

Systems as Patients

Leveraging Design & Innovation Methodology for QI

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Learning Objectives

- By the end of this session, participants should be able to:
 - List at least 3 frameworks used for health systems problem-solving
 - Describe how each of these frameworks vary slightly from each other and from the scientific method
 - Compare the cognitive approach to solving problems for a patient and for systems
 - Design a health system innovation project plan leveraging the Systems as Patients framework



Disclosures

- AMA Reimagining Residency Grant
- AMA Subject Matter Expert Honorarium

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Level Setting at the Risk of Patronizing

- Process A series of steps
- System A collection of interconnected people, processes, and infrastructure (both physical and virtual) arranged in a way that produces a pattern of behavior or a goal
- Quality Improvement (QI) A discipline focused on enhancing healthcare safety, effectiveness, patient-centeredness, timeliness, efficiency and equity¹ by making changes to systems
- Innovation A discipline focused on rapid validation; testing value-producing ideas faster, less expensively, and more reliably²
 - . Corrigan, J.M., 2005. Crossing the quality chasm. *Building a better delivery system*, 89.
 - 2. Asch, D.A. and Rosin, R., 2015. Innovation as discipline, not fad. N Engl J Med, 373(7), pp.592-594.



Tools, not formulas. Hand tools, not power tools.



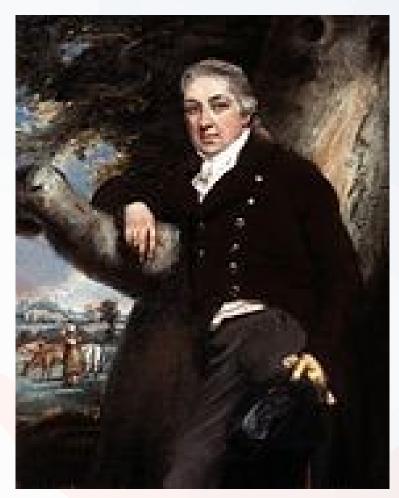


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Dr. Edward Jenner

Created the world's first vaccine (Smallpox) in 1796.



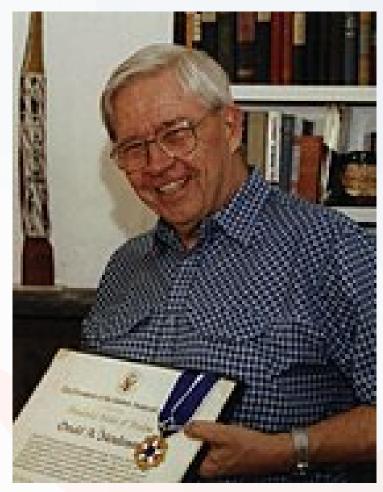


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Dr. Donald Henderson

- Spearheaded WHO efforts to eradicate Smallpox from 1967-1977.
- Smallpox declared eradicated in 1980, 184 years after vaccine invented.



Lecture Outline

- Problems
- Problem-Solving



Problems

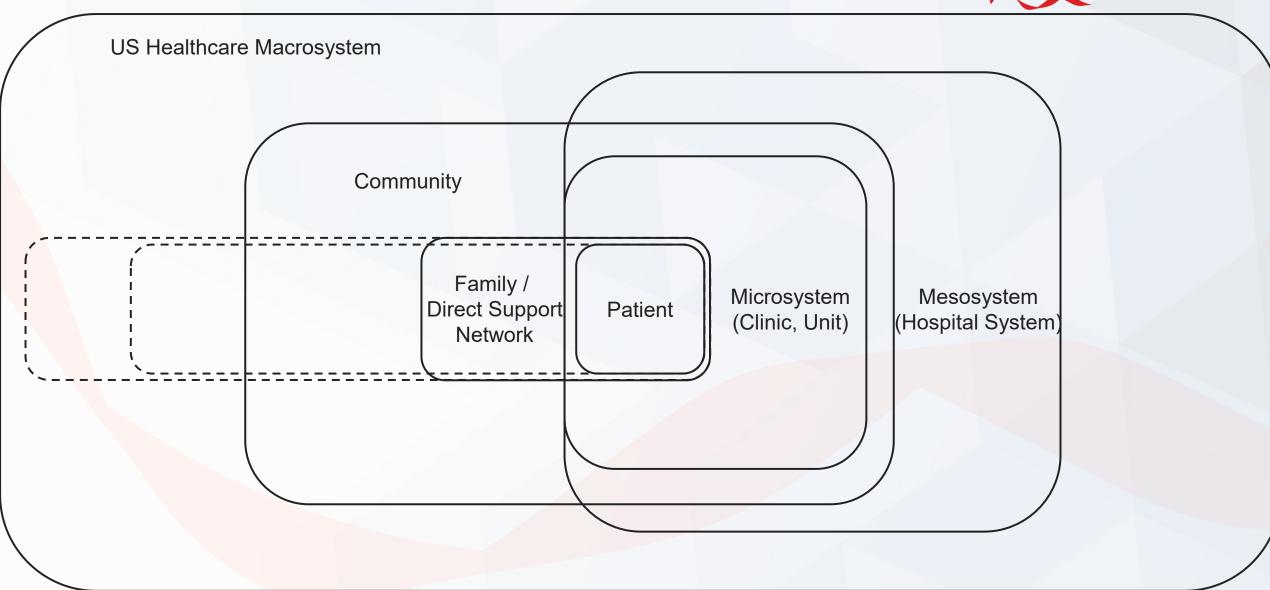


Wicked Problems

"Problems which are ill-formulated, where the information is confusing, where there are many clients and decision makers with conflicting values, and where the ramifications in the whole system are thoroughly confusing."

C.W. Churchman









Impact of Social Determinants of Health

Drivers of Health Outcomes

Health Care: 20%

Health Behaviors: 30%

Physical Environment: 10%

Socioeconomic Factors: 40%



What can I do?



What can I do?

- Things were designed this way at some point for a reason.
- I don't have the skillset to fix anything this complex.



Unlearning Objectives

- Things were designed this way at some point for a reason.
- I don't have the skillset to fix anything this complex.





U.S. healthcare was never designed



A Brief History Lesson

- The end of WWI brought on massive inflation.
- To avoid this after WWII, Congress passed the Stabilization Act of 1942.
- All wages & salaries became fixed.
- Fringe benefits were not fixed.
- The employer-based health care system is born out of competition for employees.
- CMS formed in 1965.



Evolution of Health Care Delivery





Problem-Solving



How Humans Solve Problems

- System 1 & System 2 Thinking¹
- Lean Six Sigma
- IHI Model for Improvement
- Human-Centered Design / Design Thinking
- Double Diamond
- Biodesign



Lean Six Sigma

Lean

- Born out of Toyota Production
 System in 1950s
- Focus on eliminating waste
- Introduced a "Plan, Do, Check, Act" cycle of improvement

Six Sigma

- Born out of Motorola in 1980s
- Focus on reducing variability & minimizing defects
- Basis for a lot of statistical assessment of health systems



IHI Model for Improvement

- Formally founded in 1991
- Early applications of Lean & Six Sigma Principles in 1986
- "Model for Improvement"Created in 1993
- The Improvement Guide published 1996
- National Patient Safety
 Foundation formed 1997

Steps:

- 1. What are we trying to improve?
- 2. How will we know that a change is an improvement?
- 3. What change can we make that will result in improvement?
- 4. PDSA



A3 No. and Name	Team members (name & role)	Stakeholders (name & role)	Department	Organisation objective
	1.	1.		
	2.	2.		
Team Leader (name & 'phone ext)	3.	3.		Start date & planned duration
	4.	4.		
I. Clarify the problem		4. Analyse the Root Cause		7. Monitor Results & Process
s:				
s not:				
Problem statement:				
2. Breakdown the problem				
				8. Standardise & Share Success
		5. Develop Countermeasures		
		Countermeasure	Impact on target	*
		1		
		2		
		6. Implement Countermeasure		
3. Set the Target				
1				
		E_1		1 1

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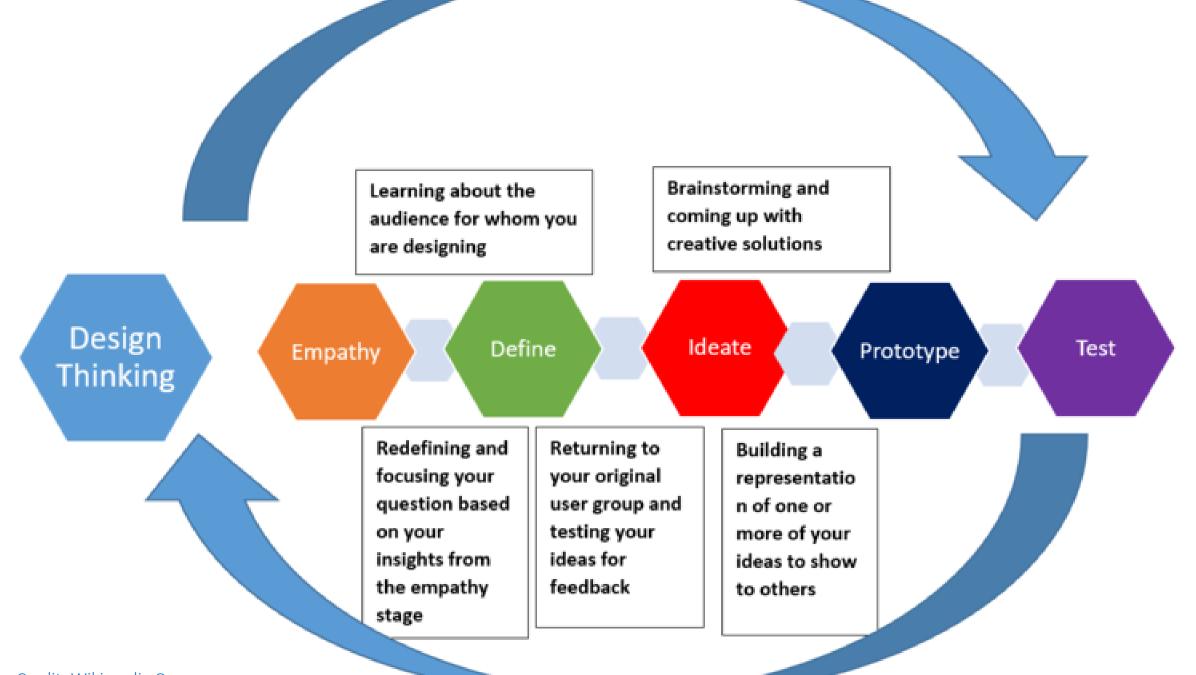
Human-Centered Design

IDEO (1991)

- First Apple Mouse
- Personal Digital Assistants
- Countless Toys
- First Layperson AED
- Keyser's Patient-Centered Bedside Nurse Report

Stanford d.School

- Formalized "Design Thinking" as curriculum
- Shift from designing products to processes & experiences
- Target audience <u>not</u> designers



Potential

Solutions

Scope down

the Focus

Photo Credit: Wikimedia Commons

Insight into

the Problem

Solutions that Work

& Receive Feedback



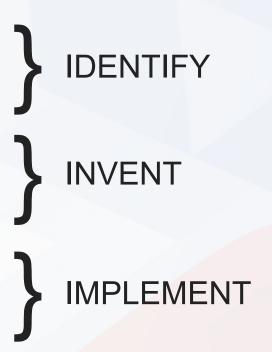
Biodesign

- Medical Device Network (MDN) formed in 1998
- Biodesign Program Evolved from MDN in 2000
- Process Formalized for Teaching and Program Launched in 2001
- Surgical Fellowship Developed in 2005
- Biodesign Textbook released in 2009



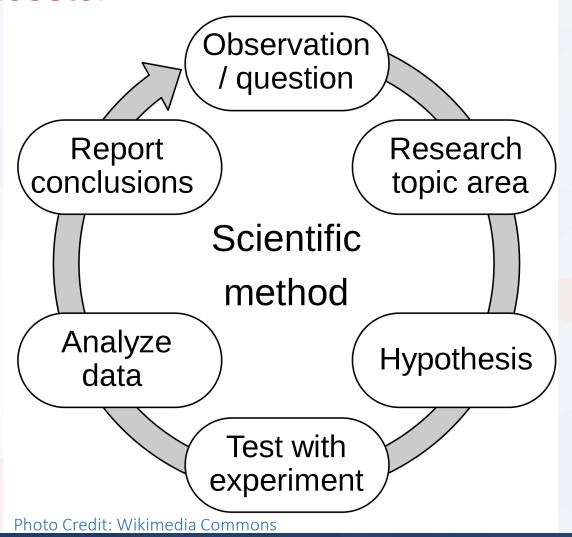
Biodesign Steps

- Needs Finding
- 2. Needs Screening
- 3. Concept Generation
- 4. Concept Screening
- 5. Strategy Development
- 6. Business Planning
- 7. Launch





The Common Ancestor





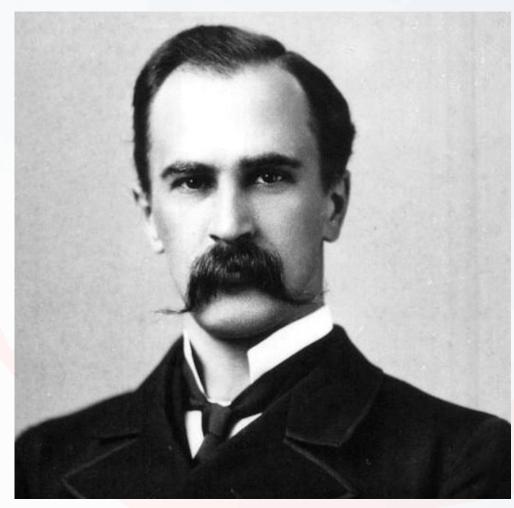


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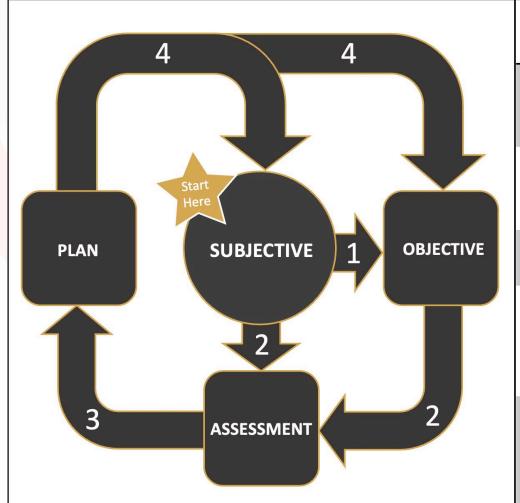


Dr. Lawrence Weed





Systems as Patients



	QI & Innovation	Analogous Clinical Skills
	Concepts	
SUBJECTIVE	Voice of the Customer, Contextual Inquiry, Customer Discovery	Active Listening, Empathy, Validating Concerns, Open- Ended Questions
OBJECTIVE	Gemba/Go-See, Current State Mapping & Measurement	Focused Examination, Test Sensitivity & Specificity, Choosing Wisely®
ASSESSMENT	Root Cause Analysis, Gap Analysis	Problem Lists, Differential Diagnosis
PLAN	Countermeasures, Prototypes, Change Management, Behavioral Economics	Evidence Based Practice, Motivational Interviewing, Shared Decision-Making
SOAP Cycles	Rapid Experimentation, Plan-Do-Study-Act, Statistical Process Control, Bundled Interventions	Iterative Treatment Plans, Treat-to-Target, Guideline- Directed Medical Therapy



Subjective

- Interview with empathy
- Solve problems for others
- Build rapport and trust
- Ask open-ended questions
- "Tell me more"
- "What do you think is going on?"
- Practice Active Listening
- Validate concerns



Objective

- Physical examination & data examination
- Driven by Subjective
- Must be present or immersed to examine
- Not a "shotgun" approach
- Best metrics (sensitivity & specificity) vs. available metrics



Assessment

- Start with a problem list
- "Ideas" & "Concerns" = "Features" & "Constraints" = <u>Hypotheses</u>
- Restructure problems as needs
- Formulate a problem representation/definition
- Translation of insights from Subjective & Objective into a shared mental model (system map)



Plan

- (In)validate hypotheses through experimentation
- Shared Decision-Making
- Motivational Interviewing
- Determine design features
- Determine design constraints
- Design
- Iterate



Systems as Patients Curriculum

- Developed iteratively over 12 implementations and counting
- 24 exercises from various disciplines leveraging clinical analogy
- Flexible formatting (workshop, elective rotation, capstone)
- Can be used as standalone resource or supplement other training opportunities



Use Cases

- PSOM Frontiers Course
- VUSM Medical Innovators Development Program
- VUMC GME Improvement & Innovation Consult Service
- VUMC-UMMC GME GOLLD Program Capstone
- VUMC GME Health Equity Elective Workshop
- Wond'ry Health Care IDEA Studio



Thank you!

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