

# Lights. Camera. Action. Debrief.

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## **Lights. Camera. Action. Debrief.**

Propositions  
ML Tremblay

1. The environment in simulation is a double-edged knife; it provides a context for the clinical task but can also distract the learner if not carefully designed. (This thesis)
2. For novices, complex tasks can be challenging, but usually promote learning if effectively debriefed. (This thesis)
3. Learning through observation in simulation should not be undervalued, but rather perceived as a meaningful yet different learning opportunity. (This thesis)
4. Well-designed simulations prepare novices to face and reflect on authentic problems in the real world. (This thesis)
5. Errors can happen in simulation, so that errors can be avoided in actual practice. (Amitai Ziv)
6. Authenticity in simulation is a mean to an end, not a goal. (Peter Dieckmann)
7. It's not what you look at that matters; it's what you see. (Henry David Thoreau)
8. Designing a simulation has a lot in common with directing a play.
9. Talking about complexity in simple words is quite complex!
10. Mon pays, ce n'est pas un pays, c'est l'hiver! (Gilles Vigneault)