SIMOPS 2026

CALL FOR CONTENT

IGNITE

Tampa, FL.

Center for Advanced Medical Learning and Simulation

MARK YOUR CALENDARS

January 10th — Submission Portal OPENS

February 20th — Submission Deadline

February - March — Submissions Undergoing Peer Reviews

Early April — Submission Acceptance Notifications

May — Registration Opens

July 15 - 17 — Conference Dates

PLANNING TEAM

Phillip Wortham

Jason Konzelmann

Melissa Milner

Submission Link
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More Information : education@ssih.org

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SPECIAL INTEREST TOPICS

Professional Development – “Ignite Your Career”

- Fueling the Pipeline: Hiring, Retention, and Workforce Stability
- Pathways to Advancement: From Frontline Staff to Leadership
- Brand Yourself: Professional Marketing & Personal Branding for SimOps
- CV Writing That Wins: Writing Impactful CVs and Resume’s
- Mentorship That Matters: Tiered Growth Programs and Peer Coaching

Technical Operations – “Forging Tools”

- Smart Spending: Informed Purchasing & Low-Cost DIY Solutions
- Beyond the Breakdown: Preventative Maintenance & Repair Skills
- Hybrid Human Simulations: Standardized Patients, Embedded Roles, and Compensation Models
- Sensitive Scenarios: Safe and Ethical Management of Intimate or Risk-Heavy Simulations
- Specialty Setups: OR/Anesthesia, Emergency Medicine, and Mobile/In-Situ Deployments
- Minimizing Disruption: Balancing Simulation in Active Patient Care Areas
- AI in the Ops Space: Everyday Applications and Future Potential
- Moulage Mastery: Bringing Realism to Life

Healthcare Concepts – “Kindling Knowledge”

- Simulation Safety First: Psychological Safety and Risk Management
- Clinical Literacy for SimOps: Deeper Insights into Conditions & Treatments (beyond basics)

Simulation Instruction & Design – “Trial by Fire”

- Designing for Impact: Needs Assessments and Curricular Alignment
- Working with Experts: Leveraging SMEs for More Authentic Simulations
- Building Realism: From Props to Environment Collaboration
- Scaling Up: Designing Large-Scale and Multi-Learner Scenarios
- Telesimulation & Virtual Access: Expanding Reach into Rural and Remote Areas
- In-Situ Innovations: Taking Simulation Directly into the Clinical Environment
- Assessing the Learner: Models, Documentation, and AI-Enhanced Evaluation

Program & Data Management – “Fueling Smarter Simulation Systems”

- The Power of Data: Why Collection and Retention Matter
- Predicting Tomorrow: Leveraging AI & Analytics for Smarter Ops
- Data Retention in Practice: Duration, Policies, and Ethical Use
- Telling the Story: Presenting ROI and Outcomes to Stakeholders

Innovation & Technology – “Ignition Sequence”

- Multipurpose Tech: Doing More with Less Equipment
- Research Sparks: Expanding Evidence in Simulation Operations
- Tech Trends: What’s Next in Simulation & Ops
- Immersive Applications: AR, VR, and XR for Expanded Access
- Breaking Barriers: Simulation for Rural & Underserved Populations
- 3D Printing in Simulation: From Prototypes to Practice
- Serious Games: Gamification for Engagement and Skill Retention
- AI in Focus: Uses, Pitfalls, and Bias

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COURSE PROPOSAL DELIVERY FORMATS

Preconference Course (4 hours)

This format offers participants an intensive and comprehensive learning experience on a topic of importance in simulation today. Accepted sessions must combine several learning formats to meet the needs of a varied array of learners. Interactivity and learner participation are required for these courses. The MAJORITY of the proposed preconference workshop must be interactive in nature, giving attendees a chance to practice, discuss and problem-solve. We prioritize preconference courses that feature hands-on activities versus small group discussion as primary interactive activities. Preconference workshops must include electronic enduring materials, such as a manual or handbook. Describe this resource in detail in your submission.

Hands-on Workshop (60 or 90 minutes)

Workshops are interactive sessions that begin with explanatory or introductory information and then quickly move on to involve the audience in some type of interactive, participatory activity. Workshops are particularly well suited for demonstrations, role play, learning new skills or procedures, problem-solving discussions, testing best practices, and comparing and contrasting educational approaches, scenarios, courses and curriculum. Workshops should feature multiple presenters to help keep the content highly interactive and personal. At least 50% of the instructional timeline must show interactivity between faculty and learner.

We prioritize workshops that feature hands-on activities versus small group discussion as primary interactive activities. PowerPoint, video and other media are welcomed, but may not exceed 50% of the stated presentation time.

Panel Presentation (60 minutes)

A panel presentation focuses on a key issue in simulation today and features a designated moderator from your team and a minimum of four panel members involved in an interactive discussion that invites participation from the audience. Since this is a highly interactive discussion, the planning team encourages you to list discussion topics in the course overview so attendees can bring relevant questions to the discussion. At least 30 minutes of audience participation is required. It is recommended that presenters engage the audience as soon as the introduction and opening questions are completed and that no panelist present for longer than five minutes. Question and answer segments from the audience should occur throughout the presentation.

Hot Topic Presentation (15 minutes)

Traditional lecture presentation by no more than two (2) speakers meant to share recent findings and information. Topics to include new ideas, innovative concepts, recent findings, methodologies, exemplars, tools, and research results.

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CONTENT CATEGORIES

Healthcare Concepts

- **Topics include:** Medication administration, simulated medication making, medical terminology, anatomy & physiology, medical procedures, modification of equipment/supplies/environment, roles of healthcare professionals, vitals basics, veterinary medicine

Technical Operations

- **Topics include:** AV/IT technology, equipment repair & maintenance, scenario development and programming, problem solving, network hardware and connectivity, mobile operations, simulation specific equipment, moulage principles & application, simulation course set-up and documentation, simulation operations 101, reusing supplies, molding and model making, video editing

Professional Development

- **Topics include:** Simulation certifications and accreditation, simulation-based training and fellowships, role development, professional advancement, effective communication strategies, healthcare simulation ethics, communication techniques and critical conversations, conflict resolution, internal and external collaboration, simulation team collaboration, development of simulation staff roles, responsibilities and job descriptions, research, marketing yourself

Simulation Instructional Design

- **Topics include:** Debriefing theories and practice, assessment methods & evaluation tools, simulation modality selection and variation, online and distance learning, flipped classroom and other innovative delivery formats, interprofessional training, confederate/acting tips, in situ simulation, collaborating with faculty, online and distance learning

Innovation & Technology

- **Topics include:** AR/VR, serious games, 3D printing, mobile apps, physiological sensors, unique learning paradigms, autonomous training, AI, tissue properties, telesim, best practices, mobile operations, improvisation techniques, DIY solutions, low cost solutions, novel content delivery methods, task trainer modifications, crowd-sourcing, cloud computing

Program & Data Management

- **Topics include:** Strategic planning, simulator purchasing, ROI, resources utilization, data collection and analysis, budgeting, risk management, collecting and using metrics, how to gain buy-in of your simulation center, learner usage, manikin and equipment usage, inventory and equipment tracking, policies and procedures, simulation scheduling, and hiring process.

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COURSE PROPOSAL SUBMISSION REQUIREMENTS

Course Overview (450 character limit, includes spaces)

Please choose a title that is both attractive and descriptive of your proposed course content. Enter a course overview that gives an accurate and succinct description of your course and ties the course content to the title and learning objectives. The course title, objectives, and overview will be used for promotional purposes, should your course proposal be accepted.

Learning Objectives – Three (3) Required (250 character limit each, includes spaces)

Your learning objectives must be measurable and contain a verb of action. Please reference the "Blooms Taxonomy," "Learning Objectives Instructions," and "SMART Objectives" documents within the submission form.

Detailed Content Description (4,000 characters, includes spaces)

Enter a comprehensive description of the key concepts you intend to cover during this proposed course.

Instructional Timeline (4,000 characters, includes spaces)

Describe how the course is organized through the inclusion of a timeline, with the minutes allotted for each section, which totals the preferred length for your course. Be sure to list time for your introductions and verbal disclosures for all faculty. Include a discussion of the instructional resources that will be used to complement the instructional design of your proposed course, including operational highlights, opportunities for learner engagement, learning activities and instructional tools, equipment or supplies (if applicable to your chosen delivery format).

References (no character limit)

References must be formatted as shown in the "Reference Format" document on the SimOps 2026 webpage.

Course Proposal Submission Link

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RESEARCH & TECHNOLOGY ABSTRACTS

The inclusion of an evaluation component is strongly encouraged, but not required for submission. Inferential statistics and qualitative data are all acceptable means of evaluation. Theoretical frameworks used to inform the development, methodology, or assessment process should be included when appropriate.

Accepted research abstract presenters are asked to prepare a poster summarizing the project for presentation at SimOps. Posters can be 4ft high x 8ft wide. Posters will be on display beginning Thursday, July 17th - Friday, July 17th.

In-person Professor Rounds
A professor rounds session will be held poster-side during SimOps. All accepted research abstract presenters are asked to prepare a 3-5 minute oral overview of the project and be ready to answer questions from both the assigned professor and audience members in attendance.

RESEARCH ABSTRACT REQUIREMENTS

Hypothesis/Research Question (max 1,000 characters, includes spaces):
Must contain the hypothesis and research question for the research study, or outline the problem being addressed through the innovation project. Provide background information on a current gap in knowledge or need in a specific area in healthcare simulation. State the importance of the study/project to the simulation healthcare community. Include citations to relevant literature if appropriate.

Methods (max 1,000 characters, includes spaces):
Describe the study/project design, experimental method(s), design strategies, participants involved, apparatus and equipment used, procedures followed, and techniques employed. For quantitative Research Studies, include the independent and dependent variables where appropriate as well as modes of data analysis. Relevant theoretical frameworks should be included if applicable to the study topic.

Results (max 1,000 characters, includes spaces):
Describe what was learned from the study or project. Include a narrative summary of the findings describing the analyzed data. Statistical analyses should be described clearly. Projects containing an assessment component should outline any evaluative reports or findings obtained. NOTE: You may not cut and paste a table into this text box.

Conclusion (max 1,000 characters, includes spaces):
Describe your conclusions, how the results do/do not support the research question and/or project objective, and the resulting implications for the healthcare simulation community. Do not use a table in this section. The conclusion should be a narrative summary of the results and findings.

References (no character limit):
Please follow the "Reference Format" document found on the SimOps 2026 webpage when entering your references. LIMIT: Five (5) references.

Research Abstract Submission Link

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SIMVENTOR'S SHOWCASE

SimVentor's features new ideas in simulation, providing an exciting forum for creativity and innovation. Make connections, collaborate, and inspire the development of new solutions for healthcare simulation. Do you adjust, tinker, remake, repair and reuse medical simulation equipment? Have you invented a new or innovative programming or technology? Have you discovered a low-cost/low resource option? If yes, this qualifies you to submit a SimVentor Showcase entry.

Who is eligible to submit to the SimVentors Showcase?

Healthcare simulationists who are developing or implementing innovations to improve healthcare simulation tools, techniques, and strategies.

Non-profit organizations and grant-funding agencies working to support the use of simulation.

Individuals who are developing new solutions, including those who are planning on distributing their ideas as open-source resources or are in the process of creating commercial products or services.

Entry Types

Modification or New Innovation:
Is the innovation an evolution or change to a previously existing device, process, or technology OR is the innovation a device, process, or technology that has not previously existed?

Software or hardware:
Hardware includes but is not limited to: devices, gadgets, simulation equipment, AV equipment, apparatus, gear, kits, wearables and moulage. Software includes but is not limited to: programs/applications for computer, mobile and wearable devices, serious games, scenarios, processes, operating systems, augmented and virtual reality applications, spreadsheets, checklists, freeware and more.

Low cost/low resource solution

Entry Categories

Mobile Devices and Mobile Learning Systems (including screen-based and mobile learning platforms, virtual interactive medical device simulators, eye-tracking, computer-based decision support tools)

Moulage and Wearable Simulators and Devices

Serious Games & Virtual Environments (including screen-based gaming, mobile gaming applications, virtual reality, augmented reality, board or table-top games, other mobile applications)

Simulation Center Operations (including audio/visual, theatrical, process, administration, logistics, communications, and other related concepts)

Simulation Platforms and Devices (including manikins and task trainers)

SimVentor's Submission Link

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SIMVENTOR'S SHOWCASE SUBMISSION REQUIREMENTS

Detailed Description - 2,500 character max, includes spaces

Describe how the project uses and leverages innovation to meet educational needs. This section is intended to give peer reviewers a complete narrative regarding the project. Be sure to include a description of why there was a need for the project or innovation, how it was developed (include detailed steps), and the outcomes that have been realized as a result.

Problem Addressed - 2,500 character max, includes spaces

Describe the problem(s) that is addressed by this invention. What are the existing solutions and what limitations do these current solutions have? Be sure to list the novelty features and benefits of this invention.

Primary Function of Invention - 250 character max, includes spaces

List the primary function of the project.

Secondary Function of Invention - 250 character max, includes spaces

List the secondary function of the project.

Visual Documentation

Entrants are encouraged to include pictures, diagrams, schematics, or other relevant visual documentation

NOTE: Full disclosure must be made. The SimVentors Showcase is not available for direct promotional or commercial activity.

SimVentor's Submission Link

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