukan bimbingan tambahan. Pelajar akan diuji semula.

point the student will move on to the next level (Guskey, 2010). • An instructional philosophy that highlights individualized feedback and adequate time, allowing the learner to progress through the subject in a customized manner, generally in smaller units to master the subject matter. This concept states that nearly all learners can achieve subject or skill mastery utilizing this method (Palaganas, Maxworthy, Epps, & Mancini, 2015). Compare: DELIBERATE PRACTICE	Kitaran maklum balas dan penambahbaikan ini diulang sehingga penguasaan sepenuhnya dicapai, pada ketika itu pelajar akan beralih ke tahap seterusnya (Guskey, 2010). • Falsafah pengajaran yang menekankan maklumbalas individu dan pemberian masa yang mencukupi, untuk membolehkan pelajar maju dalam sesuatu bidang dengan cara yang tersendiri, lazimnya dengan memecahkan pembelajaran kepada unit-unit kecil untuk menguasai bidang tersebut. Konsep ini menyatakan bahawa hampir semua pelajar boleh menguasai sesuatu subjek atau kemahiran masteri dengan menggunakan kaedah ini (Palaganas, Maxworthy, Epps, & Mancini, 2015). Bandingkan: LATIH TUBI TERARAH
Mental Simulation \ ˈmen-tᵊl \ n sim-yuh-ley-shuh n \ *noun* ***Etym. mental*** (adj.) early 15c., "in, of, or pertaining to the mind; characteristic of the intellect," from Late Latin *mentalis* "of the mind," from Latin *mens* (genitive *mentis*) "mind," from PIE root ***men-** (1) "to think." ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • Mentally rehearsing an action to enhance performance. (Van Meer P. 2009) · Cognitive rehearsal of a task in the absence of overt physical movement that can be used to learn cognitive, kinesthetic, psychomotor, or technical skills. (Driskell, 1994 and Rao, 2015) · Activities that take place in the brain such as "mental imagery, imagination, thought flow, narrative transportation, fantasizing, and counterfactual thinking." These are "specific processes that occur in the brain when an individual is mentally simulating an action or forming a mental image," or are "focused on the consequences of mental simulation processes for affect, cognition, motivation, and behavior" (Markman, Klein, & Suhr, 2009, p. #).	**Simulasi Mental**\ kata nama ***Definisi*** • Raptai mental untuk meningkatkan prestasi. (Van Meer P. 2009) • Raptai kognitif sesuatu tugasan tanpa memerlukan sebarang pergerakan fizikal yang ketara. Ianya boleh digunakan untuk mempelajari kemahiran kognitif, kinestetik, psikomotor, atau teknikal. (Driskell, 1994 dan Rao, 2015) • Aktiviti minda seperti "imej mental, imaginasi, aliran pemikiran, pemindahan naratif, berkhayal, dan pemikiran bersyarat." Ini adalah "proses spesifik yang terjadi di minda ketika seseorang mensimulasikan suatu tindakan atau membentuk gambaran mental," atau "menumpukan pada kesudahan proses simulasi mental dari segi emosi, pemahaman, motivasi, dan tingkah laku" (Markman, Klein, & Suhr, 2009, hlm. #).

Mixed Reality (XR) \ ʻmikst \ rē-ˈa-lə-tē \ *noun [U]*	**Realiti Campuran (XR)**\ kata nama
Etym. mixed (adj.) *mid-15c., also mixte, "consisting of different elements or parts," from Latin mixtus, past participle of miscēre "to mix, mingle, blend"*	
Etym. reality (n.) *1540s, "quality of being real," from French réalité and directly Medieval Latin realitatem (nominative realitas), from Late Latin realis (see real (adj.)). Meaning "real existence, all that is real" is from 1640s; that of "the real state (of something)" is from 1680s.*	
Definition • A category that encompasses the hybrid combination of virtual reality environments and reality (e.g. real environment, standardized patient, normal manikin simulator). Often encompasses the definition of Augmented Reality (AR), but has more virtual features than typical AR. The blend of what is physically present to what is 100% computer-generated is expressed in this continuum: **REALITY ——— AUGMENTED REALITY ——— MIXED REALITY ——— VIRTUAL REALITY** (Hsieh and Lee, 2017) • A simulator that combines virtual and physical components. (Robinson et al, 2014) See also: AUGMENTED REALITY, VIRTUAL REALITY	**Definisi** • Kategori yang merangkumi gabungan hibrid antara realiti maya dan realiti sebenar (contohnya persekitaran sebenar, pesakit piawai, manikin). Selalunya merangkumi definisi Realiti Terimbuh (AR), tetapi mempunyai lebih banyak ciri maya daripada AR biasa. Gabungan sepenuhnya di antara apa yang ada secara fizikal dengan yang dihasilkan oleh komputer dinyatakan dalam kontinum ini: **REALITI—— REALITI TERIMBUH ------- REALITI BERCAMPUR ——— REALITI VIRTUAL** (Hsieh dan Lee, 2017) • Simulator yang menggabungkan komponen maya dan fizikal. (Robinson et al, 2014) Lihat juga: REALITI TERIMBUH, REALITI MAYA
Mixed Reality Human \ mikst \ rē-ˈa-lə-tē \ hyü-mən \ *noun*	**Manusia Dalam Realiti Campuran**\ kata nama
Etym. mixed (adj.) *mid-15c., also mixte, "consisting of different elements or parts," from Latin mixtus, past participle of miscēre "to mix, mingle, blend"*	
Etym. reality (n.) *1540s, "quality of being real", from French réalité and directly Medieval Latin realitatem (nominative realitas), from Late Latin realis. Meaning "real existence, all that is real" is from 1640s; that of "the real state (of something)" is from 1680s.*	
Definition • The use of a technology such as video, augmented reality, or virtual reality in conjunction with a physical manikin to simulate a human. (Costanza., Kunz and Fjeld, 2009); for example, in team-based training, using TV monitors in portrait mode with interactive videos as a stand-in for a real	**Definisi** • Penggunaan teknologi seperti video, realiti terimbuh, atau realiti maya bersama dengan manikin fizikal untuk mensimulasi seorang manusia. (Costanza., Kunz dan Fjeld, 2009); sebagai contoh, dalam latihan berpasukan, layar TV dalam

team member (Palaganas, Maxworthy, Epps, & Mancini, 2015).	mod potret, digunakan secara video interaktif bagi mewakili ahli pasukan sebenar (Palaganas, Maxworthy, Epps, & Mancini, 2015).
Mixed Simulation (Mixed Methods Simulation) \ mikst \ sim-yuh-ley-shuh n \ *noun* *Etym. mixed* (adj.) *mid-15c., also mixte, "consisting of different elements or parts," from Latin mixtus, past participle of miscēre "to mix, mingle, blend"* *Etym. simulation* (n.) noun of action from past participle stem of simulare "imitate", from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. *Etym. method* (n.) early 15c., "regular, systematic treatment of disease," from Latin methodus "way of teaching or going," from Greek methodos "scientific inquiry, method of inquiry, investigation," originally "pursuit, a following after". Meaning "way of doing anything" is from 1580s; that of "orderliness, regularity" is from 1610s. *Definition* • The use of a variety of different simulation modalities; this is differentiated • from hybrid simulation in that it is not characterized by combining one type of simulation to enhance another, but rather the use of multiple types of simulation in the same scenario or place. For example, both a standardized patient (SP) and a manikin are used in a scenario or a task trainer is paired with an SP for venipuncture, etc. (SSH). See also: MULTIPLE MODALITY SIMULATION Compare: HYBRID SIMULATION	**Simulasi Campuran (Simulasi Kaedah Campuran)** \ kata nama *Definisi* • Penggunaan pelbagai kaedah simulasi; ianya dibezakan dari simulasi hibrid kerana tidak bercirikan penggabungan beberapa jenis simulasi untuk mengukuhkan kesan simulasi tersebut, sebaliknya merupakan penggunaan pelbagai jenis simulasi dalam senario atau tempat yang sama. Sebagai contoh, pesakit piawai (SP) dan manikin digunakan dalam satu senario atau simulator tugas separa dipasangkan dengan SP untuk venipunktur, dll. (SSH). Lihat juga: SIMULASI MODALITI PELBAGAI Bandingkan: SIMULASI HIBRID
Mobile Simulation/Mobile Simulator \ˈmō-bəl \ sim-yuh-ley-shuh n \ sim-yuh-ley-ter \ *noun* *Etym. mobile* (adj.) late 15c., from Middle French mobile (14c.), from Latin mobilis "movable, easy to move; loose, not firm," "pliable, flexible. contraction of *movibilis, from movere "to move". *Etym. simulation* (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. *Definition*	**Simulasi Bergerak/ Simulator Bergerak**\ kata nama *Definisi*

English	Bahasa Melayu
• A simulator that can be transported relatively easily. Often refers to digital simulations with minimal equipment, without manikins. (Mladenovic et al, 2019) See also: PORTABLE SIMULATOR	• Simulator yang dapat dialihkan dengan mudah. Selalunya merujuk kepada simulasi digital dengan peralatan minimum, tanpa manikin. (Mladenovic et al, 2019) Lihat juga: SIMULATOR MUDAH ALIH
*Modality \ mō-ˈda-lə-tē\ *noun* *Etym.* 1610s, from Old French modalité or directly from Medieval Latin modalitatem (nominative modalitas) "a being modal," from modalis. 1560s, term in logic, from Middle French modal and directly from Medieval Latin modalis "of or pertaining to a mode," from Latin modus "measure, manner, mode". *Definition* • A term used to refer to the type(s) of simulation being used as part of the simulation activity*, for example, task trainers, manikin-based, standardized/simulated patients, computer-based, virtual reality, and hybrid* (SSH). • A selected type or types of simulation equipment, concept, or technique that constitutes a method of simulation use. (Rutherford-Hemming et all, 2019) • Broad description of the simulation experience, consisting of one or more of the following: Computer- or Digital-based simulation; Simulated Patient (SP); Simulated clinical immersion; Procedural simulation (Chiniara et al, 2013) See also: SIMULATED/SYNTHETIC LEARNING METHODS, TYPOLOGY	**Modaliti**\ kata nama *Definisi* • Istilah yang digunakan bagi merujuk kepada jenis simulasi yang digunakan di dalam sesuatu aktiviti simulasi. Sebagai contoh simulasi tugasan separa, berasaskan manikin, pesakit piawai/simulasi, berasaskan komputer, realiti maya dan hibrid (SSH). • Jenis simulasi yang merujuk kepada peralatan, konsep, atau teknik yang membentuk kaedah penggunaan simulasi (Rutherford-Hemming et all, 2019). • Pengalaman simulasi secara umum yang mengandungi satu atau lebih daripada yang berikut; simulasi berasaskan komputer atau digital; pesakit simulasi (SP); simulasi klinikal imersif; simulasi prosedur (Chiniara et al, 2013). Lihat Juga: KAEDAH PEMBELAJARAN SINTETIK/SIMULASI, TIPOLOGI
Model (as in Modeling and Simulation) \ mä-dəl \ *noun* *Etym.* Sense of "thing or person to be imitated" is 1630s. *Definition* • A representation of an object, concept, event, or system; models can be physical models, computational models or theories of function (Sokolowski).	**Model (merujuk kepada Permodelan dan Simulasi)**\ kata nama Definisi • suatu representasi yang merujuk kepada objek, konsep, peristiwa atau sistem; model boleh terdiri daripada model fizikal, model komputer atau teori kefungsian (Sokolowski).
Modeling and Simulation (M&S) (also Modeling and Simulation) \ˈmä-dəl – iŋ \ and \ sim-yuh-ley-shuh n *noun* **Etym model** sense of "thing or person to be imitated" is 1630s. **Etym. simulation** (n.) noun of action from past	**Permodelan dan Simulasi**\ kata nama

participle stem of simulare "imitate", from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • The terms modeling and simulation are often used interchangeably; • An academic discipline focused on the study, development and use of live, virtual, and constructive models, including simulators, emulators, and prototypes to investigate, understand, or provide data. • The use of models, including emulators, prototypes, simulators, and stimulators, to develop data as a basis for making managerial or technical decisions.	***Definisi*** ● Istilah permodelan dan simulasi sering digunakan secara timbal balik ● Suatu disiplin akademik menumpu kepada kajian, pembangunan dan penggunaan model hidup, maya atau model yang dibangunkan; ini termasuk simulator, emulator, dan prototaip bagi mengkaji, memahami atau membekalkan data. ● Penggunaan model termasuk emulator, prototaip, simulator, dan stimulator untuk membangunkan data sebagai asas untuk membuat keputusan dari aspek pengurusan atau teknikal.
Monte Carlo Simulation \ män-tē-ˈkär-(ˌ)lō \ sim-yuh-ley-shuh n \ *noun* ***Etym. Monte Carlo fallacy*** 1957, named for resort in Monaco famous for its gambling casinos. The fallacy of thinking that the probability of a particular outcome rises with the successive number of opposite outcomes. ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • A simulation in which random statistical sampling techniques are employed such that the result determines estimates for unknown values (M&S Glossary). • A mathematical model using probability distributions to calculate the possible outcomes for a given choice of action. Such a simulation involves many calculations and re-calculations to yield a range of possible outcomes.	**Simulasi Monte Carlo** \ kata nama Definisi ● Teknik simulasi persampelan statistik secara rawak yang digunakan supaya hasilnya menentukan anggaran untuk nilai yang tidak diketahui (M&S Glossary). ● Model matematik yang menggunakan taburan kebarangkalian untuk mengira hasil yang mungkin bagi pilihan tindakan yang diberikan. Simulasi sedemikian melibatkan banyak pengiraan dan kiraan semula untuk mendapatkan julat kemungkinan hasil
Moulage \mü-ˈläzh\ *noun* ***Etym***. (n.) From the French: casting/moulding. ***Definition*** • The makeup and molds applied to humans or manikins used to portray lesions, skin findings, bleeding, and traumatized areas (Levine et al). • The application of makeup and molds to a human or simulator's limbs, chest, head, etc.	**Mulaj** \ *kata nama* ***Definisi*** ● Solekan dan bentukan khas yang digunakan pada manusia atau manikin untuk menggambarkan luka, pelbagai keadaan kulit, pendarahan, dan bahagian-bahagian yang tercedera (Levine et al) ● Penggunaan solekan dan bentukan khas

to provide elements of realism (such as blood, vomitus, open fractures, etc.) to the training simulation. • Techniques used to simulate injury, disease, aging, and other physical characteristics specific to a scenario; moulage supports the sensory perceptions of participants and supports the fidelity of the simulation scenario through the use of makeup, attachable artifacts (e.g. penetrating objects), and smells (INACSL, 2013).	pada bahagian manusia atau simulator (anggota badan, dada, kepala) untuk memberikan unsur realisme (seperti darah, muntah, patah terbuka, dll.) semasa latihan simulasi. • Teknik yang digunakan untuk mensimulasi kecederaan, penyakit, penuaan, dan ciri fizikal lain yang khusus untuk sesuatu senario; mulaj meningkat persepsi deria peserta dan fideliti senario simulasi melalui penggunaan solekan, bahan bentukan (cth. objek tertusuk), dan bau. (INACSL, 2013)
Multidisciplinary \ mʌltɪ \ di-sə-plə-ˌner-ē \ *noun* ***Etym. discipline*** (n.) directly from Latin disciplina "instruction given, teaching, learning, knowledge," also "object of instruction, knowledge, science, military discipline," from discipulus. The Latin word is glossed in Old English by þeodscipe. Meaning "branch of instruction or education" is first recorded late 14c. Meaning "military training" is from late 15c.; that of "orderly conduct as a result of training" is from c. 1500. ***Definition*** • The combining of professionals with different perspectives to provide a wider understanding of a particular problem (Bray & Hawkins, 2008). Compare: INTERPROFESSIONAL See also: INTERDISCIPLINARY	**Pelbagai bidang** \ kata nama ***Definisi*** • Gabungan golongan profesional yang mempunyai perspektif yang berbeza untuk memberikan pemahaman yang lebih luas mengenai masalah tertentu (Bray & Hawkins, 2008). Bandingkan: ANTARA PROFESION Lihat juga: ANTARA BIDANG
*Multiple modality (Multi-modal) simulation \ˈmʌltɪpl \ moʊˈdæləti \ sim-yuh-ley-shuh n \ *noun* ***Etym. modality.*** 1610s, from Old French modalité or directly from Medieval Latin modalitatem (nominative modalitas) "a being modal," from modalis. 1560s, term in logic, from Middle French modal and directly from Medieval Latin modalis "of or pertaining to a mode," from Latin modus "measure, manner, mode". ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • The use of multiple modalities of simulation in the same simulation activity; differentiated from hybrid simulation in that it is not characterized by the combining of one type of simulation to enhance another, but rather the use of multiple types of simulation in the	***Simulasi pelbagai modaliti (Pelbagai-modaliti)** \ *kata nama* ***Definisi*** • Penggunaan pelbagai modaliti simulasi dalam aktiviti simulasi yang sama; berbeza dari simulasi hibrid, di mana ianya tidak dicirikan oleh penggabungan

same scenario or place, e.g., SP and manikin used in a scenario or a task trainer paired with an SP for venipuncture, etc. (SSH). • A mixture of textual, audio, and visual modes in combination with media and materiality with the aim of enhancing the realism of the simulation encounter (Lutkewitte). See also: MIXED SIMULATION/MIXED METHODS SIMULATION Compare: HYBRID SIMULATION	satu jenis modaliti untuk meningkatkan kesan simulasi, tetapi merupakan penggunaan pelbagai jenis modaliti dalam senario atau tempat yang sama, misalnya, penggunaan SP dan manikin di dalam satu senario atau simulator tugasan separa yang dipasangkan pada SP untuk venipunktur, dll (SSH). • Campuran mod teks, audio, dan visual yang digabungkan dengan media dan bahan dengan tujuan meningkatkan realisme pengalaman simulasi (Lutkewitte). Lihat juga: SIMULASI CAMPURAN/ SIMULASI KAEDAH CAMPURAN Bandingkan: SIMULASI HIBRID

Negative Learning \ ˈne-gə-tiv \ ˈlər-niŋ \ *noun*	Pembelajaran Negatif\ *kata nama*
Etym. (adj.) c. 1400, *negatif*, "expressing denial" (a sense now rare or obsolete), from Anglo-French *negatif*(early 14c.), Old French *negatif* (13c.) and directly from Latin *negativus* "that which denies," from *negat-*, past-participle stem of *negare* "deny, say no" (see **deny**). **Etym.** (adj.) Old English *leornung* "study, action of acquiring knowledge," verbal noun from *leornian* (see **learn**). Meaning "knowledge acquired by systematic study, extensive literary and scientific culture" is from mid-14c. *Learning curve* attested by 1907. **Definition** • "When stress among students occurs, and when knowledge and abilities are not properly developed" (Dormann, Demerouti, & Bakker, 2017) • 'The acquisition of erroneous conceptual and procedural knowledge and understanding from unwarranted information, which leads to faulty mental models and reasoning…' (Zlatkin-Troitschanskaia, & Brückner, 2017) Compare to: TRAINING SCARS	**Definisi** • "Apabila tekanan berlaku dalam kalangan pelajar, dan ketika pengetahuan dan kebolehan tidak dibangunkan dengan baik" (Dormann, Demerouti, & Bakker, 2017) • 'Perolehan pengetahuan dan pemahaman konseptual dan prosedural yang salah dari maklumat yang tidak tepat, yang menyebabkan cara pemikiran dan penafsiran yang salah…' (Zlatkin-Troitschanskaia, & Brückner, 2017) Bandingkan dengan: PARUT LATIHAN
Never Event \ ˈne-vər \ i-ˈvent \ *noun*	**Peristiwa Pantang Berlaku**\ *kata nama*
Etym. never (*adv.*) "Middle English never, from Old English *næfre* "not ever, at no time," a compound of *ne* "not, no" (from PIE root ***ne-** "not") + *æfre* "ever" (see **ever**). Early used as an emphatic form of *not* (as still in *never mind*). Old English, unlike its modern descendant, had the useful custom of attaching *ne* to words to create their negatives, as in *nabban* for *na habban* "not to have."" "Italian *giammai*, French *jamais*, Spanish *jamas* are from Latin *iam* "already" + *magis* "more;" thus literally "at any time, ever," originally with a negative, but this has been so thoroughly absorbed in sense as to be formally omitted." **Etym. event** (*n.*) "1570s, "the consequence of anything" (as in *in the event that*); 1580s, "that which	

happens;" from Middle French *event*, from Latin *eventus* "occurrence, accident, event, fortune, fate, lot, issue," from past participle stem of *evenire* "to come out, happen, result," from assimilated form of *ex-* "out" (see **ex-**) + *venire* "to come," from a suffixed form of PIE root ***gwa-** "to go, come." "Meaning "a contest or single proceeding in a public sport" is from 1865. *Events* as "the course of events" is attested from 1842. *Event horizon* in astrophysics is from 1969."	
Definition • "A serious and costly" error "in the provision of health care services that should never happen" (Centers for Medicare & Medicaid Services [CMS], 2006); an example is when the wrong body part is operated on (Agency for Healthcare Research and Quality [AHRQ], 2019; CMS, 2006). • The term has expanded to mean other serious and most often, preventable errors (AHRQ, 2019). • In relation to simulation-based education, avoidance of such errors is the basis for training and/or assessment. Consider also: ADVERSE EVENT, ERROR, NEAR MISS	Definisi • Kesilapan "serius dan merugikan" dalam penyediaan perkhidmatan penjagaan kesihatan yang tidak patut sesekali berlaku "(Centers for Medicare & Medicaid Services [CMS], 2006); contohnya ialah apabila bahagian badan yang salah dibedah (Agency for Healthcare Research and Quality [AHRQ], 2019; CMS, 2006). • Istilah ini juga merangkumi kesilapan yang serius dan sepatutnya dapat dicegah (AHRQ, 2019). • Berhubung dengan pendidikan berdasarkan simulasi, pencegahan kesilapan ini menjadi asas untuk latihan dan / atau penilaian. Pertimbangkan juga: KESAN MUDARAT, KESILAPAN, NYARIS BERLAKU
Non-technical Skills \ non \ˈtek-ni-kəl \ skilz \ *noun* ***Etym. techno*** word-forming element meaning "art, craft, skill," later "technical, technology," from Latinized form of Greek tekhno-, combining form of tekhne "art, skill, craft in work; method, system, an art, a system or method of making or doing". ***Etym. skill*** (n.) late 12c., "power of discernment," from Old Norse skil "distinction, ability to make out, discernment, adjustment," related to skilja (v.) "to separate; discern, understand," from Proto-Germanic *skaljo. Sense of "ability, cleverness" first recorded early 13c. ***Definition*** • In the healthcare field, the skills of communication, (patient-provider, team) leadership, teamwork, situational awareness, decision-making, resource management, safe practice, adverse event minimization/mitigation, and professionalism;	**Kemahiran bukan teknikal** \ *kata nama* ***Definisi*** • Dalam bidang perawatan kesihatan, kemahiran komunikasi (pesakit-perawat, pasukan), kepemimpinan, kerja berpasukan, kesedaran situasi, pembuatan keputusan, pengurusan sumber, amalan selamat, mitigasi / pengurangan kesan mudarat, dan profesionalisme; juga

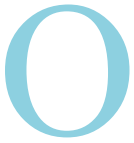also known as behavioral skills or teamwork skills (ASSH).

- Interpersonal skills which include: communication skills; leadership skills; team-work skills; decision-making skills; and situation-awareness skills (Australian Radiation Protection and Nuclear Safety Agency, n.d.)
- social, cognitive and personal skills that can enhance the way you or your staff carry out technical skills, tasks and procedures. By developing these skills, people in safety-critical roles can learn how to deal with a range of different situations (Rail Safety and Standards Board, 2019).
- Non-technical skills are the cognitive (decision-making, situation awareness) and interpersonal (communication, teamwork, leadership) skills that underpin technical proficiency, and are considered particularly important for preventing errors. Non-technical skills include communication, leadership and followership, decision-making, situation awareness and task-management (Pires et al., 2017)

Compare: BEHAVIORAL SKILLS

dikenali sebagai kemahiran tingkah laku atau kemahiran kerja berpasukan (ASSH).

- Kemahiran interpersonal yang merangkumi: kemahiran komunikasi; kemahiran kepimpinan; kemahiran kerja berpasukan; kemahiran membuat keputusan; dan kemahiran kesedaran situasi ((Australian Radiation Protection and Nuclear Safety Agency, n.d.)
- Kemahiran sosial, kognitif dan peribadi yang dapat meningkatkan cara anda atau kakitangan anda melaksanakan kemahiran, tugas dan prosedur teknikal. Dengan mengembangkan kemahiran ini, orang yang berperanan penting dalam menjaga keselamatan dapat belajar bagaimana menangani pelbagai situasi. (Rail Safety and Standards Board, 2019).
- Kemahiran bukan teknikal adalah kemahiran kognitif (membuat keputusan, kesedaran situasi) dan interpersonal (komunikasi, kerja berpasukan, kepemimpinan) yang menyokong kecekapan teknikal, dan dianggap sangat penting untuk mencegah kesilapan Kemahiran bukan teknikal merangkumi komunikasi, kepemimpinan dan kepengikutan, membuat keputusan, kesedaran situasi dan pengurusan tugasan (Pires et al., 2017)

Bandingkan dengan: KEMAHIRAN TINGKAH LAKU

O

Objective Structured Clinical Examination (OSCE)
\ əb-ˈjek-tiv \ strək-chərd \ kli-ni-kəl \ ig-ˌza-mə-ˈnā-shən \   *noun*

Etym. objective (n.) 1738, "something objective to the mind," from **objective** (adj.). Meaning "goal, aim" (1881) is from military term *objective point* (1852), reflecting a sense evolution in French.

Etym. structured (adj.) 1810, past-participle adjective from **structure** (v.). Meaning "organized so as to produce results" is from 1959.

Etym. clinical (adj.) 1780, "pertaining to hospital patients or hospital care," from clinic + -al.

Etym. examination (n.) late 14c., "action of testing or judging; judicial inquiry," from Old French *examinacion*, from Latin *examinationem* (nominative *examinatio*), noun of action from past-participle stem of *examinare* "to weigh; to ponder, consider" (see **examine**). Sense of "test of knowledge" is attested from 1610s.

Definition
- An approach to the assessment of clinical or professional competence in which the components of competence are assessed in a planned or structured way with attention being paid to the objectivity of the examination (Harden 1988).
- A station or series of stations designed to assess performance competency in individual clinical or other professional skills. Learners are evaluated via direct observation, checklists, learner presentation, or written follow-up exercises. The examinations may be formative and offer feedback or summative and be used for making high stakes educational decisions (Lewis et al, 2017).
- A method of assessment where learners perform specific skills and behaviors in a simulated work environment.

Peperiksaan Klinikal Objektif Berstruktur\(OSCE) *kata nama*

Definisi
- Pendekatan penaksiran kompetensi klinikal atau profesional di mana komponen keterampilan ditaksir secara terancang atau tersusun dengan memberi perhatian kepada objektiviti peperiksaan (Harden 1988).
- Stesen atau rangkaian stesen yang direka cipta untuk menaksir keterampilan prestasi individu dalam kemahiran klinikal atau kemahiran profesional yang lain. Pelajar akan dinilai melalui pemerhatian langsung, senarai semak, persembahan pelajar, atau latihan susulan bertulis. Peperiksaan mungkin berbentuk formatif sambil memberikan maklum balas, atau sumatif yang digunakan untuk membuat keputusan peperiksaan (Lewis et al, 2017).
- Kaedah penaksiran di mana pelajar menunjukkan kemahiran dan tingkah laku khusus dalam simulasi persekitaran kerja.

Online Simulation \ on-lahyn \ sim-y*uh*-ley-sh*uh* n \ *noun*	**Simulasi Dalam Talian** \ *kata nama*
Etym. online (adj.) also *on-line*, in reference to computers, "directly connected to a peripheral device," 1950; see on+ line (n.).	
Etym. simulation (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	
Defnition • Interactive simulation experience offered through an online platform that connects participants with other learners in a virtual world to complete assessment, diagnosis and treatment tasks for virtual patients (Dikshit et al., 2005; Duff et al., 2016). • Online, often multiplayer, simulation exercises involving care for a single patient or multiple patients. Often utilizes gamification concepts to engage and incentive learners (Evans et al., 2015; Kusumoto et al., 2007).	***Definisi*** • Pengalaman simulasi interaktif yang ditawarkan melalui platform dalam talian yang menghubungkan peserta dengan pelajar lain di dunia maya untuk menyelesaikan tugas penilaian, diagnosis dan rawatan untuk pesakit maya (Dikshit et al., 2005; Duff et al., 2016). • Latihan simulasi dalam talian, seringkali melibatkan berbilang pemain yang merawat seorang atau beberapa pesakit. Selalunya menggunakan konsep gamifikasi untuk melibatkan dan memberi insentif kepada pelajar (Evans et al., 2015; Kusumoto et al., 2007).
Operations Specialist \ op-uh-rey-shuh nz \ spesh-uh-list \ *noun*	**Pakar Operasi** \ kata nama
Etym. operation (n.) late 14c., "action, performance, work," also "the performance of some science or art," from Old French operacion "operation, working, proceedings," from Latin operationem (nominative operatio) "a working, operation," from past participle stem of operari "to work, labor". Military sense of "series of movements and acts" is from 1749.	
Etym. specialty (n.) From early 15c. as unusual, or extraordinary thing; specialized branch of learning; peculiar quality, distinctive characteristic.	
Definition • An individual whose primary role is the implementation and delivery of a simulation activity through the application of simulation technologies such as, computers, audio-visual, or networking technologies. • An inclusive "umbrella" term that embodies many different roles within healthcare simulation operations, including simulation technician, simulation technology specialist, simulation specialist, simulation coordinator, and simulation AV specialist. While many of these individuals also design simulation	***Definisi*** • Seorang individu yang peranan utamanya adalah melaksanakan dan menyampaikan aktiviti simulasi melalui penggunaan teknologi simulasi seperti komputer, audio-visual, atau teknologi jaringan. • Istilah inklusif, yang memayungi pelbagai peranan yang berbeza dalam operasi simulasi penjagaan kesihatan. Ini termasuk juruteknik simulasi, pakar teknologi simulasi, pakar simulasi, penyelaras simulasi, dan pakar AV simulasi.

activities, this term refers to the functional role related to the implementation of the simulation activities (SSH). See also: SIMULATIONIST, SIMULATION TECHNOLOGY SPECIALIST	Walaupun kebanyakan individu ini juga merangka aktiviti simulasi, istilah ini merujuk kepada fungsi peranan yang dimainkan dalam pelaksanaan aktiviti simulasi (SSH). Lihat juga: PENGAMAL SIMULASI, JURUTEKNOLOGI SIMULASI
Orientation \ȯr-ē-ən-ˈtā-shən,-ˌen-\ *noun* ***Etym.*** (n.) 1839, originally "arrangement of a building, etc., to face east or any other specified direction," noun of action from orient (v.). Sense of "action of determining one's bearings" is from 1868. Meaning "introduction to a situation" is from 1942. ***Definition*** • The process of giving participants information prior to a simulation event to familiarize them to a simulation activity or environment, such as center rules, timing, and how the simulation modalities work, with the intent of preparing the participants. • An activity that occurs prior to a simulation activity in order to prepare the faculty/instructors or learners; for example, a *PowerPoint presentation that all participants must review to understand how the center operates, or how the activity is being conducted.* See also: BRIEF/BRIEFING, PREBRIEF/PREBRIEFING	**Orientasi**\ *kata nama* ***Definisi*** • Proses memberi maklumat kepada peserta sebelum aktiviti simulasi untuk menyesuaikan diri mereka dengan kegiatan atau persekitaran simulasi, seperti peraturan tempat latihan, penjadualan, dan fungsi modaliti yang digunakan. Ini bertujuan mempersiapkan para peserta untuk aktiviti simulasi tersebut. • Aktiviti yang dilakukan sebelum aktiviti simulasi untuk mempersiapkan pengajar / jurulatih atau pelajar; sebagai contoh, mengulangkaji slaid PowerPoint yang disediakan bagi memberi pemahaman operasi pusat tersebut. Lihat juga: TAKLIMAT/ MEMBERI TAKLIMAT/TAKLIMAT MULA

P

Participant \ pahr-tis-uh-puh nt \ *noun*	**Peserta**\ *kata nama*
Etym. 1560s, from Middle French participant, from Latin participantem (nominative participans), present participle of participare "to share in, partake of" from particeps "sharing, partaking".	
Definition • In healthcare simulation, a person who engages in a simulation activity for the purpose of gaining or demonstrating mastery of knowledge, skills, and/or attitudes of professional practice (INACSL, 2013). • A person engaged in a simulation activity or event and for those involved in simulation research.	***Definisi*** • Dalam simulasi penjagaan kesihatan, seseorang yang melakukan aktiviti simulasi dengan tujuan memperolehi atau menunjukkan penguasaan pengetahuan, kemahiran, dan / atau sikap amalan profesional (INACSL, 2013). • Seseorang yang terlibat dalam aktiviti atau acara simulasi dan mereka yang terlibat dalam penyelidikan simulasi.
Patient Simulator \ pey-shuh nt \ sim-yuh-ley-ter \ *noun*	**Simulator Pesakit** \ kata nama
Etym. patient (n.) "suffering or sick person under medical treatment," late 14c.	
Etym. simulator (n.) 1835, of persons, from Latin simulator "a copier, feigner," agent noun from simulare "imitate," from stem of similis "like". In reference to training devices for complex systems, from 1947 (flight simulator). simulated (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966 (agent noun simulator in the related sense dates from 1947. In commercial jargon, "artificial, imitation" by 1942.	
Definition • Life-like, anatomically correct, computer driven manikin with physiologic responses that mimic real patients. (Ober, 2009) • High- or low-fidelity full-body manikins controlled by instructors to create a structured learning environment in a clinically realistic setting where learning can take precedence over patient care. (Good, 2003) • Ed note: while these definitions are manikin oriented, the reader should consider other simulators as meeting the concepts of these definitions. See also: MANIKIN, SIMULATOR	Definisi ●Manikin yang menyerupai manusia dari segi anatomi, dan didorong dengan komputer untuk menghasilkan tindak balas fisiologi yang menyerupai pesakit sebenar. (Ober, 2009) ●Manikin bersaiz tubuh manusia sama ada berfideliti tinggi atau rendah yang dikawal oleh pengajar/jurulatih untuk mewujudkan suasana pembelajaran yang berstruktur serta menghasilkan persekitaran pembelajaran yang realistik secara klinikal sebelum melakukan rawatan ke atas pesakit sebenar. (Good,

●Catatan Penyunting: walaupun definisi ini berorientasikan manikin, pembaca harus mempertimbangkan simulator lain yang memenuhi konsep definisi ini.

Lihat juga: MANIKIN, SIMULATOR

Physical Examination Teaching Associates (PETAs or PTAs) \ ˈfi-zi-kəl \ ig-ˌza-mə-ˈnā-shən \ ˈtē-chiŋ \ ə-ˈsō-shē-ˌāt-sē- \ *noun*

Rakan Pengajar Pemeriksaan Fizikal \ kata nama

Etym. physical (n.) (adj.)
n. *“"a physical examination," by 1934, from physical (adj.).”*
adj. "early 15c., "of or pertaining to material nature" (in medicine, opposed to *surgical*), from Medieval Latin *physicalis* "of nature, natural," from Latin *physica* "study of nature" (see **physic**). Meaning "pertaining to matter" is from 1590s; meaning "having to do with the body, corporeal" is attested from 1780. Meaning "characterized by bodily attributes or activities" is attested from 1970. *Physical education* first recorded 1838; abbreviated form *phys ed* is from 1955. *Physical therapy* is from 1922. Related: *Physically*

Etym. examination (n.) "late 14c., "action of testing or judging; judicial inquiry," from Old French *examinacion*, from Latin *examinationem* (nominative *examinatio*), noun of action from past-participle stem of *examinare* "to weigh; to ponder, consider" (see **examine**). Sense of "test of knowledge" is attested from 1610s."

Etym. teaching (n.) *"*Old English *tecunge* "act of teaching," verbal noun from **teach** (v.). As "that which is taught" from c. 1300."

Etym. associates (*n.) associate "*1530s, "a partner in interest or business," from **associate** (adj.). Meaning "one admitted to a subordinate degree of membership" is from 1812."

Definition
- Standardized patients who are specifically trained to teach, assess, and provide feedback to learners about physical examination techniques. They also address the communication skills needed to provide a comfortable exam in a standardized manner, while using their bodies to instruct in a supportive, non-threatening environment. (Lewis et al, 2017)
- an individual who is trained to teach and provide feedback on basic physical exam

Definisi
- Pesakit piawai yang dilatih khusus untuk mengajar, mentaksir, dan memberi maklum balas kepada pelajar mengenai teknik pemeriksaan fizikal. Mereka juga memperbaiki kemahiran komunikasi yang diperlukan supaya pemeriksaan dapat dijalankan secara selesa dan mengikut piawai, sambil menggunakan tubuh mereka untuk mengajar dalam suasana yang kondusif dan selamat. (Lewis et al, 2017)

techniques and process; serves as coach and as a model (is the instructor and patient) (The John Hopkins University, 2019) • the person may also serve in the role as evaluator and is considered under the larger category of simulated participants (Lewis et al., 2017). • Also referred to at some institutions as PTA (Physical Training Assistants) or PI (Patient Instructors). (East Carolina University, 2019)	● individu yang dilatih untuk mengajar dan memberi maklum balas mengenai teknik dan proses pemeriksaan fizikal; berfungsi sebagai jurulatih dan sebagai model (adalah pengajar dan pesakit) (The John Hopkins University, 2019) ● individu itu juga boleh berperanan sebagai penilai dan boleh diklasifikasikan di bawah kategori peserta simulasi (Lewis et al., 2017) ● Di beberapa institusi ianya juga dirujuk sebagai PTA (Pembantu Latihan Fizikal) atau PI (Pengajar Pesakit). (East Carolina University, 2019)
Physical Fidelity \ˈfi-zi-kəl\ fə-ˈde-lə-tē, fī-\ *noun* ***Etym. physical*** early 15c., "of or pertaining to material nature" (in medicine, opposed to surgical), from Medieval Latin physicalis "of nature, natural," from Latin physica "study of nature" (see physic). Meaning "pertaining to matter" is from 1590s; meaning "having to do with the body, corporeal" is attested from 1780. Meaning "characterized by bodily attributes or activities" is attested from 1970. Physical education first recorded 1838; abbreviated form phys ed is from 1955. Physical therapy is from 1922. Related: Physically. ***Etym. fidelity*** early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith" (see faith). From 1530s as "faithful adherence to truth or reality;" specifically of sound reproduction from 1878. ***Definition*** • A level of realism associated with a particular simulation activity. • The degree to which the simulation looks, sounds, and feels like the actual task (Alexander, Brunyé, Sidman, & Weil, 2005). See also: ENVIRONMENTAL FIDELITY, FIDELITY, REALISM	**Fideliti fizikal** \ *kata nama* ***Definisi*** ● Tahap realisme yang berkaitan dengan aktiviti simulasi yang tertentu. ● Tahap di mana sesuatu simulasi itu kelihatan seperti keadaan sebenar dari segi rupa, bunyi, dan rasa (Alexander, Brunyé, Sidman, & Weil, 2005). Lihat juga: FIDELITI PERSEKITARAN, FIDELITI, REALISME
Physiologic Modeling \ fiz-ee-uh-loj-i-k \ mod-l-ing \ *noun* ***Etym. physiology*** (n.) 1560s, "study and description of natural objects," from Middle French physiologie or directly from Latin physiologia "natural science, study of nature," from Greek physiologia "natural science, inquiry into nature," from physio- "nature" + logia "study". Meaning "science of the normal function of	**Permodelan Fisiologi** \ kata nama

living things" is attested from 1610s. Related: Physiologic; physiologist. ***Etym model***. Sense of "thing or person to be imitated" is 1630s. ***Definition*** • The mathematical computer models governing complex human physiology in a simulated patient case so that reasonable responses occur automatically to events inputted into the program; for example, a pharmacodynamic model could predict effects of drugs on heart rate, cardiac output, or blood pressure and display them on a simulated clinical monitor. (Howard Schwid, Rosen, K. (2013); in Levine et al. Chapter 2 and 14); • A computer model that allows for a method of operation in which an operator inputs a value to a given parameter, and it automatically adjusts the other variables in a physiologically realistic manner (Palaganas, Maxworthy, Epps, and Mancini, 2015). Compare: MANUAL INPUT, PREPACKAGED SCENARIO, "RUNNING ON THE FLY"	Definisi ● Model komputer bermatematik yang mengawal fisiologi manusia yang kompleks dalam kes pesakit simulasi supaya tindak balas yang munasabah berlaku secara automatik kepada peristiwa yang dimasukkan ke dalam program; contohnya, model farmakodinamik boleh meramalkan kesan ubat pada kadar denyutan jantung, output jantung atau tekanan darah dan memaparkannya pada monitor klinikal simulasi. (Howard Schwid, Rosen, K. (2013); dalam Levine et al. Bab 2 dan 14); ● Model komputer yang membenarkan kaedah operasi di mana pengendali memasukkan nilai kepada parameter tertentu, dan ia secara automatik melaraskan pemboleh ubah lain dengan cara yang realistik secara fisiologi (Palaganas, Maxworthy, Epps, dan Mancini, 2015). Bandingkan: INPUT MANUAL, SENARIO YANG TERPROGRAM, SIMULASI SPONTAN
Pilot Test \ ˈpī-lət \ 'test\ *verb* ***Etym. pilot*** (v.) 1640s, "to guide, lead;" 1690s, "to conduct as a pilot," from pilot (n.) or from French *piloter*.. ***Etym. test*** (v.) 1748, "to examine the correctness of," from test (n.), on the notion of "put to the proof." Earlier "assay gold or silver" in a test (c. 1600). Meaning "to administer a test" is from 1939; sense of "undergo a test" is from 1934. ***Definition*** • A small-scale, short-term effort designed to provide data about the feasibility of a simulation prior to large scale implementation. • Trial of simulation operations, scenarios, procedures and teaching methods on a smaller-scale to determine acceptability, identify feasibility concerns and refine processes prior to full implementation. • A phase that includes review of the scenario to gain "clarification from experts and participants" (Rizzolo, 2014,p.114) • Explores the feasibility of the proposed application pertaining to such things as:	**Ujian Rintis**\ kata kerja **Definisi** ● Simulasi jangka pendek, berskala kecil yang direka untuk memperoleh data tentang kebolehlaksanaan simulasi tersebut sebelum pelaksanaannya pada skala yang lebih besar. ● Percubaan sesuatu operasi simulasi, senario, prosedur dan kaedah pengajaran pada skala yang lebih kecil untuk menentukan kebolehterimaan, mengenal pasti kemungkinan kebolehlaksanaan dan memperhalusi proses sebelum pelaksanaan sepenuhnya. ● Fasa yang merangkumi kajian semula senario untuk mendapatkan "pencerahan daripada pakar dan peserta" (Rizzolo,

recruitment, methods, and procedures. (Leon, Davis, & Kraemer, 2010) • An assessment of the feasibility and acceptability of the proposed design and procedure. (Feeley, et al 2009) See also: ALPHA and BETA TESTING, DRY RUN Consider also: DRESS REHEARSAL, RUN THROUGH, SIMULATION VALIDATION, WALK THROUGH	2014, p.114) ● Meneroka kebolehlaksanaan aplikasi/perisian yang dicadangkan berkaitan dengan perkara seperti: pengambilan, kaedah dan prosedur. (Leon, Davis, & Kraemer, 2010) ● Pentaksiran berkenaan kebolehlaksanaan dan penerimaan reka bentuk dan prosedur yang dicadangkan. (Feeley, et al 2009) Lihat juga: UJIAN ALPHA dan BETA, RAPTAI. Pertimbangkan juga: RAPTAI PENUH, SEMAKAN PANTAS, VALIDASI SIMULASI, SEMAKAN TERPERINCI
Portable Simulator \pawr-tuh-buh l \ sim-yuh-ley-ter \ *noun* *Etym. portable* (adj.) Early 15c., from French portable "that can be carried," from Late Latin portabilis "that can be carried," from Latin portare "to carry". Related: Portability. *Etym. simulator* (n.) 1835, of persons, from Latin simulator "a copier, feigner," agent noun from simulare "imitate," from stem of similis "like". In reference to training devices for complex systems, from 1947 (flight simulator); simulated (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966 (agent noun simulator in the related sense dates from 1947). In commercial jargon, "artificial, imitation" by 1942. *Definition* • A simulator that has the capabilities of being moved and may also be able to operate independently of tethers such as power cords or communication cables. See also: MOBILE SIMULATOR	**Simulator mudah-alih** \ kata nama **Definisi** ● Simulator yang mempunyai keupayaan untuk dialihkan dan mungkin juga boleh beroperasi secara sendiri tanpa hubungan wayar yang membekalkan kuasa atau kabel hubungan komunikasi. Lihat juga: SIMULATOR MUDAH ALIH
*Prebrief (Prebriefing) \ pri'brēf \ *noun* (\priˈbrē-fiŋ\ *verb*) **Etym. brief** "fact or situation of giving preliminary instructions," 1910 (but popularized by World War II pre-flight conferences). *Definition* • An information or orientation session held prior to the start of a simulation activity in which instructions or preparatory information is given to the participants. The purpose of the prebriefing is to set the stage for a scenario,	**Taklimat Mula (Memberi taklimat mula)**\ *kata nama* **Definisi** ● Sesi memberi maklumat atau orientasi yang diadakan sebelum bermulanya aktiviti simulasi di mana arahan atau maklumat persediaan diberikan kepada para peserta. Tujuan taklimat mula ini adalah untuk menetapkan tujuan senario,

and assist participants in achieving scenario objectives. • The time used by educators, researchers, facilitators, or staff to plan their roles prior to the simulation; suggested activities in a prebriefing include an orientation to the equipment, environment, manikin, roles, time allotment, objectives, and patient situation. *For example: Before starting the simulation session, there is a prebriefing where the equipment and its capabilities are reviewed and they are reminded of the equipment available to them in the room* (INACSL, 2013). • The collaboration and planning of co-facilitators/co-debriefers prior to the simulation activity. See also: BACK STORY, BRIEF/BRIEFING, ORIENTATION	dan membantu peserta dalam mencapai objektifnya. ● Masa di mana pengajar, penyelidik, fasilitator, atau staf merancang peranan mereka sebelum sesi simulasi; aktiviti yang disarankan dalam taklimat mula meliputi orientasi terhadap peralatan, persekitaran, manikin, peranan masing-masing, peruntukan masa, objektif, dan keadaan pesakit. Contohnya: Sebelum memulakan sesi simulasi, taklimat mula diberikan mengenai peralatan yang digunakan dan kemampuan peralatan tersebut (INACSL, 2013). ● Kerjasama dan perancangan di antara pemudahcara / pendebrif bersama sebelum aktiviti simulasi Rujuk: CERITA LATAR, TAKLIMAT/MEMBERI TAKLIMAT, ORIENTASI
Prepackaged / Preprogrammed Scenario \ pree - pak-ijd \ si-nair-ee-oh \ *noun* **Etym. scenario** (n.) 1868, "sketch of the plot of a play," from Italian scenario, from Late Latin scenarius "of stage scenes," from Latin scena "scene". Meaning "imagined situation" is first recorded 1960, in reference to hypothetical nuclear wars. **Definition** • A method of operation in which the simulator is programmed to be in one state and to respond to an input and transition to another state based on a script or algorithm. • A scenario where a script will assign initial values (such as heart rate, blood pressure, emotional state or concern) at the start of the scenario that will require specific actions by the participant or certain time frames, for the scenario to transition to the next state (Palaganas, Maxworthy, Epps, and Mancini, 2015). Compare: MANUAL INPUT, PHYSIOLOGIC MODELING, "RUNNING ON THE FLY"	**Senario Terprogram** \ *kata nama* Definisi ● Suatu kaedah operasi simulator yang mana simulator diprogramkan dengan memasukkan input berkaitan senario terlebih dahulu, ianya akan bertindak balas terhadap input baru dan berlaku peralihan ke keadaan lain mengikut kehendak skrip atau algoritma. ● Senario yang telah dirancang mengikut skrip di mana parameter awal (seperti kadar degupan jantung, tekanan darah, keadaan emosi atau keluhan pesakit) pada permulaan senario yang akan berubah mengikut tindak balas peserta atau setelah melalui jangka masa tertentu untuk maju ke tahap seterusnya. (Palaganas, Maxworthy, Epps, and Mancini, 2015). Bandingkan: INPUT MANUAL ,PERMODELAN FISIOLOGI, "PENGENDALIAN SPONTAN
Procedural Simulation \ pruh-see-jer-uh l \ sim-yuh-ley-shuh n \ *noun* **Etym. simulation** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for	**SIMULASI PROSEDUR** \ *kata nama*

purposes of experiment or training" is from 1954. ***Definition*** • The use of a simulation modality (for example . task trainer, manikin, computer) to assist in the process of learning to complete a technical skill(s), or a procedure, which is a series of steps taken to accomplish an end (INACSL). • A simulation that incorporates cognitive knowledge and technical skill into a precise sequence of actions that are safe and efficient, targeting any level of learner (Palaganas, Maxworthy, Epps, & Mancini, 2015). Compare: PROCESS-ORIENTED SIMULATION	Definisi • Penggunaan modaliti simulasi (seperti simulator tugasan separa, manikin, komputer) dalam membantu proses pembelajaran sesuatu kemahiran teknikal atau prosedur, yang melibatkan beberapa langkah bagi melaksanakan tugasan atau prosedur tersebut. • Aktiviti simulasi yang mengabungkan pengetahuan kognitif dan kemahiran teknikal dalam urutan tindak tanduk yang selamat dan terampil dengan menyasarkan kepada pelbagai tahap pelajar. Bandingkan: SIMULASI BERORIENTASIKAN PROSES
Process-Oriented Simulation \ pros-es \ awr-ee-uh nt-id \ sim-yuh-ley-shuh n \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • A simulation in which the process is considered more important than the outcome; for example, a model of a radar system in which the objective is to replicate exactly the radar's operation, and duplication of its results is a lesser concern (M&S Glossary). • In healthcare, the use of simulation to examine the process of care rather than the outcome of care. For example, using simulation to re-create an emergency in a patient area to see what latent safety threats exist, such as poor availability of patient equipment, inadequate emergency call buttons or unsafe obstacles. Compare: PROCEDURAL SIMULATION	**Simulasi berorientasikan proses**\ *kata nama* Definisi • simulasi yang mementingkan proses lebih daripada hasil; sebagai contoh, model sistem radar di mana objektifnya adalah untuk menghasilkan pendua yang serupa dengan operasi radar tersebut tanpa mementingkan hasil dapatan radar tersebut (M&S Glossary). • Dalam penjagaan kesihatan, penggunaan simulasi bertujuan menguji proses penjagaan berbanding dengan hasil penjagaan kesihatan itu sendiri. Sebagai contoh, simulasi digunakan untuk mewujudkan keadaan kecemasan dalam persekitaran pesakit untuk melihat ancaman terpendam seperti halangan pada laluan semasa evakuasi, kecukupan bilangan peralatan sokongan, atau alat perhubungan kecemasan seperti butang panggilan kecemasan. Bandingan: SIMULASI PROSEDUR
Prompt \ präm(p)t \ *noun* ***Etym:*** (n.) mid-14c., *prompten*, from Latin *promptus*, past participle of *promere* "to bring forth," from *pro*"forward" (from PIE root ***per-** (1) "forward") + *emere* "to take" (from PIE root ***em-** "to take, distribute"). Theatrical sense of "to assist a	**Pendorong** \ *kata nama*

English	Bahasa Melayu
speaker with lines" is first recorded early 15c. Related: *Prompted*; *prompting*. **Definition** - *(noun)* A cue given to a participant in a scenario (Meakim et al 2013). - *(noun)* A word or phrase spoken as a reminder to an actor of a forgotten word or line. (Dictionary.com) - *(verb)* (of an event or fact) cause or bring about (an action or feeling). (Dictionary.com) - *(verb)* Assist or encourage (a hesitating speaker) to say something (Dictionary.com) See also: CUE/CUEING	Definisi - (kata nama) bayangan/petunjuk yang diberikan kepada peserta dalam senario.(Meakim et al 2013). - (kata nama) perkataan atau frasa sebagai peringatan kepada pelakon yang terlupa dialognya.(Dictionary.com) - (kata kerja) (peristiwa atau fakta) yang menyebabkan atau menimbulkan (tindakan atau perasaan).(Dictionary.com) - (kata kerja) Membantu atau mendorong (penutur yang gugup) untuk mengatakan sesuatu (Dictionary.com) Lihat juga: MEMBAYANGKAN
Prop \ prop \ *noun* **Etym. prop** (n.) "object used in a play," 1898, from props (1841), shortened form of properties (which was in theatrical use from early 15c.). **Definition** - In simulation, an element or accessory used in a given scenario to enhance realism, or to provide a cue to learners. - A physical object used as an interface to a virtual world; a prop may be embodied by a virtual object and might have physical controllers mounted on it (Australian Dept. of Defense).	**Alat Peraga**\ kata nama Definisi: - Peralatan atau aksesori yang digunakan untuk meningkatkan realiti senario atau memberi bayangan kepada pelajar semasa sesi simulasi. - Objek fizikal yang digunakan sebagai perantara kepada dunia maya; perkakas boleh juga dijelmakan dalam bentuk maya dan mungkin boleh dikawal secara fizikal dengan alat yang dipasang padanya (Australian Dept. of Defense).
Psychological Fidelity \ sahy-kuh-loj-i-kuh l \ fə-ˈde-lə-tē \ *noun* **Etym. psychology** (n.) 1650s, "study of the soul," from Modern Latin psychologia, probably coined mid-16c. in Germany by Melanchthon from Latinized form of Greek psykhe- "breath, spirit, soul" + logia "study of". Meaning "study of the mind" first recorded 1748, from Christian Wolff's "Psychologia empirica" (1732); main modern behavioral sense is from early 1890s. **Etym. fidelity** (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith". From 1530s as	**Fideliti psikologi** \ kata nama

"faithful adherence to truth or reality;" specifically of sound reproduction from 1878.
 	
Definition
   • A level of realism associated with a particular simulation activity.
   • The extent to which the simulated environment evokes the underlying psychological processes necessary in the real-world setting (Dieckmann et al., 2008).
   • The degree of perceived realism, including psychological factors such as emotions, beliefs, and self-awareness of participants in simulation scenarios (Dieckmann et al., 2008).
 	
See also: FIDELITY, REALISM
	Definisi:
	   • Tahap realisme berkaitan sesuatu aktiviti simulasi
	   • sejauh mana sesuatu persekitaran simulasi membangkitkan proses psikologi yang diperlukan di dalam dunia sebenar. (Dieckmann et al., 2008)
	   • Tahap persepsi realisme, termasuk faktor-faktor psikologi seperti emosi, kepercayaan dan kesedaran diri di dalam sesuatu senario simulasi. (Dieckmann et al., 2008)
	
	Rujuk juga: FIDELITI, REALISME

Psychological Risk \ sahy-kuh-loj-i-kuh l \ 'risk \ *noun*
 	
Etym. psychological *(adj.)* "1680s; see **psychology** + **-ical**. Related: *Psychologically*. *Psychological warfare* recorded from 1940. *Psychological moment* was in vogue from 1871, from French *moment psychologique* "moment of immediate expectation of something about to happen.""
"The original German phrase, misinterpreted by the French & imported together with its false sense into English, meant the psychic factor, the mental effect, the influence exerted by a state of mind, & not a point of time at all, *das Moment* in German corresponding to our *momentum*, not our *moment*. [Fowler]"
 	
Etym. risk *(n.)* "1660s, *risque*, from French *risque* (16c.), from Italian *risco*, *riscio* (modern *rischio*), from *riscare* "run into danger," of uncertain origin. The Englished spelling first recorded 1728. Spanish *riesgo* and German *Risiko* are Italian loan-words. With *run* (v.) from 1660s. *Risk aversion* is recorded from 1942; *risk factor* from 1906; *risk management* from 1963; *risk taker* from 1892."
 	
Definition
   • A perceived or actual feeling of mental threat as a result of participation in a simulation which can mean feeling unsafe. Examples include feelings of shame or humiliation (Rudolph et al., 2014).
 	
Compare: PSYCHOLOGICAL SAFETY
	Risiko psikologi \ *kata nama*
	
	Definisi
	   • Satu persepsi atau perasaan sebenar akan ancaman mental yang terjadi akibat mengambil bahagian di dalam aktiviti simulasi, dengan kata lain merasakan tidak selamat. Contoh seperti perasaan malu atau penghinaan. (Rudolph et al., 2014).
	
	Perbandingan: KESELAMATAN PSIKOLOGI

Psychological Safety \ sahy-kuh-loj-i-kuh l \ seyf-tee \ *noun*	**Keselamatan psikologi**\ *kata nama*

Etym. psychology (n.) 1650s, "study of the soul," from Modern Latin psychologia, probably coined mid-16c. in Germany by Melanchthon from Latinized form of Greek psykhe- "breath, spirit, soul" + logia "study of". Meaning "study of the mind" first recorded 1748, from Christian Wolff's "Psychologia empirica" (1732); main modern behavioral sense is from early 1890s. ***Etym. safety*** (n.) early 14c., from Old French sauvete "safety, safeguard; salvation; security, surety," earlier salvetet (11c., Modern French sauveté), from Medieval Latin salvitatem (nominative salvitas) "safety," from Latin salvus. ***Definition*** - A feeling (explicit or implicit) within a simulation-based activity that participants are comfortable participating, speaking up, sharing thoughts, and asking for help as needed without concern for retribution or embarrassment. - The perception of members of the team that the team is safe for risk taking, and mistakes will be considered learning opportunities rather than there being embarrassment or punitive consequences (Edmondson, 1999; Higgins et al, 2012). See also: SAFE LEARNING ENVIRONMENT, SIMULATION ENVIRONMENT Compare: PSYCHOLOGICAL RISK	Definisi: - Perasaan (sama ada yang tersurat atau tersirat) dalam ruang lingkup aktiviti berasaskan simulasi di mana peserta merasa selesa untuk turut serta, menyatakan sesuatu, berkongsi pendapat dan meminta bantuan seadanya tanpa khuatir didendami atau dimalukan. - Persepsi dalam kalangan ahli kumpulan bahawa mereka selamat untuk mengambil risiko, dan segala kesilapan akan dianggap sebagai peluang belajar dan tidak dianggap sesuatu yang memalukan atau akan mempunyai natijah hukuman. (Edmondson, 1999; Higgins et al, 2012). Rujuk juga : PERSEKITARAN PEMBELAJARAN SELAMAT, PERSEKITARAN SIMULASI BANDINGKAN: RISIKO PSIKOLOGI

R

Realism \ rēə͵lizəm \ *noun* *[Note: this term often used synonymously with fidelity but not all agree these are the same]* ***Etym. realism*** (n.) 1794, from real (adj.) + -ism; after French réalisme or German Realismus; from Late Latin realis "real." Meaning "close resemblance to the scene" (in art, literature, etc., often with reference to unpleasant details) is attested from 1856. ***Definition*** • The ability to impart the suspension of disbelief to the learner by creating an environment that mimics that of the learner's work environment; realism includes • the environment, simulated patient, and activities of the educators, assessors, and/or facilitators (SSH). • A statement about the similarity of something (a 'copy') to something else (the 'original') (Dieckmann, Gabe, et al, 2007). • The quality or fact of representing a person, thing, or situation accurately in a way true to life; this enables participants to act "as if" the situation or problem was real. • Refers to the physical characteristics of the activity, semantical aspects of the activity (theories and conceptual relations – if A happens then B occurs), and/or the phenomenal aspects of the activity (emotions, beliefs and thoughts experienced). See also: FIDELITY, FUNCTIONAL FIDELITY, HIGH FIDELITY SIMULATION, HIGH FIDELITY SIMULATOR, IMMERSIVE SIMULATION, PHYSICAL FIDELITY, PSYCHOLOGICAL FIDELITY, SIMULATION FIDELITY	**Realisme** \ kata nama Definisi: • Keupayaan untuk memberikan penangguhan ketidakpercayaan kepada pelajar dengan membangunkan persekitaran atau suasana seakan persekitaran sebenar pembelajaran; realisme ini termasuk persekitaran kerja, penggunaan pesakit simulasi dan aktiviti-aktiviti pengajar, pentaksir mahu pun pemudah cara. (SSH) • Kenyataan berkenaan persamaan sesuatu pekara ('salinan') dengan yang asli (keadaan 'asal') (Dieckmann, Gabe, & Rall, 2007) • Kualiti atau fakta yang mewakili seseorang, alatan atau situasi secara tepat seperti dalam keadaan sebenar; ini membolehkan peserta bertindak seolah ianya situasi atau masalah sebenar. • Merujuk kepada ciri fizikal aktiviti, aspek semantik aktiviti (teori dan hubungan konsep – di mana jika A berlaku maka B juga akan berlaku), dan / atau aspek fenomena aktiviti (emosi, kepercayaan dan pemikiran yang dialami). Rujuk juga: FIDELITI, FIDELITI FUNGSIAN, SIMULASI BERFIDELITI TINGGI, SIMULATOR BERFIDELITI TINGGI, SIMULASI IMERSIF, FIDELITI FIZIKAL, FIDELITI PSIKOLOGI, FIDELITI SIMULASI
Reflective Thinking \ ri-flek-tiv \ thing-king \ *noun* ***Etym. reflection*** (n.) Of the mind, from 1670s. Meaning "remark made after turning back one's thought on some subject" is from 1640s. ***Definition*** • The engagement of self-monitoring that occurs during or after a simulation experience;	**Pemikiran reflektif** \ *kata nama* Definisi: • Pemantauan kendiri yang berlaku semasa atau selepas pengalaman simulasi; pemantauan kendiri ini dilakukan oleh peserta semasa atau

- this self-monitoring is performed by participants during or after a simulation experience. - A process to assist learners in identifying their knowledge gaps and demonstrating the areas in which they may need further improvement; it requires active involvement in the simulation and facilitator guidance to aid in this process (Rodgers, 2002; Decker et al., 2013 Kuiper and Pesut, 2004). - The conscious consideration of the meanings and implications of the events of the simulation; this process allows participants to make meaning out of the experience, to identify questions generated by the experience, and ultimately, to assimilate the knowledge, skills, and attitudes uncovered through the experience with pre-existing knowledge. - A process to assist learners in identifying their knowledge gaps and demonstrating the areas in which they may need further improvement; this reflection requires conscious self-evaluation to deal with unique patient situations (INACSL, 2013). See also: GUIDED REFLECTION	selepas pengalaman simulasi. - Satu proses untuk membantu pelajar mengenal pasti jurang pengetahuan dan menunjukkan di mana penambahbaikan diperlukan; proses ini memerlukan penglibatan secara aktif dalam simulasi dan bimbingan pemudah cara. (Rodgers, 2002; Decker et al., 2013 Kuiper and Pesut, 2004) - Pertimbangan secara sedar mengenai tujuan dan implikasi aktiviti simulasi tersebut; proses ini membantu peserta menjadikan pengalaman tersebut sesuatu yang bermakna, menyoal apa yang berlaku, dan akhirnya, mengasimilasi pengetahuan, kemahiran, dan sikap yang didapati melalui pengalaman tersebut dengan pengetahuan sedia ada. - Suatu proses untuk membantu pelajar mengenal pasti jurang pengetahuan dan menonjolkan bidang yang memerlukan penambahbaikan; refleksi ini memerlukan penilaian kendiri secara sedar untuk menangani situasi pesakit yang unik (INACSL, 2013). Lihat juga: REFLEKSI BERPANDU
Reliability \ ri-lahy-uh-bil-i-tee \ *noun* See: SIMULATION RELIABILITY	**Reliabiliti**\ *Kata nama* Lihat: RELIABILITI SIMULASI
Remote Simulation \ ri-moht \ sim-y*uh*-ley-sh*uh* n \ *noun* **Etym. remote** *(adj.)* mid-15c., from Middle French *remot* or directly from Latin *remotus* "afar off, remote, distant in place," past participle of *removere* "move back or away, take away, put out of view, subtract," from *re-* "back, away" (see **re-**) + *movere* "to move" (from PIE root ***meue-** "to push away") **Etym. simulation** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** - Simulation performed with either the facilitator, learners or both in an offsite location separate from other members to complete educational or assessment activities (Laurent et al., 2014; Shao et al., 2018). Facilitation and assessment can be performed either synchronously or asynchronously using video or web conferencing tools.	**Simulasi terpencil** \ kata nama Definisi: - Simulasi yang dilaksanakan secara terpisah di antara pemudah cara, pelajar atau kedua-duanya dengan ahli kumpulan yang lain semasa aktiviti pendidikan atau pentaksiran (Laurent et al., 2014; Shao et al., 2018). Pemudahcaraan dan pentaksiran boleh dilakukan sama ada secara segerak atau tidak segerak dengan

Compare: DISTANCE SIMULATION, TELESIMULATION	menggunakan video dan/atau alat persidangan sesawang. Bandingkan: SIMULASI JARAK JAUH, TELESIMULASI
Remote-controlled Simulation (also Remote-facilitated simulation) \ ri-moht \ k*uh* n-trohld \ sim-y*uh*-ley-sh*uh* n \ *noun* ***Etym. remote** (adj.)* mid-15c., from Middle French *remot* or directly from Latin *remotus* "afar off, remote, distant in place," past participle of *removere* "move back or away, take away, put out of view, subtract," from *re-* "back, away" (see **re-**) + *movere* "to move" (from PIE root ***meue-** "to push away") ***Etym. controlled*** (adj.) "held in check, restrained," 1580s, past-participle adjective from **control** (v.). Of rent, from 1930. ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • Simulation sessions conducted by an instructor who is in a location separate from the learners for a given session. The remote facilitator introduces the simulation environment and session, runs scenarios and debriefs with (Ohta et al., 2017) or without an onsite facilitator (Ikeyama et al., 2012; Shao et al., 2018). • A simulation-based session where mannequins are operated by remote control and instructors facilitate in real time via Web or videoconferencing, as an alternative method to face to face simulation-based training (Christensen et al., 2015).	**Simulasi kendalian jauh**\ *kata nama* Definisi • Sesi simulasi yang dijalankan oleh jurulatih yang berada di lokasi yang terpisah daripada pelajar. Pemudahcara jarak jauh akan memperkenalkan persekitaran dan sesi simulasi tersebut, melaksanakan senario dan melakukan debrifing (Ohta et al., 2017) sama ada pemudah cara berada di lokasi atau tidak (Ikeyama et al., 2012; Shao et al., 2018). • Sesi berasaskan simulasi di mana manikin dikawal oleh alat kendalian jauh dan instruktor memudahcara dalam waktu sebenar melalui persidangan video, sebagai kaedah alternatif menggantikan latihan berasaskan simulasi bersemuka (Christensen et al., 2015).
Risk Management \ 'risk \ ˈma-nij-mənt \ *noun* ***Etym. risk** (n.)* 1660s, *risque*, from French *risque* (16c.), from Italian *risco, riscio* (modern *rischio*), from *riscare* "run into danger," of uncertain origin. The Englished spelling first recorded 1728. Spanish *riesgo* and German *Risiko* are Italian loan-words. With *run* (v.) from 1660s. *Risk aversion* is recorded from 1942; *risk factor* from 1906; *risk management* from 1963; *risk taker* from 1892.	Pengurusan risiko \ *kata nama*

Etym. management (n.) 1590s, "act of managing by direction or manipulation," from **manage** + **-ment**. Sense of "act of man aging by physical manipulation" is from 1670s. Meaning "governing body, directors of an undertaking collectively" (originally of a theater) is from 1739. ***Definition*** • **"Proactive management of risk" which increases the rate of successful implementation. (Zakari, et al, 2017)** • Managing factors that can result in success or loss within a project. (Sonchan, & Ramingwong, 2015)	Definisi: • "Pengurusan risiko secara proaktif" yang meningkatkan kadar kejayaan pelaksanaan. (Zakari, et al, 2017) • Menguruskan faktor- faktor yang boleh mengakibatkan kejayaan atau kerugian dalam sesuatu projek. (Sonchan, & Ramingwong, 2015)
Role Player \ rohl-pley- r \ *noun* ***Etym. role*** *(*n.) "part or character one takes," c. 1600, from French rôle "part played by a person in life," literally "roll (of paper) on which an actor's part is written," from Old French rolle. ***Etym. player*** (n.) Old English plegere, agent noun from play (v.). Stage sense is from mid-15c. ***Definition*** • One who assumes the attitudes, actions, and discourse of (another), especially in a make-believe situation, in an effort to understand a differing point of view or social interaction. For example: Nursing students were given a chance to role play a patient or a surgeon. This term is sometimes used interchangeably with the terms 'simulated" and 'standardized patient' and may include medical, nursing or other health professionals. (Victorian Simulated Patient Network). See also: ACTOR, CONFEDERATE, EMBEDDED PARTICIPANT, SIMULATED PATIENT, SIMULATED PERSON, STANDARDIZED PATIENT	Pemain Berperanan \ *kata nama* Definisi: • Seseorang yang membawa sikap, tindakan, dan wacana (orang lain), terutama dalam situasi olok-olok, dalam usaha memahami suatu sudut pandang atau interaksi sosial yang berbeza. Misalnya: Pelajar kejururawatan diberi peluang untuk memainkan peranan sebagai pesakit atau pakar bedah. Istilah ini kadangkala digunakan secara tukar ganti dengan istilah 'pesakit simulasi' atau 'pesakit piawai' dan boleh melibatkan ahli profesional perubatan, kejururawatan atau kesihatan bersekutu yang lain. (Victorian Simulated Patient Network) Rujuk juga: PELAKON, KONFEDERAT, PESERTA TERANGKUM , PESAKIT SIMULASI, INDIVIDU SIMULASI , PESAKIT PIAWAI
"Running on the Fly" \ ruhn-ing \ on \ th uh \ flahy \ *noun* ***Definition*** • The method of operation for running a simulation whereby the operator changes the parameters of the scene, the SP, or the simulator as the scenario unfolds; the changes	**"PENGENDALIAN SPONTAN**\ *kata nama* Definisi: • Kaedah operasi semasa menjalankan simulasi di mana pengendali simulasi mengubah parameter senario, pesakit piawai, atau simulator sewaktu senario berjalan; perubahan bergantung pada

- are dependent on the observations and knowledge of the instructor or the operator, which is based on the actions of the participant. - Running a simulation with minimal planning and preparation; a more impromptu - type of simulation experience. Compare to: MANUAL INPUT, PHYSIOLOGIC MODELING, PREPACKAGED SCENARIO	pemerhatian dan pengetahuan pengendali atau instruktor, berdasarkan tindakan peserta. Menjalankan senario simulasi pada kadar perancangan dan persiapan yang minimum; simulasi jenis ini memberi pengalaman yang lebih mendadak atau spontan. Bandingkan: INPUT MANUAL, PERMODELAN FISIOLOGI, SENARIO TERPROGRAM

S

Safe Learning Environment \ˈsāf\ \ˈlərn\ng\ en·vi·ron·ment \in-ˈvī-rə(n)-mənt \ *noun* *Etym.* **safe** (adj.) not able or likely to be hurt or harmed in any way; not in danger. *Etym.* **environment** (n.) the conditions that surround someone or something; the conditions and influences that affect the growth, health, progress, etc., of someone or something. ***Definition*** • A learning environment where it is clarified that learners feel physically and psychologically safe to make decisions, take actions and interact in the simulation. • A learning environment of mutual respect, support, and respectful communication among leaders and learners; open communication and mutual respect for thought and action encouraged and practiced. See also: PSYCHOLOGICAL SAFETY	**Persekitaran Pembelajaran Selamat**/kata nama Definisi: ● Suatu persekitaran pembelajaran yang diisytiharkan selamat dari segi fizikal dan psikologi yang membolehkan pelajar membuat keputusan, mengambil tindakan dan berinteraksi dalam simulasi tersebut. ● suatu persekitaran pembelajaran yang saling menghormati, saling menyokong dan mengamalkan komunikasi berhemah dalam kalangan pengajar/ketua pasukan dan pelajar; komunikasi terbuka di mana sikap saling menghormati pandangan dan tindakan digalakkan serta diamalkan. Lihat juga: KESELAMATAN PSIKOLOGI
Scenario \si-nair-ee-oh \ *noun* *Etym.* (n.) 1868, "sketch of the plot of a play," from Italian scenario, from Late Latin scenarius "of stage scenes," from Latin scena "scene". Meaning "imagined situation" is first recorded 1960, in reference to hypothetical nuclear wars. ***Definition*** • In healthcare simulation, a description of a simulation that includes the goals, objectives, debriefing points, narrative description of the clinical simulation, staff requirements, simulation room set up, simulators, props, simulator operation, and instructions for SPs (Alinier, 2011). • The scripts, stories, or algorithms created for instructing the participants, including the simulators (human or robotic), on how to interact with the students. • The description of an exercise (including initial conditions), of events for a simulation that includes details for everyone taking part.	**Senario**/ kata nama Definisi: ● Di dalam simulasi kesihatan, ianya merujuk kepada penyataan yang melibatkan matlamat, objektif, sasaran debrifing, penerangan naratif berkenaan simulasi klinikal, keperluan kakitangan, persediaan bilik simulasi, simulator, perkakas, operasi simulator dan arahan untuk pesakit piawai (Alinier, 2011). ● skrip, jalan cerita atau algoritma yang direka sebagai panduan kepada peserta termasuklah kepada simulator (manusia atau robot), tentang cara berinteraksi dengan pelajar. ● Penerangan mengenai sesuatu latihan

- An initial set of conditions and timeline of significant events imposed on trainees or systems to achieve exercise objectives (M&S Glossary). See also: CLINICAL SCENARIO, SCRIPT, SIMULATED-BASED LEARNING EXPERIENCE, SIMULATION ACTIVITY	(termasuk keadaan asal), suatu peristiwa di dalam simulasi termasuk perincian bagi setiap peserta yang terlibat. - Suatu situasi awal termasuk garis masa kejadian penting yang dibina untuk pelajar mencapai objektif pembelajaran (M&S Glossary). Lihat juga: SENARIO KLINIKAL, SKRIP, PENGALAMAN PEMBELAJARAN BERASASKAN SIMULASI, AKTIVITI SIMULASI
Screen - based Simulation / Screen - based Simulator \ skreen \ bāst \ sim-yuh-ley-shuh n \ *noun* *Etym. screen* (n.) Meaning "flat vertical surface for reception of projected images" is from 1810, originally in reference to magic lantern shows; later of movies. Related *screenshot* (n.) by 1991, from (computer) screen (n.) + shot (n.) in the photograph sense. *Etym. simulation* (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. *Etym. simulator* (n.) 1835, of persons, from Latin simulator "a copier, feigner," agent noun from simulare "imitate," from stem of similis "like". In reference to training devices for complex systems, from 1947 (flight simulator); simulated (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966 (agent noun simulator in the related sense dates from 1947). In commercial jargon, "artificial, imitation" by 1942. *Definition* - A simulation presented on a computer screen using graphical images and text, similar to popular gaming format, where the operator interacts with the interface using keyboard, mouse, joystick or other input device. - The programs can provide feedback to, and track actions of learners for assessment, eliminating the need for an instructor (Ventre & Schwid, in Levine Chapter 14). - A computer-generated video-game simulator which can create scenarios that require real-time decision-making (Bonnetain; Biese, et al, 2009). See also: COMPUTER-BASED SIMULATION,	**Simulasi Berasaskan Skrin/** simulator berasaskan skrin/ kata nama Definisi: - Suatu simulasi yang dipaparkan pada skrin komputer menggunakan imej grafik dan teks, sama seperti format permainan komputer, di mana pengendali berinteraksi menggunakan papan kekunci, tetikus, kayu bedik, atau peranti input yang lain. - Program tersebut boleh memberi maklum balas dan mengesan tindakan pelajar untuk proses pentaksiran, tanpa kehadiran instruktor. (Ventre & Schwid, in Levine Chapter 14). - Simulator permainan video berkomputer yang boleh mencipta senario yang memerlukan keputusan dibuat serta merta. (Bonnetain; Biese, et al, 2009).

SIMULATOR	Lihat juga: SIMULASI BERASASKAN KOMPUTER, SIMULATOR
Scribe / Scribing \ˈskrīb\ *noun / verb \'skribiNG* *Etym.* special use of Latin scriba "keeper of accounts, secretary, writer," from past participle stem of scribere "to write". Sense "one who writes, official or public writer" in English is from late 14c. *Definition* • The act of making notes about a scenario and documenting the actions taken or not taken.	**Pencatat/ Mencatat** \ kata nama /kata kerja Definisi: • Perbuatan menghasilkan nota mengenai suatu senario yang berlaku dengan merekod sama ada suatu tindakan dibuat atau tidak
Script \ skript \ *noun* *Etym.* (n.) late 14c., "something written". Meaning "handwriting" is recorded from 1860. Theatrical use, short for manuscript, is attested from 1884. *Definition* • The written plan for a simulation event that includes various sets of topics, subtopics, skills, and triggers that will create the situation to induce the desired observable behaviors by the participant(s). • A preordained series of actions based on the time and sequence of specific events. • A written set of instructions providing a detailed plan of action for a simulation case; similar to a theatrical play. • The lines to be spoken by operators, embedded actors or simulated patients during a simulation event. • A computer script is a list of commands that are executed by a certain program or scripting engine. Scripts may be used to automate processes on a local computer or to generate Web pages on the Web. (https://techterms.com/definition/script) See also: CLINICAL SCENARIO, SCENARIO, SIMULATED-BASED LEARNING EXPERIENCE, SIMULATION ACTIVITY	**Skrip** \ kata nama Definisi: • Perancangan bertulis untuk suatu simulasi yang merangkumi pelbagai topik, subtopik, kemahiran, dan rangsangan yang boleh membangkitkan suatu perlakuan yang ingin dilihat dari peserta. • Siri tindakan yang telah ditetapkan berdasarkan masa dan urutan bagi suatu peristiwa tertentu • suatu set arahan bertulis yang memberikan perancangan terperinci mengenai aksi untuk satu kes simulasi, sama seperti persembahan teater. • Dialog yang perlu diucapkan oleh pengendali, pelakon, atau pesakit simulasi semasa suatu simulasi itu dilakonkan. • Suatu skrip komputer yang mengandungi senarai arahan yang perlu dilaksanakan oleh suatu program komputer. Skrip boleh digunakan untuk mengautomasi proses sama ada dalam komputer setempat atau untuk menghasilkan laman sesawang.(https://techterms.com/definition/scrip) Lihat juga: SENARIO KLINIKAL, SENARIO, PENGALAMAN PEMBELAJARAN BERASASKAN SIMULASI, AKTIVITI SIMULASI
Sequential Simulation \ si-ˈkwen(t)-shəl \ sim-yuh-ley-shuh n \ *noun* *Etym. sequential (adj.)* "1816, from Late Latin *sequentia* (see sequence) + -al (1). Related: *Sequentially*."	**Simulasi Berturutan** \ kata nama

***Etym. simulation** (n.)* noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	Definisi:
Definition	● Suatu konsep yang ditakrifkan sebagai "urutan perawatan menggunakan simulasi" (Weldon, Kneebone, & Bello, 2016, p. 78); dalam simulasi ini urutan perawatan pesakit dipraktikkan secara simulasi berasaskan senario dengan menggunakan doktor sebenar dan pesakit simulasi; ini bagi membangkitkan pengalaman simulasi dari perspektif pesakit (Weldon, Kneebone, & Bello, 2016, p. 78-79).
• A concept defined as "physically simulated trajectories of care" (Weldon, Kneebone, & Bello, 2016, p. 78); in this type of simulation, "elements of a patient's care pathway" are incorporated "into a scenario based simulation using real clinicians and simulated patients in order to create a simulated experience from a patient's perspective" (Weldon, Kneebone, & Bello, 2016, p. 78-79).	
• Where the different components of care are re-created; may include transitions of time and different scenes (Weil et al., 2018). The focus is on the patient's journey and the effect of the care on the patient (Weil et al., 2018).	● Di mana pelbagai komponen perawatan yang berbeza dihasilkan semula; ini termasuk peralihan masa dan adegan yang berbeza (Weil et al., 2018). Tumpuan adalah pada perjalanan pesakit dan kesan ke atas rawatan pesakit (Weil et al., 2018).
Compare: DISCRETE SIMULATION, DURATIONAL SIMULATION	Bandingkan: SIMULASI TERASING, SIMULASI BERLARUTAN
Serious Games \ seer-ee-uh s \ geymz \ *noun*	**Permainan Serius** \ kata nama
***Etym. serious** (adj.)* mid-15c., "expressing earnest purpose or thought" (of persons), from Middle French sérieux "grave, earnest" (14c.), from Late Latin seriosus, from Latin serius "weighty, important, grave". Gothic….."honored, esteemed," literally "weighty". Meaning "attended with danger" is from 1800.	
***Etym. games** (n.)* 1200, from Old English gamen "joy, fun; game, amusement," "participation, communion." "contest for success or superiority played according to rules" is first attested c. 1200 (of athletic contests, chess, backgammon).	
Definition	Definisi:
• A mental contest played with a computer in accordance with specific rules, that uses entertainment to further training, education, health, public policy, and strategic communication objectives (Zyda, 2005).	● Pertandingan mental yang dimainkan menggunakan komputer mengikut peraturan tertentu yang menggunakan unsur hiburan sebagai latihan, pendidikan, kesihatan, pembuatan polisi umum dan objektif komunikasi yang berstrategi (Zyda, 2005).
• A game designed for a primary purpose other than pure entertainment. Serious games have an explicit and carefully thought out educational purpose, and are not intended to be played primarily for amusement (Michael and Chen, 2006). Serious games are simulations of real-world events, or processes	● suatu permainan yang direka khusus bukan untuk hiburan semata-mata. Permainan serius secara jelas direka dengan teliti untuk tujuan pendidikan (Michael and Chen, 2006). Permainan

designed for the purpose of solving a problem. • In the defense context, serious games are used to rehearse, train, or explore military options in a simulation of real-world events or processes (Australian Dept. of Defense);. • The "serious" adjective is generally appended to refer to products used by industries like defense, education, scientific exploration, healthcare, emergency management, city planning, engineering, religion, and politics. See also: GAMIFICATION, SIMULATOR	serius merupakan simulasi peristiwa dunia sebenar atau proses yang direka bentuk untuk penyelesaian masalah. ● Dalam konteks pertahanan, permainan serius digunakan untuk raptai, latihan, atau meneroka pilihan ketenteraan ke atas simulasi peristiwa atau proses dunia sebenar (Australian Dept. of Defense) ● Adjektif "serius" biasanya digunakan bagi merujuk kepada produk yang digunakan dalam industri seperti pertahanan, pendidikan, penerokaan saintifik, kesihatan, pengurusan kecemasan, perancangan bandar, kejuruteraan, keagamaan dan politik. Lihat juga: GAMIFIKASI, SIMULATOR
Shared Mental Model \ shaird \ men-tl] \ mod-l] \ *noun* ***Etym. share*** (n.) (v.) 1580s, "to apportion to someone as his share; to apportion out to others; to enjoy or suffer (something) with others," from share. Meaning "to divide one's own and give part to others" is recorded from 1590s. Related: Shared, sharer, sharing ***Etym. mental*** (adj.) early 15c., "pertaining to the mind," from Middle French mental, from Late Latin mentalis "of the mind," from Latin mens (genitive mentis) "mind,"; cognates: Sanskrit matih "thought, mind"; Old English gemynd "memory, remembrance". ***Etym. model.*** Sense of "thing or person to be imitated" is 1630s. ***Definition*** • A means of describing that each participant in a simulation has a shared understanding of the purpose and process of the simulation activity and participant's roles. • The knowledge framework of the relationships between the task the team is engaged in and how the team members will interact, for example, facilitates team's ability to predict what team members will do when faced with a task, and what they will need to do it. • A framework whereby an individual team member develops a perception of the situation, it is shared, allowing the team to reflect on the information and revise their situational awareness and their own mental model based on new information; for example, sharing can be done by vocalizing	**Model Mental Dikongsi** \ kata nama Definisi ●Satu cara untuk menerangkan bahawa setiap peserta dalam aktiviti simulasi mempunyai pemahaman yang sama tentang tujuan dan proses aktiviti simulasi dan peranan setiap peserta. ●Kerangka pengetahuan tentang perhubungan antara tugas yang dilakukan oleh pasukan dan cara ahli pasukan akan berinteraksi, contohnya, memudahkan pasukan untuk meramalkan perkara yang akan dilakukan oleh ahli pasukan apabila berhadapan dengan sesuatu tugasan, dan apa yang diperlukan serta bila untuk melaksanakannya. ●Suatu kerangka di mana persepsi seseorang ahli pasukan dikongsi dengan ahli-ahli yang lain, dengan itu

observations, calling out information, using a structured time-out to communicate new information and thinking out loud to allow others to relate and appreciate the associations, assessments, and plans. Shared mental models facilitates collaboration, and is crucial when team communication in a situation is difficult (due to time pressure, etc.). Compare: SITUATIONAL AWARENESS	membolehkan seluruh pasukan menilai maklumat yang diterima dan menyemak semula kesedaran situasi mereka dan model mental mereka sendiri berdasarkan maklumat baharu; sebagai contoh, perkongsian boleh dilakukan secara lisan dengan menyuarakan pemerhatian, berkongsi maklumat, menggunakan masa rehat yang diberi untuk menyampaikan maklumat baharu dan berfikir dengan lantang untuk membolehkan orang lain mengaitkan dan menghargai sesuatu hubungkait, penilaian dan rancangan. Perkongsian model mental memudahkan kerjasama, dan amat penting apabila berlakunya kesukaran komunikasi dalam pasukan (disebabkan tekanan masa, dsb.). Bandingkan: KESEDARAN SITUASI
Simulated-Based Learning Experience \ sim-yuh-leyt –id \ bāst \ lur-ning \ ik-speer-ee-uh ns *noun* ***Etym. simulated*** (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966; commercial jargon, "artificial, imitation" by 1942. ***Etym. learning*** (n.) Old English leornung "learning, study," from leornian. Learning curve attested by 1907. ***Etym. experience*** (v.) 1530s, "to test, try, learn by practical trial or proof;" (n.). Sense of "feel, undergo" first recorded 1580s. Related: Experienced; experiences; experiencing. ***Experience*** (n.) late 14c., "observation as the source of knowledge; actual observation; an event which has affected one," from Old French esperience "experiment, proof, experience" (13c.), from Latin experientia "a trial, proof, experiment; knowledge gained by repeated trials"; Meaning "state of having done something and gotten handy at it" is from late 15c. ***Definition*** • An array of structured activities that represent actual or potential situations in education and practice. These activities allow participants to develop or enhance their knowledge, skills, and attitudes, or to analyze and respond to realistic situations in a simulated environment. (Pilcher, Goodall, Jensen, Huwe, Jewell, Reynolds, and Karlson, 2012). See also: CLINICAL SCENARIO, SCENARIO, SIMULATION ACTIVITY	**Pengalaman Pembelajaran Berasaskan Simulasi** \ kata nama Definisi • Pelbagai aktiviti yang dirancang untuk mewakili situasi sebenar atau situasi rekaan di dalam bidang pendidikan dan amalan. Aktiviti ini membolehkan peserta membina atau meningkatkan pengetahuan, kemahiran dan sikap mereka, atau menganalisa dan bertindak balas terhadap situasi sebenar dalam persekitaran simulasi. (Pilcher, Goodall, Jensen, Huwe, Jewell, Reynolds, dan Karlson, 2012). Lihat juga: SENARIO KLINIKAL, SENARIO, AKTIVITI SIMULASI

Simulated Patient (SP) \ sim-yuh-leyt -id \ pey-shuh nt \ *noun* [Ed Note: this term is often synonymous with Standardized Patient] ***Etym. simulated*** (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966; commercial jargon, "artificial, imitation" by 1942. ***Etym. patient*** (n.) "suffering or sick person under medical treatment," late 14c., from Old French pacient (n.), from the adjective, from Latin patientem. ***Definition*** • A person who has been carefully coached to simulate an actual patient so accurately that the simulation cannot be detected by a skilled clinician. In performing the simulation, the SP presents the gestalt of the patient being simulated; not just the history, but the body language, the physical findings, and the emotional and personality characteristics as well (Barrows 1987). Often used interchangeably with standardized patients in the USA and Canada, but in other countries simulated patient is considered a broader term than standardized patient because the simulated patient scenario can be designed to vary the SP role in order to meet the needs of the learner. • An individual who is trained to portray a real patient in order to simulate a set of symptoms or problems used for healthcare education, evaluation, and research (SSH). • SPs can be used for teaching and assessment of learners including but not limited to history/consultation, physical examination, and other clinical skills in simulated clinical environments. SPs can also be used to give feedback and evaluate learner performance (Lewis et al, 2017). See also: ACTOR, EMBEDDED PARTICIPANT, ROLE PLAYER, SIMULATED PERSON, STANDARDIZED PATIENT.	**Pesakit Simulasi** \ Kata nama (Nota Penyunting: Istilah ini sering disama erti dengan istilah Pesakit Piawai) Definisi ● Seseorang yang telah dilatih dengan teliti untuk meniru pesakit sebenar dengan begitu tepat sehingga lakonan itu tidak dapat dikesan oleh doktor yang mahir. Dalam melakukan simulasi, SP mempamerkan ciri-ciri seorang pesakit yang disimulasikan; bukan sahaja sejarah, tetapi bahasa badan, penemuan fizikal, dan ciri emosi dan personaliti juga (Barrows 1987). Istilah ini selalunya digunakan secara tukar ganti dengan pesakit piawai di Amerika Syarikat dan Kanada, tetapi di negara lain pesakit simulasi dianggap sebagai istilah yang lebih luas daripada pesakit piawai kerana senario pesakit simulasi boleh direka bentuk untuk mengubah peranan SP untuk memenuhi keperluan pelajar. ● Individu yang dilatih untuk menggambarkan pesakit sebenar dengan mensimulasi gejala-gejala penyakit atau masalah kesihatan untuk tujuan pendidikan, penilaian dan penyelidikan (SSH). ● SP boleh digunakan untuk pengajaran dan pentaksiran pelajar, namun tidak terhad kepada sejarah/perundingan, pemeriksaan fizikal dan kemahiran klinikal yang lain dalam persekitaran simulasi klinikal. SP juga boleh digunakan untuk memberi maklum balas dan menilai prestasi pelajar (Lewis et al, 2017). Lihat juga: PELAKON, PESERTA TERANGKUM, PEMAIN PERANAN, INDIVIDU SIMULASI, PESAKIT PIAWAI
Simulated Person \ sim-yuh-leyt -id \ pur-suh n \ *noun* ***Etym. simulated*** (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning	**Individu simulasi** \ kata nama

"imitative for purposes of experiment or training" is from 1966; commercial jargon, "artificial, imitation" by 1942. ***Definition*** • A person who portrays a patient (simulated patient), family member, or healthcare provider in order to meet the objectives of the simulation; a simulated person may also be referred to as a standardized patient/family/healthcare provider if they have been formally trained to act as real patients in order to simulate a set of symptoms or problems used for healthcare education, evaluation, and research. Simulated persons often engage in assessment by providing feedback to the learner (Palaganas, 2012) Annex A). See also: EMBEDDED PARTICIPANT, ROLE PLAYER, SIMULATED PATIENT, STANDARDIZED PATIENT, STANDARDIZED/SIMULATED PARTICIPANT	Definisi • Seseorang yang berlakon sebagai seorang pesakit (pesakit simulasi), ahli keluarga, atau perawat kesihatan bagi mencapai objektif simulasi tersebut; pensimulasi boleh juga dirujuk sebagai pesakit piawai/ahli keluarga/ perawat kesihatan sekiranya beliau telah dilatih secara formal untuk berlakon sebagai pesakit sebenar bagi mensimulasikan sesuatu gejala atau masalah kesihatan untuk tujuan pendidikan kesihatan, penilaian dan penyelidikan. Pensimulasi selalunya terlibat di dalam pentaksiran dengan memberi maklumbalas kepada pelajar. (Palaganas, 2012) Annex A). Lihat juga: PESERTA TERANGKUM, PEMAIN BERPERANAN, PESAKIT SIMULASI, PESAKIT PIAWAI, PESERTA PIAWAI/SIMULASI
Simulated/Synthetic Learning Methods \ sim-yuh-leyt –id \ sin-thet-ik \lur-ning \ meth-uh dz *noun* ***Etym. simulated*** (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966; commercial jargon, "artificial, imitation" by 1942. ***Etym. synthetic*** (adj.) 1690s, as a term in logic, "deductive," from French synthétique (17c.) and directly from Modern Latin syntheticus, from Greek synthetikos "skilled in putting together, constructive," from synthetos "put together, constructed, compounded," past participle of syntithenai "to put together" (see synthesis). Related: Synthetical (1620s in logic). ***Etym. learning*** (n.) Old English leornung "learning, study," from leornian. ***Etym. method*** (n.) from Latin methodus "way of teaching or going," from Greek methodos "scientific inquiry, method of inquiry, investigation," originally "pursuit, a following after," from meta- "after" + hodos "a traveling, way". Meaning "way of doing anything" is from 1580s; that of "orderliness, regularity" is from 1610s. ***Definition***	**Kaedah Pembelajaran Simulasi/ Sintetik ** kata nama Definisi

• The principles, pedagogies, and educational strategies used in healthcare simulation. They include: • *Case-based learning* - written and oral presentations used to present and review clinical scenarios but do not involve hands-on learning. e.g., table-top simulation. • *Computer simulation* – see Computer Simulation. • *Procedural or Partial Task Training* - see Part-task Trainer or Task Trainer. • *Hybrid Simulation*- see Hybrid Simulation. • *Integrated procedural training (psychomotor focus)* - Combines a series of discrete tasks that are conducted simultaneously or in sequence to form a complex clinical task (e.g. endotracheal intubation and cervical spine immobilization in a trauma patient). • *Integrated procedural training (whole procedure)* - Integrates task training with role play (actors) to enable procedural and communication tasks to be practiced simultaneously. • *Mixed simulation*- see Mixed Simulation. • *Simulation / Scenario-based learning* - Learners interact with people, simulators, computers or task trainers to accomplish learning goals that are representative of the learner's real-world responsibilities. The environment may resembles the workplace. Depending on the learning objectives, realism can be built into the equipment or the environment. • *Standardized/Simulated Patient* - see Standardized/Simulated Patient. *Role play* - see Role Play. • **Debriefing** – see Debriefing. • *Multimodal formats* – see Multiple Modality. See also: MODALITY, TYPOLOGY	● Prinsip, pedagogi dan strategi pendidikan yang digunakan dalam simulasi penjagaan kesihatan. Ia termasuk: ● **Pembelajaran berasaskan kes** - pembentangan secara lisan atau bertulis digunakan untuk membentangkan dan menyemak senario klinikal tetapi tidak melibatkan pembelajaran secara praktikal. cth., simulasi atas meja. ● **Simulasi komputer** – lihat Simulasi Komputer. ● **Latihan Tugasan Prosedur atau Separa** - Simulator tugasan separa. ● **Simulasi Hibrid**- lihat Simulasi Hibrid. ● **Latihan prosedur bersepadu (fokus pada psikomotor)** - Menggabungkan satu siri tugasan yang dijalankan secara serentak atau mengikut urutan untuk membentuk tugasan klinikal yang kompleks (cth. intubasi endotrakeal dan imobilisasi tulang servikal dalam pesakit trauma). ● **Latihan prosedur bersepadu (prosedur keseluruhan)** - Mengintegrasikan latihan tugasan separa bersama permainan peranan (aktor) untuk membolehkan latihan tugasan secara prosedur dan komunikasi dilaksanakan secara serentak. ● **Simulasi bercampur**- lihat Simulasi Bercampur. ● **Simulasi / Pembelajaran berasaskan senario** - Pelajar berinteraksi dengan orang, simulator, komputer atau simulator tugasan separa untuk mencapai matlamat pembelajaran yang mencerminkan dunia sebenar. Persekitaran simulasi mungkin menyerupai tempat kerja. Bergantung pada objektif pembelajaran, realisme boleh dihasilkan melalui peralatan atau persekitaran. ● **Pesakit Piawai/Simulasi** - lihat Pesakit piawai/Simulasi. ● **Permainan berperanan** - lihat permainan Peranan. ● **Debriefing** – lihat Debrifing. ● **Format pelbagai modal** – lihat Modaliti Berbilang. Lihat juga: MODALITI, TIPOLOGI (ILMU PENGELASAN)
Simulation \ sim-yuh-ley-shuh n \ *noun* *Etym. simulation* (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	**Simulasi** \ kata nama

Definition - A technique that creates a situation or environment to allow persons to experience a representation of a real event for the purpose of practice, learning, evaluation, testing, or to gain understanding of systems or human actions. - An educational technique that replaces or amplifies real experiences with guided experiences that evoke or replicate substantial aspects of the real world in a fully interactive manner (Gaba Future Vision Qual Saf Health Care 2004). - A pedagogy using one or more typologies to promote, improve, or validate a participant's progression from novice to expert (INACSL, 2013). - The application of a simulator to training and/or assessment (SSH). - A method for implementing a model over time. See also: HEALTHCARE SIMULATION	Definisi - Satu teknik yang mencipta situasi atau persekitaran untuk membolehkan seseorang merasai seolah-olah pengalaman yang sebenar untuk tujuan latihan, pembelajaran, penilaian, ujian, atau untuk mendapatkan pemahaman tentang sistem atau tindakan manusia. - Suatu teknik pendidikan yang menggantikan atau menguatkan pengalaman sebenar dengan pengalaman berpandu bagi membangkitkan atau meniru suatu aspek dunia sebenar secara interaktif dengan sepenuhnya (Gaba Future Vision Qual Saf Health Care 2004). - Pedagogi yang menggunakan satu atau lebih tipologi untuk mempromosi, menambah baik, atau mengesahkan perkembangan peserta daripada novis kepada pakar (INACSL, 2013). - Penggunaan simulator untuk latihan dan/atau penilaian (SSH). - Kaedah untuk melaksanakan suatu model dalam suatu tempoh masa Lihat juga: SIMULASI KESIHATAN
Simulation Activity \ sim-yuh-ley-shuh n \ ak-tiv-i-tee \ *noun* **Etym. simulation** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. **Definition** - The entire set of actions and events from initiation to termination of an individual simulation event; in the learning setting, this is often considered to begin with the briefing (prebriefing) and end with the debriefing. - All the elements in a simulation session including the design and setup required. See also: CLINICAL SCENARIO, SCENARIO, SIMULATED-BASED LEARNING EXPERIENCE	**Aktiviti Simulasi** \ kata nama Definisi - Seluruh set tindakan dan peristiwa dari mula hingga akhir suatu simulasi; dalam suasana pembelajaran, ini selalunya dianggap bermula dengan taklimat (taklimat mula) dan berakhir dengan debrifing. - Semua unsur dalam suatu sesi simulasi termasuk reka bentuk dan susun atur yang diperlukan. Lihat juga: SENARIO KLINIKAL, SENARIO, PENGALAMAN PEMBELAJARAN BERASASKAN SIMULASI
Simulation-Enhanced Interprofessional Education / (Sim-IPE) sim-yuh-ley-shuh n \ in-ˈhan(t)st \ in-ˈtər\ prə-ˈfesh-nəl b\ e-jə-ˈkā-shən\ *noun*	**Pendidikan Antara Profesion yang Diperkasakan melalui Simulasi / (Sim-IPE)** kata nama

Etym. simulation (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Etym. education*** (n.) the action or process of teaching someone especially in a school, college, or university; the knowledge, skill, and understanding that you get from attending a school, college, or university; a field of study that deals with the methods and problems of teaching ***Definition*** • The education of health care professionals with different but complementary knowledge and skills in a simulation environment that promotes a collaborative team approach. Simulation-enhanced interprofessional education (Sim-IPE) occurs when participants and facilitators from two or more professions are engaged in a simulated health care experience to achieve shared or linked objectives and outcomes (Decker, S. et al., 2015); It is designed for the individuals involved to….*"learn about, from and with each other to enable effective collaboration and improve health outcomes"* (WHO, 2010, p.13). • A collaborative educational approach that brings together health care professionals of varying specialties in a simulation environment, engaging learners in an interprofessional teamwork model (Decker et. al). • A simulation environment of equal and mutual respect and recognition of each team member's knowledge and skills.	Definisi • Pendidikan profesional kesihatan dengan pengetahuan dan kemahiran yang berbeza tetapi saling melengkapi dalam persekitaran simulasi yang menggalakkan kerjasama berpasukan. Pendidikan Antara Profesion yang diperkasakan melalui simulasi (Sim-IPE) berlaku apabila peserta dan fasilitator daripada dua atau lebih profesion yang berasingan terlibat dalam satu pengalaman pembelajaran kesihatan secara simulasi bagi mencapai objektif dan hasil yang dikongsi atau dikaitkan (Decker, S. et al., 2015); • Ia direka untuk membolehkan individu yang terlibat …"belajar mengenai, daripada dan antara satu sama lain untuk membolehkan kerjasama yang berkesan dan meningkatkan taraf kesihatan" (WHO, 2010, p.13). • Pendekatan pendidikan kolaboratif yang menghimpunkan para profesional kesihatan dari pelbagai kepakaran dalam persekitaran simulasi, melibatkan pelajar dalam model kerja berpasukan antara profesional (Decker et. al). • Persekitaran simulasi yang saling menghormati serta mengiktiraf pengetahuan dan kemahiran setiap ahli pasukan.
Simulation Environment / Simulation Learning Environment / Synthetic Learning Environment (SLE) \ sim-yuh-ley-shuh n \ lur-ning \ en-vahy-ruh n-muh nt \ \ sin-ˈthe-tik\ ˈlərn-ing \ in-ˈvī-rə(n)-mənt \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Etym. synthetic*** (adj.) 1690s, as a term in logic,	**Persekitaran Simulasi / Persekitaran Pembelajaran Simulasi / Persekitaran Pembelajaran Sintetik (SLE)** kata nama

"deductive," from French synthétique (17c.) and directly from Modern Latin syntheticus, from Greek synthetikos "skilled in putting together, constructive," from synthetos "put together, constructed, compounded," past participle of syntithenai "to put together" (see synthesis). Related: Synthetical (1620s in logic).

Etym. learning (n.) Old English leornung "learning, study," from leornian.

Etym. environment (n.) 1887, "environing, surrounding," Ecological sense by 1967.

Definition
- The physical setting where simulation activities may take place, inclusive of the people and equipment that forms part of the simulation experience.
- A location where a simulation-based learning experience takes place, and where a safe atmosphere is created by the facilitator to foster sharing and discussion of participant experiences without negative consequences.
- A context for learning that consists of a controlled and shielded representation of real-world situations, and a set of educational methods and procedures in which trainees feel simultaneously challenged and psychologically safe to practice and reflect on their performance (Rudolph et al).
- An atmosphere that is created by the facilitator to allow for sharing and discussion of participant experiences without fear of humiliation or punitive action.
- A setting, surrounding, or conditions that reproduce components or aspects of the real-world environment, for the purpose of learning and related activities, and/or research (ASSH).

See also: PSYCHOLOGICAL SAFETY

Definisi
- ●Lokasi fizikal yang membenarkan aktiviti simulasi berlaku, ini termasuk orang dan peralatan yang membentuk sebahagian daripada pengalaman simulasi.
- ●Lokasi di mana pengalaman pembelajaran berasaskan simulasi berlaku, di mana suasana selamat dicipta oleh pemudah cara untuk memupuk perkongsian dan perbincangan pengalaman peserta tanpa kesan negatif.

- ●Konteks pembelajaran yang terdiri daripada persekitaran terkawal dan terlindung dari situasi dunia sebenar, serta satu set kaedah dan prosedur pendidikan yang mencabar para pelatih namun selamat dari segi psikologi untuk berlatih dan menilai semula prestasi mereka (Rudolph et al).
- ●Suasana yang dicipta oleh fasilitator untuk membolehkan perkongsian dan perbincangan pengalaman peserta tanpa rasa takut akan penghinaan atau tindakan menghukum.
- ●Suatu susun atur, persekitaran atau keadaan yang menghasilkan semula komponen atau aspek persekitaran dunia sebenar, untuk tujuan pembelajaran dan aktiviti berkaitan, dan/atau penyelidikan (ASSH).

Lihat juga: KESELAMATAN PSIKOLOGI

Simulation Ethics \ sim-yuh-ley-shuh n \ ˈe-thiks \ *noun*

Etym. simulation (n.). noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.

Etym. ethic (n.) character or pertaining to the character, from Latin (ethica), and is from the Ancient Greek (êthicos). "late 14c., *ethik* "study of morals," from Old French *etique* "ethics, moral philosophy"

Etika simulasi\ kata nama

(13c.), from Late Latin *ethica*, from Greek *ēthike philosophia* "moral philosophy," fem. of *ēthikos* "ethical, pertaining to character," from *ēthos* "moral character," related to *ēthos* "custom" (see **ethos**). Meaning "moral principles of a person or group" is attested from 1650s." ***ethics** (n.)* ""the science of morals," c. 1600, plural of Middle English *ethik* "study of morals" (see **ethic**). The word also traces to *Ta Ethika*, title of Aristotle's work. Related: *Ethicist*."

Definition	Definisi
• A self-imposed formalized code for all simulationists that includes the following values: "Integrity, Transparency, Mutual Respect, Professionalism, Accountability, and Results Orientation" (Park, Murphy, & Code of Ethics Working Group, 2018). • Is applicable for both simulation facilitators and the participants (learners); based on frameworks and values; includes one's behaviors and conduct during a simulation-based experience (Lioce, Graham, & Young, 2018). • A basis for simulations which is to promote patient safety and engage learners/participants (Pinar & Peksoy, 2016).	• Kod rasmi yang dikenakan untuk semua pengamal simulasi yang merangkumi nilai berikut: "Integriti, Ketelusan, Saling Menghormati, Profesionalisme, Akauntabiliti dan Orientasi Keputusan" (Park, Murphy, & Kumpulan Kerja Kod Etika, 2018). • Terpakai untuk kedua-dua fasilitator simulasi dan peserta (pelajar); berdasarkan rangka kerja dan nilai; termasuk tingkah laku dan kelakuan seseorang semasa pengalaman berasaskan simulasi (Lioce, Graham, & Young, 2018). • Asas dalam simulasi untuk menggalakkan keselamatan pesakit dan melibatkan pelajar/peserta (Pinar & Peksoy, 2016).

Simulation Fidelity \ sim-yuh-ley-shuh n \ fə-ˈde-lə-tē \ *noun* [Note: the term fidelity is often used synonymously with realism but not all agree these are the same] ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Etym. fidelity*** (n.) early 15c., "faithfulness, devotion," from Middle French fidélité (15c.), from Latin fidelitatem (nominative fidelitas) "faithfulness, adherence, trustiness," from fidelis "faithful, true, trusty, sincere," from fides "faith". From 1530s as "faithful adherence to truth or reality;" specifically of sound reproduction from 1878.	**Fideliti Simulasi** \ kata nama
Definition • The level of realism associated with a particular simulation activity. • The physical, semantic, emotional and experiential accuracy that allows persons to experience a simulation as if they were operating in an actual activity (SSH). • The believability, or the degree to which a simulated experience approaches reality.	Definisi • Tahap realisme yang dikaitkan dengan aktiviti simulasi tertentu. • Ketepatan fizikal, semantik, emosi dan pengalaman yang membolehkan seseorang mengalami suasana simulasi seolah-olah mereka sedang berada dalam aktiviti sebenar (SSH). • Kebolehpercayaan, atau tahap pengalaman simulasi mendekati realiti.

Fidelity can involve a variety of dimensions, including (a) physical factors such as environment, equipment, and related tools; (b) psychological factors such as emotions, beliefs, and self-awareness of participants; (c) social factors such as participant and instructor motivation and goals; (d) culture of the group; and (e) degree of openness and trust, as well as participants' modes of thinking (Rudolph et al, 2007). See also: FIDELITY	Fideliti boleh melibatkan pelbagai dimensi, termasuk (a) faktor fizikal seperti persekitaran, peralatan dan perkakas yang berkaitan; (b) faktor psikologi seperti emosi, kepercayaan, dan kesedaran diri peserta; (c) faktor sosial seperti motivasi dan matlamat peserta dan pengajar; (d) budaya sesuatu kumpulan; dan (e) tahap keterbukaan dan kepercayaan, serta cara pemikiran peserta (Rudolph et al, 2007). Lihat juga: FIDELITI
Simulation Guideline \ sim-yuh-ley-shuh n \ gahyd-lahyn \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Etym. guideline*** (n.)1785, "line marked on a surface before cutting," from guide + line (n.). Meaning "rope for steering a hot-air balloon" is from 1846. In figurative use by 1948. ***Definition*** • A recommendation of the qualities for simulation fidelity, simulation validity, simulation program, or for formative or summative evaluation (SSH). • A set of procedures or principles that are recommended to assist in meeting standards. Guidelines are not necessarily comprehensive; they provide a framework for developing policies and procedures based on best practice. • A set of recommendations, incorporating currently known best practice, based on research and/or expert opinion. Compare: SIMULATION STANDARD	**Garis Panduan Simulasi** \ kata nama Definisi • Pengesyoran kualiti untuk fideliti simulasi, kesahihan simulasi, program simulasi serta untuk penilaian formatif atau sumatif (SSH). • Satu set prosedur atau prinsip yang disyorkan untuk membantu dalam memenuhi piawaian. Garis panduan tidak semestinya menyeluruh; ia menyediakan kerangka untuk membangunkan dasar dan prosedur berdasarkan amalan terbaik. • Satu set cadangan, menggabungkan amalan terbaik yang diketahui pada masa ini, berdasarkan penyelidikan dan/atau pendapat pakar. Bandingkan: SIMULASI PIAWAI
Simulationist \ sim-yuh-ley-shuh n - ist \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • A modeling and simulation professional (Tucker, 2010). • A person "who is involved, full-time or part-time, in modeling or simulation activities" for	**Pengamal simulasi** \ kata nama Definisi • Seorang profesional pemodelan dan simulasi (Tucker, 2010). • Sesiapa "yang terlibat, sepenuh masa atau separuh masa, dalam aktiviti pemodelan atau simulasi" contohnya, membangunkan

example, develops models to be used for simulation purposes; performs simulation studies; develops simulation software; manages simulation projects; advertises and/or markets simulation products and/or services; maintains simulation products and/or services; promotes simulation-based solutions to important problems; advances simulation technology; and advances simulation methodology and/or theory (Ören, 2000). • A term used to describe "professionals involved in providing simulation activities, products, and services)" (Kardong-Edgren, 2013, p. e561). This can include Simulated Patient educators, trainers, and Standardized or Simulated Patients (SPs). • A term for "professionals involved in modelling and simulation activities and/or with providing modelling and simulation products and/or services" (Ören, Elzas, Smit, & Birta, 2002 Compare: DEBRIEFER, EDUCATOR, FACILITATOR, OPERATIONS SPECIALIST, SIMULATION TECHNOLOGY SPECIALIST	model untuk digunakan bagi tujuan simulasi; menjalankan kajian simulasi; membangunkan perisian simulasi; menguruskan projek simulasi; mengiklankan dan/atau memasarkan produk dan/atau perkhidmatan simulasi; menyenggara produk dan/atau perkhidmatan simulasi; menggalakkan penyelesaian berasaskan simulasi bagi sesuatu masalah; memajukan teknologi simulasi; dan memajukan metodologi dan/atau teori simulasi (Ören, 2000). ● Istilah yang digunakan untuk mencirikan "profesional yang terlibat dalam menyediakan aktiviti simulasi, produk dan perkhidmatan)" (Kardong-Edgren, 2013, hlm. e561). Ini termasuk pendidik Pesakit Simulasi, jurulatih dan Pesakit piawai atau Pesakit Simulasi (SP). ● Istilah untuk "profesional yang terlibat dalam aktiviti pemodelan dan simulasi dan/atau dengan menyediakan produk dan/atau perkhidmatan pemodelan dan simulasi" (Ören, Elzas, Smit, & Birta, 2002 Bandingkan: PENDEBRIF, PENGAJAR, PEMUDAH CARA, PENGKHUSUS OPERASI, JURUTEKNOLOGI SIMULASI
Simulation Operations \ sim-yuh-ley-shuh n \ op-uh-rey-shuh nz \ *noun* ***Etym. simulation** (n.)* noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Etym. operations** (n.)* only singular form (operation) - "late 14c., "action, performance, work," also "the performance of some science or art," from Old French *operacion* "operation, working, proceedings," from Latin *operationem* (nominative operatio) "a working, operation," noun of action from past-participle stem of *operari* "to work, labor" (in Late Latin "to have effect, be active, cause"), from *opera* "work, effort," related to *opus* (genitive *operis*) "a work" (from PIE root *op- "to work, produce in abundance")." ***Definition*** • "The infrastructure, people, and processes necessary for implementation of an effective and efficient simulation-based education (SBE) program" (The INACSL Standards Committee, 2017, p. 681). • A term which encompasses "the job duties related to the overall management, delivery,	**Pengoperasian Simulasi** \ kata nama Definisi ● "Infrastruktur, manusia dan proses yang diperlukan untuk pelaksanaan program pendidikan berasaskan simulasi (SBE) yang berkesan dan cekap" (The INACSL Standards Committee, 2017, p. 681). ● Istilah yang merangkumi "tugas kerja yang berkaitan dengan keseluruhan pengurusan, penyampaian dan fungsi

and function of simulation-based education" (Crawford, Bailey, & Steer, 2019, p. 148).	pendidikan berasaskan simulasi" (Crawford, Bailey, & Steer, 2019, p. 148).
Simulation Reliability \ sim-yuh-ley-shuh n \ ri-lahy-uh-bil-i-tee \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Etym. reliable*** (adj.) 1560s, raliabill, Scottish; see rely + -able. ***Definition*** • The consistency of a simulation activity, or the degree to which a simulation activity measures in the same way each time it is used under the same conditions with the same participants. • "Consistency of performance" under the same conditions with similar participants. (Scalese & Hatala, 2014) • The consistency is "tested by interrater, test-retest, and intra-instrument" (Adamson, 2014, p.155). Compare: SIMULATION VALIDITY	**Kebolehpercayaan Simulasi** \ kata nama Definisi • Ketekalan aktiviti simulasi, atau tahap aktiviti simulasi mengukur dengan cara yang sama setiap kali ia digunakan dalam keadaan yang sama dengan peserta yang sama. • "Ketekalan prestasi" di bawah keadaan yang sama dengan peserta yang serupa. (Scalese & Hatala, 2014) • Ketekalan "diuji oleh antara-penilai, uji dan uji-semula, dan intra-alatan" (Adamson, 2014, p.155). Bandingkan: KESAHIHAN SIMULASI
Simulation Standard \ sim-yuh-ley-shuh n \ stan-derd \ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • A statement of the minimum requirements for simulation fidelity, validity, formative or summative evaluation, or any other element related to a simulation activity or program (SSH). Compare: SIMULATION GUIDELINE	**Piawai Simulasi** \ kata nama Definisi • Pernyataan tentang keperluan minimum untuk fideliti simulasi, kesahihan, penilaian formatif atau sumatif, atau mana-mana elemen lain yang berkaitan dengan aktiviti atau program simulasi (SSH). Bandingkan: GARIS PANDUAN SIMULASI
Simulation Technology Specialist \ sim-yuh-ley-shuh n \ tek-ˈnä-lə-jē \ spesh-uh-list \ *noun* ***Etym. simulation*** *(n.)* noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	**Juruteknologi Simulasi** \ kata nama

Etym. technology *(n.)* "1610s, "a discourse or treatise on an art or the arts," from Greek *tekhnologia* "systematic treatment of an art, craft, or technique," originally referring to grammar, from *tekhno-,* combining form of *tekhnē* "art, skill, craft in work; method, system, an art, a system or method of making or doing," from PIE **teks-na-* "craft" (of weaving or fabricating), from suffixed form of root ***teks-** "to weave," also "to fabricate." For ending, see **-logy".** "The meaning "study of mechanical and industrial arts" (Century Dictionary, 1895, gives as example "spinning, metal-working, or brewing") is recorded by 1859. *High technology* attested from 1964; short form *high-tech* is from 1972."	
Etym. specialist *(n.)* "1852 (originally in the medical sense and much scorned by the GPs); see **special** (adj.) + **-ist**. Perhaps immediately from French *spécialiste* (1842). In general use in English by 1862. Related: *Specialism*."	Definisi
Definition • A person, defined as someone "with a diverse set of skills and expertise both technical and administrative related to the operation, support, and delivery of healthcare simulation" (Crawford, Bailey, & Steer, 2019, p. 148). • A person, also known as a "Sim Tech" or Simulation Technician who functions as a technician for healthcare simulation technology (Baily, 2014; Crawford, Bailey, & Steer, 2019); in addition to technical support, job duties may vary and include such duties as preparing for simulations (mannequin programming, set-up), running of equipment during simulations (simulator, audiovisual), equipment maintenance/repair, and education of others concerning simulation technologies (UW Health, 2017). • An individual who provides technological expertise, instructional support and advocacy in healthcare simulation. See also: OPERATIONS SPECIALIST, SIMULATIONIST	• Individu yang mempunyai kepelbagaian kemahiran dan kepakaran dari segi teknikal dan pengelolaan berkaitan operasi, sokongan dan penyampaian simulasi kesihatan. • Individu yang juga dikenali sebagai "Sim Tech" atau Juruteknik Simulasi yang berperanan sebagai juruteknik untuk teknologi berkaitan simulasi penjagaan kesihatan; di samping memberikan sokongan teknikal, peranan Juruteknik Simulasi turut merangkumi persediaan simulasi (manikin, pengaturcaraan perisian, susun atur), pengendalian peralatan semasa simulasi (simulator, alat pandang dengar), penyenggaraan dan pembaikan, dan pendidikan mengenai teknologi berkaitan simulasi. • Individu yang menawarkan kepakaran teknologi, sokongan pengajaran dan khidmat nasihat dalam simulasi penjagaan kesihatan. Lihat juga: PAKAR OPERASI, PENGAMAL SIMULASI
Simulation Testing Environment \sim-yuh-ley-shuh n \ tee-ching \ en-vahy-ruh n-muh nt *noun* **Etym. simulation** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	**Persekitaran Ujian Simulasi** \ kata nama

Definition - A context for formative or summative evaluation of an individual´s or team´s performance. The goals of the simulation testing environment are to create an equivalent activity for all participants in order to test their knowledge, skills, and abilities in a simulated setting (INACSL, 2013).	Definisi - Suatu konteks untuk penilaian formatif atau sumatif prestasi individu atau berpasukan. Matlamat persekitaran ujian simulasi adalah untuk memberikan pengalaman aktiviti yang setara untuk semua peserta bagi menguji pengetahuan, kemahiran, dan kebolehan mereka dalam sesuatu suasana simulasi (INACSL, 2013).
Simulation Time \ sim-yuh-ley-shuh n \ tahym \ *noun* **Etym. simulation** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. **Definition** - A simulation's internal representation of time; simulation time may accumulate faster, slower, or at the same pace as real-time. - A time established by the simulation educator before the start of the simulation exercise irrespective of the actual real time (Hancock et al, 2008).	**Tempoh Simulasi \ kata nama** Definisi - Tempoh semasa aktiviti simulasi; masa dalam simulasi mungkin lebih cepat, lebih perlahan atau pada kadar yang sama dengan masa nyata. - Masa yang ditentukan oleh pengajar simulasi sebelum memulakan suatu latihan simulasi tanpa mengira waktu nyata yang sebenar (Hancock et al, 2008).
Simulation Tool sim-yuh-ley-shuh n \ ˈtül \ *noun* **Etym. simulation** *(n.)* mid-14c., "a false show, false profession," from Old French *simulation* "pretence" and directly from Latin *simulationem* (nominative *simulatio*) "an imitating, feigning, false show, hypocrisy," noun of action from past participle stem of *simulare* "imitate," from stem of *similis* "like, resembling, of the same kind" (see **similar**). Meaning "a model or mock-up for purposes of experiment or training" is from 1954." **Etym. tool** *(n.)* "Old English tol "instrument, implement used by a craftsman or laborer, weapon," from Proto-Germanic *tōwalan* "implement" (source also of Old Norse *tol*), from a verb stem represented by Old English *tawian* "prepare" (see taw). The ending is the instrumental suffix -el (1). Figurative sense of "person used by another for his own ends" is recorded from 1660s." **Definition** - A model or mock-up for purposes of experiment or training. - A device, including lower and higher simulation technologies, that can be used to promote participant learning (Yale University, n.d.). Examples include task trainers, mannequins (manikins) and immersive	**Alatan Simulasi \ kata nama** Definisi - Suatu model atau bahan rekaan untuk tujuan eksperimen atau latihan. - Suatu peranti, termasuk yang berteknologi rendah atau tinggi yang boleh digunakan untuk meningkatkan pembelajaran peserta (Yale University, n.d.). Contohnya simulator tugasan separa, manikin dan

environments (i.e. virtual reality). The specific simulation tool should be chosen based on the predetermined objectives and outcomes (INACSL Standards Committee, 2016b; Yale University, n.d.). • The modality or "the platform for the experience" (INACSL Standards Committee, 2016b, S7). • A description of what healthcare simulation is; known as "an effective tool, technique, or method" (Barjis, 2011, p. 2). • An instrument used to assess/evaluate in a simulation. See also: MODALITY	persekitaran imersif (realiti maya). Alat simulasi khusus berkenaan harus dipilih berdasarkan objektif dan hasil pembelajaran yang telah ditentukan (INACSL Standards Committee, 2016b; Yale University, n.d.). • Modaliti atau "platfom untuk pengalaman simulasi" (INACSL Standards Committee, 2016b, S7). • Penerangan tentang simulasi penjagaan kesihatan yang merangkumi peralatan, teknik atau kaedah simulasi yang berkesan (Barjis, 2011, p. 2). • Suatu peralatan yang digunakan untuk penilaian/pentaksiran dalam simulasi. Lihat juga: MODALITI
Simulation Validity \sim-yuh-ley-shuh n \ vuh-lid-i-tee\ *noun* ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • The degree to which a model or simulation accurately represents or measures what it intends to measure. (Scalese and Hatala, 2014) • In healthcare simulation, the quality of a simulation or simulation program that demonstrates that the relationship between the process and its intended purpose is specific, sensitive, reliable, and reproducible (Dieckmann, 2009; SSH). • "The degree to which a test or evaluation tool accurately measures the intended concept of interest". (INACSL Standards Committee, 2016). • "How well the data measures the construct it is intended to measure" (Adamson, 2014,p.155). Compare: SIMULATION RELIABILITY	**Kesahihan Simulasi** \ kata nama Definisi • Ketepatan sesuatu model atau simulasi dalam mencerminkan atau mengukur apa yang mahu diukur. (Scalese and Hatala, 2014) • Kualiti simulasi kesihatan atau program simulasi yang menunjukkan hubungkait di antara proses dan tujuan adalah spesifik, sensitif, boleh dipercayai dan boleh dihasilkan semula. (Dieckmann, 2009; SSH) • Darjah ketepatan sesuatu ujian atau alatan penilaian dalam mengukur sesuatu konsep yang ditentukan. (INACSL Standards Committee, 2016). • Betapa bagusnya sesuatu data itu mengukur konstruk yang hendak diukur. (Adamson, 2014,p.155). Bandingkan: KEBOLEHPERCAYAAN SIMULASI
Simulator \ sim-yuh-ley-ter \ *noun* ***Etym. simulator*** (n.) 1835, of persons, from Latin simulator "a copier, feigner," agent noun from simulare "imitate," from stem of similis "like". In reference to training devices for complex systems, from 1947 (flight simulator). simulated (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966 (agent noun simulator in the related sense dates from 1947. In commercial jargon,	**Simulator** \ kata nama

"artificial, imitation" by 1942.	
Definition • A setting, device, computer program or system that performs simulation (Hancock et al, 2008). • Any object or representation used during training or assessment that behaves or operates like a given system and responds to the user's actions (SSH). • A device that duplicates the essential features of a task situation. A simulator generally has three elements – a modelled process which represents, emulates, or otherwise simulates a real world system, a control system, and a human machine interface which is representative of the inputs found in the real world system (Australian Dept. of Defense); examples include manikins and part-task trainers. See also: COMPUTER-BASED SIMULATION, MANIKIN, SERIOUS GAMES, SCREEN-BASED SIMULATION, SIMULATED PATIENT, STANDARDIZED PATIENT, TASK TRAINER, VIRTUAL REALITY	Definisi • Suatu susun atur, peranti, program atau sistem komputer atau yang melakukan simulasi.(Hancock et al, 2008). • Suatu objek atau representasi yang digunakan semasa latihan atau penilaian yang berkelakuan atau beroperasi seperti sistem asal dan bertindak balas terhadap tindakan pengguna. (SSH) • Peranti yang boleh meniru ciri-ciri penting dalam sesuatu situasi. Secara umumnya ia mempunyai tiga unsur - model yang mewakili, meniru, atau mensimulasikan sistem sebenar, suatu sistem kawalan dan antara-muka mesin dan manusia bagi mewakili input yang terdapat dalam sistem sebenar (Australian Dept. of Defense) contoh termasuk manikin dan simulator tugasan separa. Lihat juga: SIMULASI BERASASKAN KOMPUTER, MANIKIN, PERMAINAN SERIUS, SIMULASI BERASASKAN SKRIN, PESAKIT SIMULASI, PESAKIT PIAWAI, SIMULATOR TUGASAN SEPARA, REALITI MAYA
Situated Learning \sich-oo-ey-tid \ lur-ning \ *noun* ***Etym. situate*** (v.) early 15c., "to place in a particular state or condition," from Medieval Latin situatus, past participle of situare "to place, locate," from Latin situs "a place, position" (see site). Related: Situated; situating, situation (n.). ***Etym. learning*** (n.) Old English leornung "learning, study," from leornian (see learn). Learning curve attested by 1907. ***Definition*** • A theory that posits that learning occurs within authentic activity, context, and culture. Social interaction and collaboration are considered essential components (Lave and Wenger, 2008). This is opposed to a classroom learning activity that is abstract and out of context.	**Pembelajaran Bersituasi** \ kata nama Definisi • Teori yang menyatakan bahawa pembelajaran berlaku dalam suasana aktiviti, konteks, dan budaya sebenar. Interaksi dan kolaborasi sosial dianggap sebagai komponen penting. (Lave and Wenger, 2008). Teori ini bertentangan dengan aktiviti pembelajaran dalam kelas yang abstrak dan di luar konteks
Situational Awareness \sich-oo-ey-shuh n-ul \ ə-ˈwer-nis\ *noun* ***Etym. situate*** (v.) early 15c., "to place in a particular state or condition," from Medieval Latin situatus, past participle of situare "to place, locate," from Latin situs	**Kesedaran Situasi** \ kata nama

"a place, position" (see site). Related: Situated; situating, situation (n.).

Etym. awareness (n.) 1828, from aware + -ness. Late Old English gewær, "wary, cautious".

Definition
- Situation awareness (SA) is the perception of environmental elements within time and space, and a perception of their meaning; it involves being aware of what is happening around you to understand how information, events, and your own actions impact the outcomes and objectives.
- A field of study concerned with understanding of the environment critical to decision-makers in complex, dynamic areas; situational awareness refers to the degree to which one's perception of a situation matches reality.
- The awareness of fatigue and stress among team members (including oneself), environmental threats to safety, immediate goals, information sharing, and the deteriorating status of the crisis or patient. Most commonly used in the context of crisis resource management training (Hancock et al, 2008).

Compare: FIXATION ERROR, SHARED MENTAL MODEL

Definisi
- Kesedaran situasi adalah persepsi terhadap unsur persekitaran dalam suatu masa dan ruang serta persepsi maknanya; ini melibatkan kesedaran terhadap apa yang berlaku di sekeliling bagi memahami bagaimana sesuatu informasi, peristiwa mahupun tindakan kita sendiri boleh mempengaruhi suatu hasil dan objektif.
- Satu bidang kajian mengenai pemahaman persekitaran yang kritikal dalam membuat keputusan di dalam situasi yang kompleks dan dinamik; kesedaran situasi merujuk kepada sejauh mana persepsi seseorang terhadap situasi sepadan dengan dunia nyata.
- Kesedaran akan keletihan dan tekanan dalam kalangan anggota pasukan (termasuk diri sendiri), ancaman persekitaran terhadap keselamatan, matlamat, perkongsian maklumat dan keadaan pesakit yang semakin merosot. Sering digunakan dalam konteks pengurusan sumber bencana. (Hancock et al, 2008).

Bandingkan: RALAT LAZIM, MODEL MENTAL DIKONGSI

Standardized Patient (SP) \ stan-dər-ˌdīz-d \ pā-shənt \ *noun*
[Note: this term is often synonymous with Simulated Patient]

Etym. standard - "authoritative or recognized exemplar of quality or correctness" (late 15c.). Meaning "rule, principal or means of judgment" is from 1560s. That of "definite level of attainment" is attested from 1711 (as in standard of living, 1903).

Etym. patient – (n.) "suffering or sick person under medical treatment," late 14c.

Definition
- A person who has been carefully coached to simulate an actual patient so accurately that the simulation cannot be detected by a skilled clinician. In performing the simulation, the SP

Pesakit Piawai \ Kata nama
(Nota: istilah ini sering di sama ertikan dengan Pesakit Simulasi)

Definisi
- Seseorang yang telah dilatih dengan teliti untuk meniru pesakit sebenar dengan begitu tepat sehingga lakonan itu tidak dapat dikesan oleh doktor yang mahir. Dalam melakukan simulasi, SP

presents the gestalt of the patient being simulated; not just the history, but the body language, the physical findings, and the emotional and personality characteristics as well (Barrows 1987).	mempamerkan ciri-ciri seorang pesakit yang disimulasikan; bukan sahaja sejarah, tetapi bahasa badan, penemuan fizikal, dan ciri emosi dan personaliti juga (Barrows 1987).

- An individual trained to portray a patient with a specific condition in a realistic, standardized, and repeatable way and where portrayal/presentation varies based only on learner performance; this strict standardization of performance in a simulated session is what can distinguish standardized patients from simulated patients.
- SPs can be used for teaching and assessment of learners including but not limited to history/consultation, physical examination, and other clinical skills in simulated clinical environments (ASPE). SPs can also be used to give feedback and evaluate learner performance (ASPE).
- An individual who is trained to portray a real patient in order to simulate a set of symptoms or problems used for healthcare education, evaluation, and research (SSH).
- More commonly used in the USA and Canada in large part because SPs participate in high stakes assessments in which SP responses to the learner were standardized; in recent years as SPs have been included in more formative teaching scenarios, its meaning has become interchangeable with the term simulated patient.

See also: ACTOR, EMBEDDED PARTICIPANT, ROLE PLAYER, SIMULATED OR STANDARDIZED PATIENT OR PARTICIPANT, SIMULATED PERSON

- Seorang individu yang dilatih untuk menggambarkan pesakit dengan keadaan pesakit tertentu secara realistik, dengan piawaian tetap, dan boleh direplikasi. Penggambaran / persembahan pesakit piawai hanya berbeza berdasarkan prestasi pelajar; kawalan piawaian prestasi yang ketat dalam sesi simulasi inilah yang membezakan pesakit piawai dengan pesakit yang disimulasikan.
- Pesakit Piawai boleh digunakan dalam pengajaran dan pentaksiran pelajar dan ianya termasuk tetapi tidak terhad kepada pengambilan sejarah / perundingan, pemeriksaan fizikal, dan lain-lain kemahiran klinikal di dalam persekitaran simulasi klinikal. SP juga boleh memberi maklum balas dan menilai prestasi seseorang pelajar (ASPE).
- Individu yang dilatih untuk menggambarkan pesakit sebenar dengan mensimulasi gejala-gejala penyakit atau masalah kesihatan untuk tujuan pendidikan, penilaian dan penyelidikan (SSH).
- Digunakan secara meluas di Amerika Syarikat dan Kanada kerana penglibatan SP di dalam peperiksaan besar yang melibatkan tindakan SP dipiawaikan terhadap pelajar; kebelakangan ini SP digunakan di dalam senario pengajaran formatif. Penggunaan istilah ini selalunya digunakan secara tukar ganti dengan pesakit simulasi

Lihat juga: PELAKON, PESERTA TERANGKUM, PEMAIN BERPERANAN, PESAKIT ATAU PESERTA SIMULASI ATAU PIAWAI, INDIVIDU SIMULASI

Standardized Patient Simulation \ stan-dər-ˌdīz-d \ pā-shənt \ sim-yuh-ley-shuh n \ *noun* *[Note: the term Standardized Patient is often synonymous with Simulated Patient]* **Etym. standard** (n.) "authoritative or recognized exemplar of quality or correctness" (late 15c.). Meaning "rule, principal or means of judgment" is from 1560s. That of "definite level of attainment" is attested from 1711 (as in standard of living, 1903). **Etym. patient** (n.) "suffering or sick person under medical treatment," late 14c.	**Simulasi Pesakit Piawai** \kata nama (Nota: istilah Pesakit Piawai sering disama ertikan dengan Pesakit Simulasi)

Etym. simulation (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	
Definition • A simulation using a person or persons trained to portray a patient scenario or actual patient(s) for healthcare education. (SSH). • A modality used for the purpose of practice, learning, assessment, or to gain an understanding of systems or human actions in which standardized (or simulated) patients play a central role.	Definisi ●Simulasi yang menggunakan individu yang dilatih untuk menggambarkan senario pesakit atau pesakit sebenar dalam pendidikan kesihatan. ●Modaliti yang digunakan untuk tujuan latihan, pembelajaran, pentaksiran, atau untuk mendapatkan pemahaman tentang sistem atau tindakan manusia di mana pesakit piawai (atau simulasi) memainkan peranan penting.
Standardized/Simulated Participant \ stan-dər-ˌdīz-d \ sim-yə-ˌlāt-id \ pär-ˈti-sə-pənt \ *noun* See: SIMULATED PATIENT, STANDARDIZED PATIENT	**Peserta Simulasi / Piawai**\ kata nama Lihat: PESAKIT SIMULASI, PESAKIT PIAWAI
State/states \ stāt\ *noun* ***Etym.*** Meaning "physical condition as regards form or structure" is attested from late 13c. Meaning "mental or emotional condition" is attested from 1530s (phrase state of mind first attested 1749). ***Definition*** • A term used when programming manikins; state variables may include vital signs, monitor readings, body sounds, and verbalizations made by the simulator. • [pleural] A sequence of events that change over time (Sokolowski and Banks, 2009). This may include psychosocial behaviors in the simulation activities. Compare: EVENT See also: TRIGGER	**Keadaan** \ kata nama Definisi • Istilah yang digunakan semasa memprogram manikin; pemboleh ubah keadaan boleh merangkumi tanda vital, bacaan monitor, bunyi badan, dan pertuturan yang dikeluarkan oleh simulator. • [plural] Urutan peristiwa yang berubah dari masa ke masa (Sokolowski dan Banks, 2009). Ini mungkin merangkumi tingkah laku psikososial dalam aktiviti simulasi Bandingkan: PERISTIWA Lihat juga: PENCETUS
Stochastic \ stə-ˈkas-tik \ *adj* ***Etym.*** (adj.) 1660s, "pertaining to conjecture," from Greek stokhastikos "able to guess, conjecturing," from stokhos "a guess, aim, target, mark," literally "pointed stick set up for archers to shoot at"; the sense of "randomly determined" is from 1934, from German stochastik (1917). ***Definition***	**Stokastik** \ kata kerja Definisi • Berkaitan dengan proses, model, atau

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- Pertaining to a process, model, or variable whose outcome, result, or value depends on chance (M&S Glossary).

Compare: DETERMINISTIC

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pemboleh ubah yang hasil atau nilainya bergantung pada kebarangkalian (M&S Glossary).

Bandingkan: BERKETENTUAN/SEBAB MUSABAB

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Synthetic Learning Technologies \ sin-ˈthe-tik\ ˈlərn-ing \ tek-ˈnä-lə-jē-z \ *noun*

Etym. synthetic (adj.) 1690s, as a term in logic, "deductive," from French synthétique (17c.) and directly from Modern Latin syntheticus, from Greek synthetikos "skilled in putting together, constructive," from synthetos "put together, constructed, compounded," past participle of syntithenai "to put together" (see synthesis). Related: Synthetical (1620s in logic).

Etym. learning (n.) Old English leornung "learning, study," from leornian.

Etym. techno - word-forming element meaning "art, craft, skill," later "technical, technology," from Latinized form of Greek tekhno-, combining form of tekhne "art, skill, craft in work; method, system, an art, a system or method of making or doing".

Definition
- The technologies used in synthetic or simulated learning environments including manikin; computer-based virtual reality; haptics; actors; simulated patients; part-task / task trainers; hybrid; video (ASSH).

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Teknologi Pembelajaran Sintetik\ kata nama

Definisi
- Teknologi yang diguna pakai dalam persekitaran pembelajaran sintetik atau simulasi termasuk manikin; realiti maya berasaskan komputer; haptik; pelakon; pesakit simulasi; simulator tugas separa; hibrid; video (ASSH).

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Systems Integration   \ ˈsis-təmz \ ˌin-tə-ˈgrā-shən\ *noun*

Etym. system - (n.) 1610s, "the whole creation, the universe," from Late Latin systema "an arrangement, system," from Greek systema "organized whole, a whole compounded of parts," from stem of synistanai "to place together, organize, form in order," from syn- "together". Meaning "set of correlated principles, facts, ideas, etc." first recorded 1630s.

Etym integration (n.) 1610s, from French intégration and directly from Latin integrationem (nominative integratio) "renewal, restoration". ***Integrate*** - Meaning "to put together parts or elements and combine them into a whole" is from 1802. Related: Integrated; integrating

Definition

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Integrasi Sistem \ kata nama

Definisi
- Merupakan istilah kejuruteraan yang

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- An engineering term meaning to bring together the component <u>subsystems</u> into one system that functions together.[In healthcare, the ability to improve the quality of care and patient outcomes through re-engineering of care delivery processes. - A category of simulation program accreditation that recognizes programs that demonstrate consistent, planned, collaborative, integrated, and iterative application of simulation-based assessment, research, and teaching activities with systems engineering, and risk management principles to achieve excellent bedside clinical care, enhanced patient safety, and improved outcome metrics across the healthcare system(s) (SSH).	bermaksud penggabungan komponen subsistem ke dalam satu sistem yang berfungsi secara keseluruhan. Dalam penjagaan kesihatan pula, ianya merujuk kepada peningkatan kualiti perawatan pesakit yang dicapai melalui penyusunan semula proses penyampaian penjagaan kesihatan. Satu kategori akreditasi program simulasi, di mana ianya mengenal pasti program yang tekal, terancang, kolaboratif, bersepadu, dan berulang dalam mengaplikasikan pentaksiran, penyelidikan dan pengajaran berasaskan simulasi. Selain itu, ianya menerapkan kejuruteraan sistem dan prinsip pengurusan risiko bagi mencapai kecemerlangan perawatan pesakit, meningkatkan keselamatan pesakit, dan memperbaiki lain-lain ukuran di dalam sistem kesihatan. (SSH)

Tabletop Simulation (TTX) \ ˈtā-bəl-ˌtäp \ sim-yuh-ley-shuh n \ *noun* ***Etym. tabletop*** (adj.) table- late 12c., "board, slab, plate," from Old French table "board, square panel, plank; writing table; picture; food, fare" (11c.), and late Old English tabele "writing tablet, gaming table," from Germanic *tabal top (adj.) "being at the top, 1590s. or (n.) highest point," Old English top "summit, crest, tuft," ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Definition*** • An educational tool intended to provide students/learners an opportunity to apply knowledge through formal discussion of a described scenario (Lehtola, 2007). • In the context of tabletop exercise, involves key personnel discussing simulated scenarios in an informal setting. Can be used to assess plans, policies, and procedures (California Hospital Association, 2017).	**Simulasi *Tabletop*** \ kata nama Definisi • Satu kaedah pendidikan yang bertujuan untuk memberi peluang kepada pelajar untuk mengaplikasikan pengetahuan melalui perbincangan formal mengenai sesuatu senario (Lehtola, 2007). • Dalam konteks Simulasi Tabletop, pemain akan membincangkan senario simulasi dalam suasana yang tidak rasmi. Kaedah ini boleh digunakan untuk menilai suatu perancangan, polisi, dan prosedur (California Hospital Association, 2017).
Take-home Simulators \ teyk \ hohm \ sim-y*uh*-ley-ters \ *noun* ***Etym. take*** (v.) late Old English *tacan* "to take, seize," from a Scandinavian source (such as Old Norse *taka* "take, grasp, lay hold," past tense *tok*, past participle *tekinn*; Swedish *ta*, past participle *tagit*), from Proto-Germanic **takan-* (source also of Middle Low German *tacken*, Middle Dutch *taken*, Gothic *tekan* "to touch"), from Germanic root **tak-* "to take," of uncertain origin, perhaps originally meaning "to touch. ***Etym. home*** (n.) Old English *ham* "dwelling place, house, abode, fixed residence; estate; village; region, country," from Proto-Germanic **haimaz* "home" (source also of Old Frisian *hem* "home, village," Old	**Simulator Bawa-Pulang** \ kata nama

Norse *heimr* "residence, world," *heima* "home," Danish *hjem*, Middle Dutch *heem*, German *heim*"home," Gothic *haims* "village")	
Etym. simulator (n.) 1835, of persons, from Latin simulator "a copier, feigner," agent noun from simulare "imitate," from stem of similis "like". In reference to training devices for complex systems, from 1947 (flight simulator). simulated (adj.) 1620s, "feigned," past participle adjective from simulate (v.). Meaning "imitative for purposes of experiment or training" is from 1966 (agent noun simulator in the related sense dates from 1947. In commercial jargon, "artificial, imitation" by 1942.	
Definition • Simulators that can be taken home or used in other locations (e.g. call room). (Bokhari et al., 2010).	Definisi • Simulator yang boleh dibawa pulang, atau diguna pakai di lokasi lain (cthnya: bilik doktor atas panggilan). (Bokhari et al., 2010).
Take-home Simulation \ teyk \ hohm \ sim-y*uh*-ley-sh*uh* n \ *noun*	**Simulasi Bawa-Pulang** \ kata nama
Etym. take (v.) late Old English *tacan* "to take, seize," from a Scandinavian source (such as Old Norse *taka* "take, grasp, lay hold," past tense *tok*, past participle *tekinn*; Swedish *ta*, past participle *tagit*), from Proto-Germanic **takan-* (source also of Middle Low German *tacken*, Middle Dutch *taken*, Gothic *tekan* "to touch"), from Germanic root **tak-* "to take," of uncertain origin, perhaps originally meaning "to touch.	
Etym. home (n.) Old English *ham* "dwelling place, house, abode, fixed residence; estate; village; region, country," from Proto-Germanic **haimaz* "home" (source also of Old Frisian *hem* "home, village," Old Norse *heimr* "residence, world," *heima* "home," Danish *hjem*, Middle Dutch *heem*, German *heim*"home," Gothic *haims* "village")	
Etym. simulation (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	
Defnition • A combination of devices (e.g. laparoscopic box trainer), software, tasks, instructional videos, target performance levels, log sheets, and program overview materials that are provided to participants for use at in-home or other similar	Definisi • Gabungan peranti (cthnya: peralatan simulasi laparoskopi), perisian, tugasan, video pengajaran, sasaran prestasi, rekod log, dan bahan ikhtisar program yang disediakan kepada peserta untuk

locations for completing simulation activities (Wilson et al., 2019).	digunakan di rumah atau lokasi serupa untuk menyelesaikan aktiviti simulasi (Wilson et al., 2019).
Task Trainer / Part-Task Trainer / Partial Task Trainer \ tahsk \ trey-ner \ *noun* ***Etym. task*** (n.) early 14c., "a quantity of labor imposed as a duty," from Old North French tasque (12c., Old French tasche, Modern French tâche). General sense of "any piece of work that has to be done" is first recorded 1590s. ***Etym. trainer*** (n.) c. 1600, "one who educates or instructs,"agent noun from train (v.). Meaning "one who prepares another for feats requiring physical fitness" is from 1823, originally of horse trainers. ***Definition*** • A device designed to train in just the key elements of the procedure or skill being learned, such as lumbar puncture, chest tube insertion, central line insertion or part of a total system, *for example, ECG simulator* (Center for Immersive and Simulation Based Learning [CISL] & Levine et al). • A model that represents a part or region of the human body such as an arm, or an abdomen. Such devices may use mechanical or electronic interfaces to teach and give feedback on manual skills such as IV insertion, ultrasound scanning, suturing, etc…. Generally used to support procedural skills training; however they can be used in conjunction with other learning technologies to create integrated clinical situations (ASSH). See also: PROCEDURAL SIMULATION, SIMULATOR	**Simulator Tugasan Separa \ kata nama** Definisi ● Suatu peranti yang dicipta untuk melatih satu unsur utama untuk satu prosedur atau kemahiran seperti tebukan lumbar, sisipan tiub dada, sisipan vena utama, atau sebahagian daripada keseluruhan sistem, sebagai contoh simulator ECG (Center for Immersive and Simulation Based Learning [CISL] & Levine et al). ● Satu model yang mewakili sebahagian atau satu kawasan anggota tubuh seperti lengan, atau abdomen. Peranti tersebut berfungsi secara mekanikal atau elektronik untuk memberi maklumbalas terhadap sesuatu kemahiran yang dilatih seperti sisipan IV, imbasan ultrabunyi, menjahit luka, dll. Secara umum ianya digunakan bagi membantu untuk melatih kemahiran prosedur; namun ianya juga boleh digunakan di dalam teknologi pembelajaran yang lain bagi mencipta situasi klinikal bersepadu (ASSH). Lihat juga: SIMULASI PROSEDUR, SIMULATOR
Team-based Learning \ ˈtēm \ ˈbāst \ ˈlərn-ing \ *noun* ***Etym. team*** (n.) applied in Old English to groups of persons working together for some purpose, especially "group of people acting together to bring suit;" modern sense of "persons associated in some joint action" is from 1520s. Team spirit is recorded from 1928. Team player attested from 1886, originally in baseball. ***Etym. learning*** (n.) Old English leornung "learning, study," from leornian.	**Pembelajaran berasaskan pasukan \ kata nama**

Definition • A learning method which makes use of small group discussion and collaborative, self-directed study to foster new learning as opposed to imparting information. After a period of preliminary individual accountability, teams of learners complete with each other to learn information and solve problems, This is in distinction to traditional learning in which information is imparted from teacher to learner. A learning method with many similarities to Problem Based Learning (PBL). Unlike PBL, where a complex, open ended, case is given without the information to solve it, team-based learning capitalizes on the use of carefully chosen learning activities based on reading assignments (Michaelson & Parmelee).	Definisi • Kaedah pembelajaran yang menggunakan perbincangan kumpulan kecil dan kolaboratif, kajian kendiri untuk memupuk pembelajaran baharu berbanding dengan menyampaikan maklumat. Selepas satu saringan awal melihat kesediaan individu, kumpulan pelajar melengkapkan satu sama lain untuk mempelajari maklumat dan menyelesaikan masalah. Ini adalah berbeza dengan pembelajaran tradisional di mana maklumat disampaikan daripada guru kepada pelajar. • Kaedah pembelajaran yang mempunyai banyak persamaan dengan Pembelajaran Berasaskan Masalah (PBL). Berbeza dengan PBL, di mana kes yang kompleks dan terbuka diberikan kepada pelajar tanpa maklumat untuk menyelesaikannya Pembelajaran berasaskan pasukan memanfaatkan penggunaan aktiviti pembelajaran yang dipilih dengan teliti berdasarkan tugasan bacaan (Michaelson & Parmelee).
Technical skills \ˈtek-ni-kəl\ˈskil\ *noun* ***Etym. technical*** (adj.) 1610s, "skilled in a particular art or subject," formed in English from technic + al (1), or in part from Greek tekhnikos "of art; systematic," in reference to persons "skillful, artistic," from tekhne "art, skill, craft". The sense narrowed to "having to do with the mechanical arts" (1727). ***Etym. skills*** (n.) late 12c., "power of discernment," from Old Norse skil "distinction, ability to make out, discernment, adjustment," related to skilja (v.) "to separate; discern, understand," from Proto-Germanic *skaljo- "divide, separate" (cognates: Swedish skäl "reason," Danish skjel "a separation, boundary, limit," Middle Low German schillen "to differ," Middle Low German, Middle Dutch schele "separation, discrimination;". Sense of "ability, cleverness" first recorded early 13c. **Definition** • A skill that is required for the accomplishment of a specific task. • In healthcare, the knowledge, skill and ability to accomplish a specific medical task; for example, inserting a chest tube or performing a physical examination.	**Kemahiran teknikal** \ kata nama Definisi • Kemahiran yang diperlukan untuk menyelesaikan suatu tugas khusus. • Dalam bidang perubatan, pengetahuan, kemahiran dan keupayaan untuk menyelesaikan suatu tugas khusus; contohnya, memasukkan tiub dada atau melakukan pemeriksaan fizikal.
Technology Enhanced Healthcare Simulation (encompasses high and low technology healthcare simulation) \ tek-ˈnä-lə-jē\ in-ˈhan(t)s \ ˈhelth \ ˈker \ sim-yuh-ley-	**Simulasi Kesihatan yang Diperkasakan Melalui Teknologi (merangkumi simulasi penjagaan kesihatan berteknologi tinggi dan rendah)** \ kata nama

shuh n \ *noun*

Etym. techno - word-forming element meaning "art, craft, skill," later "technical, technology," from Latinized form of Greek tekhno-, combining form of tekhne "art, skill, craft in work; method, system, an art, a system or method of making or doing".

Etym. simulation (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.

Definition
- A group of materials and devices created or adapted to train healthcare professionals in a simulated environment. Examples include such diverse products as computer-based virtual reality simulators, high-fidelity and static mannequins, plastic models, live animals, inert animal products, and human cadavers (Cook et al.).
- An educational tool or device with which the learner physically interacts to mimic an aspect of clinical care for the purpose of teaching or assessment.

Definisi
- Sekumpulan bahan dan peranti yang dicipta atau disesuaikan untuk melatih seorang profesional kesihatan dalam satu persekitaran simulasi. Contohnya termasuk produk yang pelbagai seperti simulator realiti maya berasaskan komputer, manikin statik, manikin berfideliti tinggi, model plastik, haiwan sebenar, produk haiwan lengai, dan mayat manusia (Cook et al.).
- Alat atau peranti pendidikan yang mana pelajar berinteraksi secara fizikal untuk meniru aspek penjagaan klinikal untuk tujuan pengajaran atau penilaian.

Telepresence \ ˈtɛlɪˌprɛzəns \ *noun*

Tele-kehadiran\ kata nama

Etym. tele (adj.) before vowels *tel-*, word-forming element meaning "far, far off, operating over distance" (also, since c. 1940, "television"), from Greek *tele* "far off, afar, at or to a distance," related to *teleos* (genitive *telos*) "end, goal, completion, result," from PIE root *kwel- (2) "far" in space or time."

Etym presence (n.): mid-14c., "fact of being present," from Old French presence (12c., Modern French présence), from Latin praesentia "a being present," from praesentem (see present (n.)). Present c. 1300, "existing at the time," from Old French present "evident, at hand, within reach;" as a noun, "the present time" (11c., Modern French présent) and directly from Latin praesentem (nominative praesens) "present, at hand, in sight; immediate; prompt, instant; contemporary," from present participle of præesse "be before (someone or something), Meaning "being there" is from mid-14c. in English.

Definition
- Telepresence is the bridging of geographical separation using technology that enables interaction and communication approximate to being

Definisi
- Tele-kehadiran ialah penghubungan mereka yang dipisahkan oleh geografi melalui penggunaan teknologi yang membolehkan mereka berinteraksi dan berkomunikasi

actually present. Work-from-home meeting software, like Cisco WebEx, Zoom, etc., is telepresence. The environment you see in a through the webcam of your colleague is a real, non-computer generated environment (e.g. their office or home). Manikin-based simulations with a debriefer who is geographically separated but uses a telepresence robot would be telepresence, but not virtual presence (Shaw et al., 2018). Compare: VIRTUAL PRESENCE	seolah-seolah mereka hadir setempat. Tele-kehadiran adalah seperti perisian mesyuarat kerja dari rumah, seperti Cisco WebEx, Zoom, dsb.,. Persekitaran yang anda lihat melalui kamera sesawang rakan sekerja anda adalah persekitaran sebenar yang bukan dijana oleh komputer (misalnya. pejabat atau rumah mereka). Semasa melakukan simulasi berasaskan manikin, sekiranya pendibrif terpisah secara geografi sambil menggunakan robot tele-kehadiran, ini menjadikannya tele-kehadiran dan bukan kehadiran maya (Shaw et al., 2018). Bandingkan: KEHADIRAN MAYA
Telesimulation (Tele-OSCE) \ ˈtɛlɪˌ \ sim-y*uh*-ley-sh*uh* n \ *noun* ***Etym. tele*** (adj.) before vowels *tel-*, word-forming element meaning "far, far off, operating over distance" (also, since c. 1940, "television"), from Greek *tele* "far off, afar, at or to a distance," related to *teleos* (genitive *telos*) "end, goal, completion, result," from PIE root *kwel- (2) "far" in space or time." ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954. ***Defintion*** • "A telesimulation platform utilizes communications technology to provide mannequin-based simulation education between learners and instructors located remotely from one another. Specifically, the instructor controls the mannequin and moderates the debriefing remotely. During these sessions, the instructor observes the learners in real time and provides immediate feedback during the debriefing. This platform obviates the need to have instructors, learners, and mannequins in the same place at the same time, potentially allowing simulation-based educational sessions to occur with greater frequency for institutions not located proximate to formal simulation centers. Additionally, the telesimulation platform enables an experienced simulation instructor to observe and directly help new simulation instructors at remote simulation locations. Readily available Web-conferencing, screen-sharing software, microphones, and webcams makes telesimulation possible.	**Telesimulasi** \ kata nama Definisi • "Platform telesimulasi menggunakan teknologi komunikasi untuk menyampaikan pendidikan simulasi berasaskan manikin antara pelajar dan pengajar yang kedudukannya berjauhan antara satu sama lain. Secara khusus, pengajar akan mengawal manikin dan mengendalikan debrifing dari jauh. Semasa sesi ini, pengajar memerhati pelajar secara masa sebenar dan memberikan maklum balas serta merta semasa debrifing. Platform ini membolehkan simulasi berlangsung sambil pengajar, pelajar dan manikin berada di tempat yang berbeza pada masa yang sama. Ini membolehkan sesi pendidikan berasaskan simulasi berlaku dengan kerap walaupun institusi terlibat berjauhan dengan pusat simulasi yang formal. Selain itu, kaedah telesimulasi ini membenarkan pengajar yang berpengalaman memerhati dan membantu pengajar baru secara langsung dari lokasi yang jauh. Telesimulasi dapat dilaksanakan dengan adanya kemudahan telesidang, perisian perkongsian skrin,

Mannequin-based telesimulation is relatively new and not well represented in the literature, but could facilitate systems changes, providing educational experiences to health care professionals in locations not currently benefiting from mannequin-based simulation opportunities. Several research questions need to be addressed in future studies to better develop this educational approach, including technical feasibility, logistic issues, a comparison of telesimulation to other simulation approaches, and assessing limitations of the telesimulation platform" (Hayden et al., 2018, p. 144). • "Telesimulation (TS) is a novel concept that uses the internet to link simulators between an instructor and a trainee in different locations" (Okrainec et al., 2010, p. 417). "Telesimulation uses the Internet to link simulators between an instructor and trainee in different locations" (Okrainec et al., 2010, p. 417). "Using two simulators, multiple computers, a series of webcams, and basic video conferencing software, the instructor and trainee can see within each other's simulators as well as see and speak to each other" (Okrainec et al., 2010, p. 418). Telesimulation differs from "telementoring or teleconferencing because it actually connects two simulators in different physical locations," allowing teacher and student to see, but not control, what the other is doing in real time (Okrainec et al., 2010, p. 418). …. "Telesimulation is a novel, practical, inexpensive, effective, and well-received method for teaching appropriate procedural skills" (Mikrogianakis et al., 2011, p. 427). Compare: DISTANCE SIMULATION, REMOTE SIMULATION	mikrofon dan kamera sesawang. Telesimulasi berasaskan manikin agak baharu dan tidak banyak dibincangkan dalam sorotan ilmiah, tetapi boleh memudahkan perubahan sistem, memberikan pengalaman pendidikan kepada ahli profesional kesihatan di lokasi yang tidak berpeluang menjalankan simulasi berasaskan manikin. Beberapa persoalan perlu ditangani dalam penyelidikan masa depan agar pendekatan pendidikan ini dapat diuruskan dengan lebih baik, termasuk isu berkaitan kebolehlaksanaan teknikal, logistik, perbandingan dengan pendekatan simulasi yang lain, dan menilai batas keupayaan platform telesimulasi" (Hayden et al., 2018, p. 144). ● "Telesimulasi (TS) merupakan satu konsep baru yang menggunakan internet bagi menghubungkan simulator dengan pengajar dan pelatih di lokasi yang berbeza" (Okrainec et al., 2010, p. 417). "Telesimulasi menggunakan internet untuk menghubungkan simulator antara pengajar dan pelatih di lokasi yang berbeza" (Okrainec et al., 2010, p. 417). "Dengan menggunakan dua simulator, berbilang komputer, satu siri kamera sesawang, dan perisian telesidang, pengajar dan pelatih boleh melihat dalam simulator masing-masing serta melihat dan bercakap antara satu sama lain" (Okrainec et al., 2010, ms 418). Telesimulasi berbeza daripada "tele-pementoran atau telesidang kerana ia sebenarnya menghubungkan dua simulator di lokasi fizikal yang berbeza," membolehkan guru dan pelajar melihat, tetapi tidak mengawal, apa yang dilakukan oleh orang lain dalam masa sebenar (Okrainec et al., 2010, ms. 418) . …. "Telesimulasi ialah kaedah baharu yang praktikal, murah, berkesan, dan diterima baik untuk mengajar kemahiran prosedur yang sesuai" (Mikrogianakis et al., 2011, p. 427). Bandingkan: SIMULASI JARAK JAUH, SIMULASI TERPENCIL
Training Scars \ ˈtrā-niŋ \ ˈskär \ *noun* *Etym. training* (adj.) mid-15c., "protraction, delay," verbal noun from **train** (v.). From 1540s as "discipline and instruction to develop powers or skills;" 1786 as "exercise to improve bodily vigor." *Training wheels* as	**Parut Latihan ** kata nama

an attachment to a bicycle is from 1953. **Etym. scar** (n.) late 14c., from Old French *escare* "scab" (Modern French *escarre*), from Late Latin *eschara*, from Greek *eskhara* "scab formed after a burn," literally "hearth, fireplace," of unknown origin. English sense probably influenced by Middle English *skar* (late 14c.) "crack, cut, incision," from Old Norse *skarð*, related to **score** (n.). Figurative sense attested from 1580s. **Definition** • A bad habit, practice, or procedure that is taught, can result from errors of commission or errors of omission in teaching • The unintentional bad habits acquired during the course of training • The creation of obvious or latent errors in behaviors that typically appear under certain conditions, especially when under stress or in stressful situations. • Methods in which learners have been trained that do not directly apply to practice or operations and are not based in reality (Ellefritz, 2019, Grossman, 2008) Compare: NEGATIVE LEARNING Consider also: STRESS INNOCULATION	Definisi • Tabiat, amalan, atau prosedur buruk yang diajar, boleh disebabkan oleh kesilapan perlakuan atau kesilapan peninggalan dalam pengajaran • Tabiat buruk yang diperoleh semasa latihan secara tidak sengaja • Kejadian ralat yang jelas atau terpendam dalam tingkah laku yang biasanya muncul dalam keadaan tertentu, terutamanya apabila berada dalam tekanan atau dalam situasi tertekan. • Kaedah yang diajarkan kepada pelajar namun sebenarnya tidak boleh diamalkan dan tidak berdasarkan apa yang berlaku dalam dunia sebenar (Ellefritz, 2019, Grossman, 2008) Bandingkan: PEMBELAJARAN NEGATIF Pertimbangkan juga: INOKULASI TEKANAN
Trigger(s) \ˈtri-gər \ *noun* **Etym. trigger** (n.) "device by means of which a catch or spring is released and a mechanism set in action". **Definition** • An event or events that move the simulation from one state to another. • Anything, as an act or event, that serves as a stimulus and initiates or precipitates a reaction (dictionary.com). See also: STATE/STATES	**Pencetus** \ kata nama Definisi • Peristiwa yang mengerakkan simulasi dari satu keadaan ke keadaan lain. • Apa-apa sahaja, sama ada perbuatan atau peristiwa, yang bertindak sebagai rangsangan dan memulakan atau mencetuskan suatu tindak balas (kamus.com). Lihat juga: KEADAAN
Typology \tī-ˈpä-lə-jē \ *noun* **Etym. typology** (n.) "doctrine of symbols," 1845, from Greek typos. Related: Typological; typologically. **Definition** • The classification of different educational methods or equipment; for example, 3-	**Tipologi** \ kata nama Definisi • Klasifikasi kaedah atau peralatan pendidikan yang berbeza; contohnya, model 3 dimensi, perisian komputer,

dimensional models, computer software, standardized patients, partial-task trainers, or high-fidelity patient simulators (INACSL, 2013). See also: MODALITY, SIMULATED/SYNTHETIC LEARNING METHOD	pesakit piawai, simulator tugasan separa atau simulator pesakit berfideliti tinggi (INACSL, 2013). Lihat juga: MODALITI, KAEDAH PEMBELAJARAN SIMULASI/SINTETIK

V

Validity \ vuh-lid-i-tee\ *noun* See: SIMULATION VALIDITY	**Validiti** \ kata nama Lihat: VALIDITI SIMULASI
Virtual Environment \ ˈvər-chə-wəl \ in-ˈvī-rə(n)-mənt \ *noun* [C] ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym. environment*** (n.) *sense of "the aggregate of the conditions in which a person or thing lives" is by 1827 (used by Carlyle to render German Umgebung); specialized ecology sense first recorded 1956.* ***Definition*** • A simulated environment rendered by a computer, mobile device, or virtual reality / augmented reality / mixed reality device. (Schwebel, Severson, & He, 2017). Compare: VIRTUAL WORLD See also: VIRTUAL REALITY	**Persekitaran Maya** \ kata nama Definisi • Persekitaran simulasi yang dihasilkan oleh komputer, peranti mudah alih atau realiti maya / realiti tertambah / peranti realiti gabungan. (Schwebel, Severson, & He, 2017). Bandingkan: DUNIA MAYA Lihat juga: REALITI MAYA
Virtual Patient \ˈvər-chə-wəl \ pā-shənt \ *noun* ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym. patient*** – (n.) "suffering or sick person under medical treatment," late 14c. ***Definition*** • A representation of an actual patient. Virtual patients can take many forms such as software-based physiological simulators, simulated patients, physical manikins and simulators, (Ellaway, Terry & Poulton). • A computer program that simulates real-life clinical scenarios in which the learner acts as a healthcare provider obtaining a history and	**Pesakit Maya** \ kata nama Definisi • Mewakili pesakit sebenar. Pesakit maya boleh mengambil pelbagai jenis seperti perisian simulator fisiologi, pesakit simulasi, manikin dan simulator, (Ellaway, Terry & Poulton). • Satu program komputer yang meniru senario klinikal sebenar di mana pelajar bertindak sebagai perawat kesihatan yang mengambil sejarah dan melakukan

physical exam, and making diagnostic and therapeutic decisions (ASSH). See also: ARTIFICIAL INTELLIGENCE Compare: STANDARDIZED PATIENT, SIMULATED PATIENT	pemeriksaan fizikal, serta membuat keputusan diagnostik dan terapeutik (ASSH). Lihat juga: KECERDASAN BUATAN Bandingkan: PESAKIT PIAWAI, PESAKIT SIMULASI
Virtual Presence \ vur-choo-*uh* l \ prɛzəns \ *noun* ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym Presence*** (n.): mid-14c., "fact of being present," from Old French presence (12c., Modern French présence), from Latin praesentia "a being present," from praesentem (see <u>present</u> (n.)). Present c. 1300, "existing at the time," from Old French present "evident, at hand, within reach;" as a noun, "the present time" (11c., Modern French présent) and directly from Latin praesentem (nominative praesens) "present, at hand, in sight; immediate; prompt, instant; contemporary," from present participle of præesse "be before (someone or something), Meaning "being there" is from mid-14c. in English. ***Definitions*** • The "sense of being physically present with visual, auditory, or force displays generated by a computer" and is similar but distinct from Telepresence, the "sense of being physically present with virtual object(s) at the remote teleoperator site" (Sheridan, 1992, p. #). • Virtual presence refers to the degree to which individuals experience a computer-generated environment rather than the physical locale (Samosorn et al., 2019). Compare: TELEPRESENCE	**Kehadiran Maya** \ kata nama Definisi • "Perasaan hadir secara fizikal melalui paparan visual, pendengaran atau imej paksaan yang dihasilkan oleh komputer". Ianya serupa tetapi tidak sama dengan Tele-kehadiran. "Perasaan hadir secara fizikal dengan objek maya di lokasi yang terpencil" (Sheridan, 1992, hlm. #). • Kehadiran maya merujuk kepada tahap di mana individu mengalami persekitaran yang dijana komputer dan bukannya tempat fizikal (Samosorn et al., 2019). Bandingkan: TELE-KEHADIRAN
Virtual Reality \ ˈvər-chə-wəl \mrē-ˈa-lə-tē\ *noun* ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of	**Realiti Maya** \ kata nama

producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym. reality*** (n.) 1540s, "quality of being real," from French réalité and directly Medieval Latin realitatem (nominative realitas), from Late Latin realis. Meaning "real existence, all that is real" is from 1640s; that of "the real state (of something)" is from 1680s. Sometimes 17c.-18c. also meaning "sincerity." Reality-based attested from 1960. ***Definition*** • The use of computer technology to create an interactive three-dimensional world in which the objects have a sense of spatial presence; virtual environment and virtual world are synonyms for virtual reality (M&S Glossary). • A computer-generated three-dimensional environment that gives an immersion effect. • Often refers to the three-dimensional (3D) Head-mounted Display VR (HMD VR) in which the Virtual World is projected using a head-mounted display (e.g. Oculus Rift, HTC Vive Pro). (Chang and Weiner, 2016) • A shorthand of the HMD VR hardware, which always uses a Virtual World. In that way, it is not necessarily synonymous with Virtual Environment and Virtual World, but a synecdoche / metonymy. See also: SIMULATOR	Definisi • Penggunaan teknologi komputer untuk mencipta dunia tiga dimensi interaktif di mana objek mempunyai rasa kehadiran ruang; persekitaran maya dan dunia maya adalah sinonim untuk realiti maya (Glosari M&S). • Persekitaran tiga dimensi yang dijana komputer yang memberikan kesan imersif. • Selalunya merujuk kepada paparan VR yang dipapar melalui paparan lekap kepala (HMD VR) tiga dimensi (3D) di mana Dunia Maya ditayangkan menggunakan paparan yang dipasang di kepala (cth. Oculus Rift, HTC Vive Pro). (Chang dan Weiner, 2016) • Kata singkatan perkakasan HMD VR, yang sentiasa menggunakan Dunia Maya. Dengan cara itu, ia tidak semestinya sinonim dengan Persekitaran Maya dan Dunia Maya, tetapi sinekdok / metonimi. Lihat juga: SIMULATOR
Virtual Reality Environment \ˈvər-chə-wəl \rē-ˈa-lə-tē \ in-ˈvī-rə(n)-mənt \ *noun* ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym. reality*** (n.) 1540s, "quality of being real," from French réalité and directly Medieval Latin realitatem (nominative realitas), from Late Latin realis. Meaning "real existence, all that is real" is from 1640s; that of "the real state (of something)" is from 1680s. Sometimes 17c.-18c. also meaning "sincerity." Reality-based attested from 1960. ***Definition***	**Persekitaran Realiti Maya** \ kata nama Definisi

• A wide variety of computer-based applications commonly associated with immersive, highly visual, 3D characteristics, that allow the participant to look about and navigate within a seemingly real or physical world. It is generally defined based on the type of technology being used, such as head-mounted displays, stereoscopic capability, input devices, and the number of sensory systems stimulated (ASSH).	• Pelbagai jenis aplikasi berasaskan komputer yang biasanya dikaitkan dengan ciri-ciri 3D yang imersif dan sangat visual. Ianya membolehkan peserta melihat dan mengemudi dalam dunia maya yang kelihatan nyata atau fizikal. Ia biasanya ditakrifkan berdasarkan jenis teknologi yang digunakan, seperti paparan lekap kepala, keupayaan stereoskopik, peranti input dan ransangan pelbagai sistem deria (ASSH).
Virtual Reality Simulation \ ˈvər-chə-wəl \ rē-ˈa-lə-tē \ sim-yuh-ley-shuh n \ *noun* ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym. reality*** (n.) 1540s, "quality of being real," from French réalité and directly Medieval Latin realitatem (nominative realitas), from Late Latin realis. Meaning "real existence, all that is real" is from 1640s; that of "the real state (of something)" is from 1680s. Sometimes 17c.-18c. also meaning "sincerity." Reality-based attested from 1960. ***Definition*** • Simulations that use a variety of immersive, highly visual, 3D characteristics to replicate real-life situations and/or healthcare procedures; virtual reality simulation is distinguished from computer-based simulation in that it generally incorporates physical or other interfaces such as a computer keyboard, a mouse, speech and voice recognition, motion sensors, or haptic devices (ASSH).	**Simulasi Realiti Maya** \ kata nama Definisi • Simulasi yang menggunakan pelbagai ciri 3D yang imersif, sangat visual untuk meniru situasi kehidupan sebenar dan/atau prosedur penjagaan kesihatan; simulasi realiti maya dibezakan daripada simulasi berasaskan komputer kerana ia biasanya menggabungkan antara muka fizikal atau lain-lain antara muka seperti papan kekunci komputer, tetikus, pengecaman pertuturan dan suara, penderia gerakan atau peranti haptik (ASSH).
Virtual Simulation \ˈvər-chə-wəl \ sim-yuh-ley-shuh n \ *noun* ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym. simulation*** (n.) noun of action from past participle stem of simulare "imitate," from stem of similis "like". Meaning "a model or mock-up for purposes of experiment or training" is from 1954.	**Simulasi Maya** \ kata nama

Definition • The recreation of reality depicted on a computer screen (McGovern, 1994). • A simulation involving real people operating simulated systems.. Virtual simulations may include surgical simulators that are used for on-screen procedural training and are usually integrated with haptic device(s) (McGovern, 1994; Robles-De La Torre, 2011). • A type of simulation that injects humans in a central role by exercising motor control skills *(for example, flying an airplane)*, decision skills *(committing fire control resources to action)*, or communication skills *(, as members of an air traffic control team)* (Hancock et al, 2008).	Definisi • Penciptaan semula realiti yang digambarkan pada skrin komputer (McGovern, 1994). • Simulasi yang melibatkan orang sebenar mengendalikan sistem simulasi. Simulasi maya boleh juga termasuk simulator pembedahan yang digunakan untuk latihan prosedur atas skrin dan biasanya digabungkan dengan peranti haptik (McGovern, 1994; Robles-De La Torre, 2011). • Sejenis simulasi yang meletakkan manusia dalam peranan utama dengan cara menggunakan kemahiran kawalan motor (contohnya, menerbangkan kapal terbang), kemahiran membuat keputusan (menyerahkan sumber kawalan kebakaran kepada tindakan), atau kemahiran komunikasi (, sebagai ahli pasukan kawalan trafik udara) (Hancock et al, 2008).
Virtual World \ ˈvər-chə-wəl \ wurld \ *noun [C]* ***Etym. virtual*** (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959. ***Etym. world*** (n.) Originally "life on earth, this world (as opposed to the afterlife)," sense extended to "the known world," then to "the physical world in the broadest sense, the universe" (c. 1200). In Old English gospels, the commonest word for "the physical world," was *Middangeard* (Old Norse *Midgard*), literally "the middle enclosure" (see yard (n.1)), which is rooted in Germanic cosmology. Greek *kosmos* in its ecclesiastical sense of "world of people" sometimes was rendered in Gothic as manaseþs, literally "seed of man." The usual Old Norse word was *heimr*, literally "abode" (see home). Words for "world" in some other Indo-European languages derive from the root for "bottom, foundation" (such as Irish *domun*, Old Church Slavonic *duno*, related to English *deep*); the Lithuanian word is *pasaulis*, from *pa-* "under" + *saulė* "sun." **Definition** • Similar to Virtual Environment, though implies multiple characters, learners, or participants and potentially, a larger scale than a virtual environment. (Chang and Weiner, 2016)	**Dunia Maya** \ kata nama Definisi • Serupa dengan Persekitaran Maya, namun mempunyai pelbagai watak, pelajar atau peserta dan berpotensi untuk skala yang lebih besar daripada persekitaran maya. (Chang dan Weiner, 2016) • Dunia maya atau dunia dalam talian

• A virtual world or massively multiplayer online world (MMOW) in a computer-based simulated environment. (Change et al, 2016) Compare: VIRTUAL ENVIRONMENT	berbilang pemain besar-besaran (MMOW) dalam persekitaran simulasi berasaskan komputer. (Change et al, 2016) Bandingkan: PERSEKITARAN MAYA

W

Wide-Area Virtual Environment (WAVE) \ ˈwīd \ ˈā-rē-ə \ ˈvər-chə-wəl \ in-ˈvī-rə(n)-mənt \ *noun*	Persekitaran Maya Kawasan Luas (WAVE) \ kata nama
Etym. wide (adj.) "Old English *wid* "vast, broad, long," also used of time, from Proto-Germanic **widaz* (source also of Old Saxon, Old Frisian *wid*, Old Norse *viðr*, Dutch *wijd*, Old High German *wit*, German *weit*), perhaps from PIE **wi-ito-*, from root **wi-* "apart, away, in half."	
Etym. area (n.) *"1530s, "vacant piece of ground," from Latin *area* "level ground, open space," used of building sites, playgrounds, threshing floors, etc.; which is of uncertain origin. Perhaps an irregular derivation from *arere* "to become dry" (see **arid**), on notion of "bare space cleared by burning." The generic sense of "any particular amount of surface (whether open or not) contained within any set of limits" is from 1560s. *Area code* in the North American telephone systems is attested from 1959."*	
Etym. virtual (adj.) The meaning "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" (early 15c.). Computer sense of "not physically existing but made to appear by software" is attested from 1959.	
Etym. environment (n.) *"c. 1600, "state of being environed" (see **environ** (v.) + **-ment**); sense of "the aggregate of the conditions in which a person or thing lives" is by 1827 (used by Carlyle to render German *Umgebung*); specialized ecology sense first recorded 1956."*	
Definition • First used in the military, the Wide Area Virtual Environment is a non-proprietary term similar to a CAVE, in which participant(s) undergo a simulation within an area enclosed by walls with projected images. Specialized goggles are not required for WAVEs. • WAVES can be very large, almost 8,000 square feet (745 square meters) with multiple chambers, corridors, and sections. The walls act as large movie screens with continued projected images, and sound systems enable participants to echolocate ambient noises.	Definisi • Pertama kali digunakan dalam bidang ketenteraan, Persekitaran Maya Kawasan Luas ialah istilah tanpa hak cipta, seperti CAVE, di mana peserta menjalani simulasi dalam kawasan yang dikelilingi oleh dinding dengan imej yang ditayangkan. HMD khusus tidak diperlukan untuk WAVE. • WAVE boleh jadi sangat besar, iaitu hampir 8,000 kaki persegi (745meter persegi) dengan berbilang ruang, laluan dan bahagian. Dindingnya bertindak sebagai skrin yang besar dengan imej

Compare: CAVE AUTOMATED VIRTUAL ENVIRONMENT	yang dipancarkan secara berterusan, dan sistem bunyi yang membolehkan peserta mengesan bunyi persekitaran melalui gema Bandingkan: PERSEKITARAN MAYA GUA TERAUTOMASI

Appendix

TERMS NO LONGER RECOMMENDED FOR USE BY SSH
<Istilah yang tidak lagi dicadangkan penggunaannya oleh SSH>

Confederate \ kən-ˈfe-d(ə-)rət \ *noun* ***Etym.*** late 14c., from Late Latin confoederatus "leagued together," past participle of confoederare "to unite by a league," from com- "with, together". ***Definition*** • An individual(s) who, during the course of the clinical scenario, provides assistance locating and/or troubleshooting equipment. This individual(s) may provide support for participants in the form of 'help available', e.g. *'nurse in charge'*, and/or to provide information about the manikin that is not available in other ways, e.g*., temperature, color change*, and/or to provide additional realism by playing the role of a relative or a staff member (ASSH). • An individual other than the patient who is scripted in a simulation to provide realism, additional challenges or additional information for the learner e.g., *paramedic, receptionist, family member, laboratory technician* (Victorian Simulated Patient Network). Instead, used one of the following as best fits: ACTOR, EMBEDDED PARTICIPANT, SIMULATED PATIENT, SIMULATED PERSON, STANDARDIZED PATIENT	**Konfederat** \ kata nama Definisi • Individu yang memberi bantuan/sokongan dari segi mencari dan/atau menyelesaikan masalah berkenaan peralatan semasa senario simulasi klinikal. Individu ini, boleh memberi sokongan pada peserta, cthnya sebagai jururuwat bertugas, dan/atau memberi maklumat yang tidak dapat diperolehi dengan cara lain mengenai simulator misalnya suhu, perubahan warna, dan/atau memberikan realisme tambahan dengan memainkan peranan sebagai ahli keluarga atau kakitangan. (ASSH) • Individu selain pesakit yang telah direncanakan dalam sesuatu simulasi bagi memberi kesan realisme, cabaran atau maklumat tambahan kepada pelajar cth. Paramedik, penyambut tetamu, ahli keluarga, juruteknik makmal (Victorian Simulated Patient Network) Sebaliknya, gunakan salah satu daripada yang berikut mengikut kesesuaian: PELAKON, PESERTA TERANGKUM, PESAKIT SIMULASI, INDIVIDU SIMULASI, PESAKIT PIAWAI.

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This project is a partnership between AHRQ and the Society for Simulation in Healthcare and its many affiliates.

Society for Simulation in Healthcare

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香港醫療模擬學會

INACSL

IPSS
International Pediatric Simulation Society

ISSiH
Italian Society for Simulation in Healthcare

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KoSSH since2009
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MaSSH
Malaysian Society for Simulation in Healthcare

NZASH New Zealand Association for Simulation in Healthcare

PASSH Pan Asia Simulation Society in Healthcare

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