# Psychology & Human Factors in Emergency Airway Management

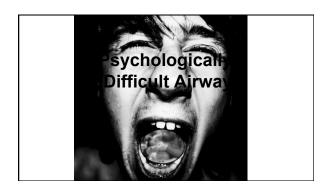


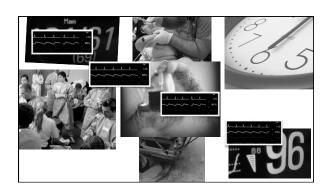


# Plan:

- · Success/Failure
- Human Factors
- Bias
- Stress
- · Taking Control
- Not a CRM talk



















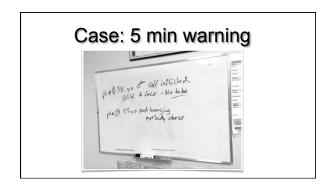












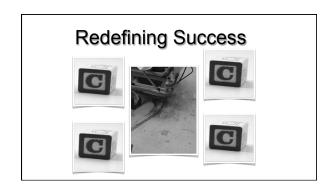


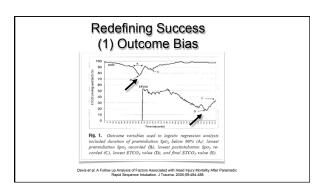


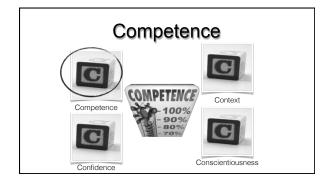








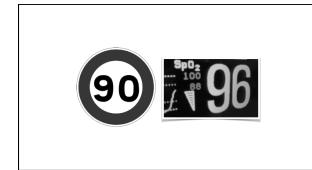


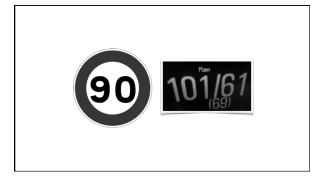


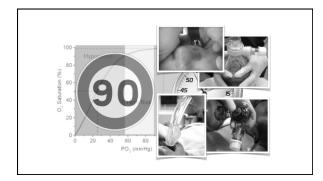




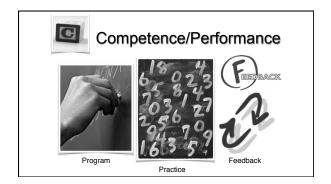


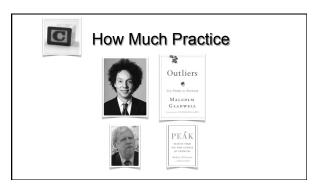




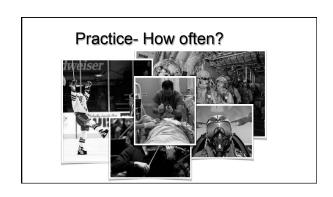


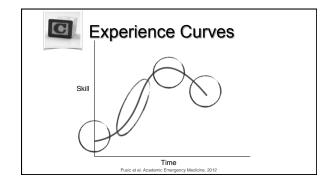


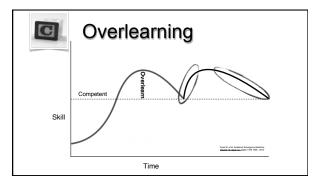


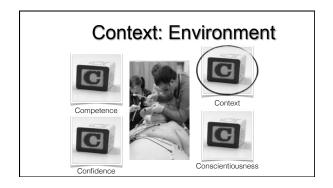


"The greats weren't great cause at birth they could paint.
The greats were great cause they painted a lot."

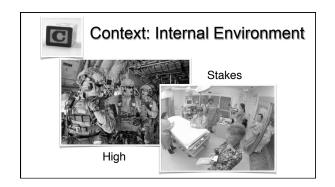




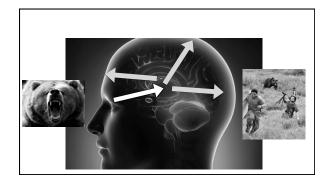




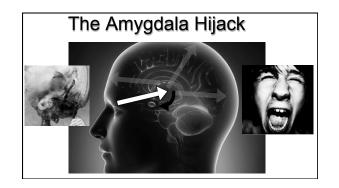


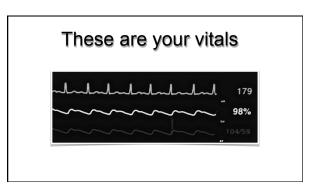


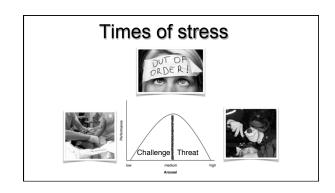


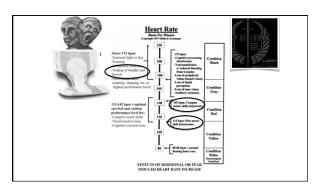




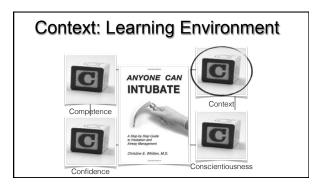


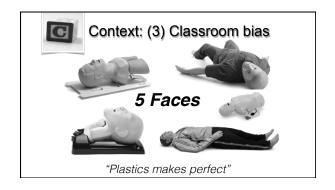


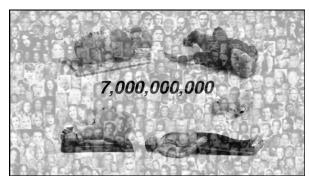


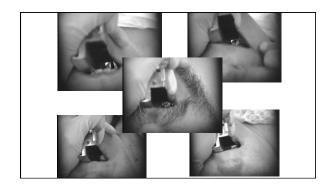






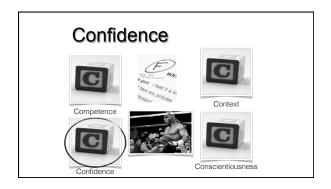


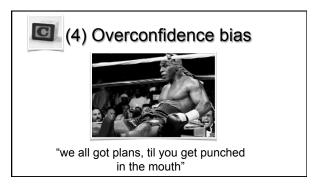


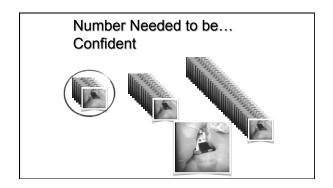


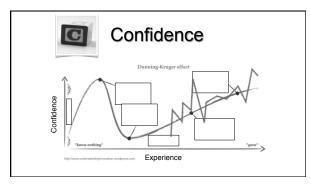
# No manikin that reinforces:

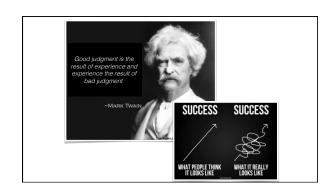
- Jaw thrust x
- Effective BVM with chest rise x
- ELM x
- Bimanual DL/ Bougie use x
- Accommodate various SGA's x
- & Surgical airway x

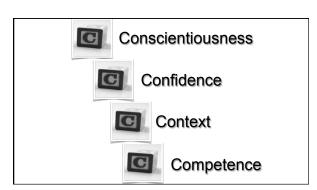




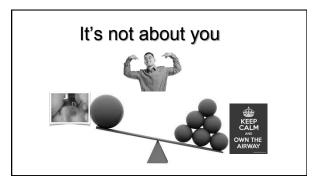


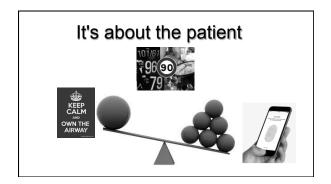


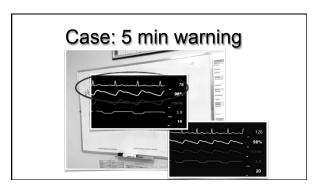


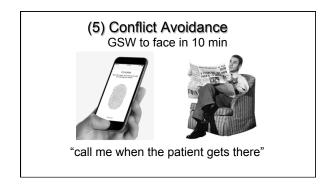




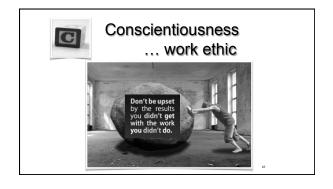














## **High Acuity Low Opportunity** Decisions/Actions

#### System 1

- Rapid
- Pattern recognition
- Overlearning
- Psychomotor heuristics
- · Algorithms

# System 2

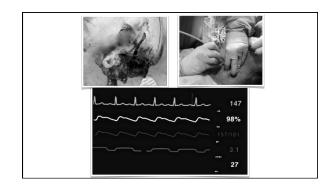
- Slower
- Methodical
- · Hypothesis
- Failed system 1
- · Checklists

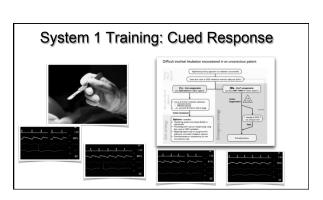
## Antifragile Simulation: Things that gain from disorder

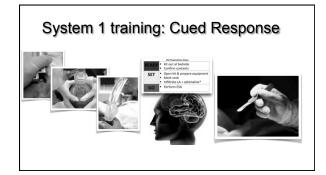




Stress Inoculation







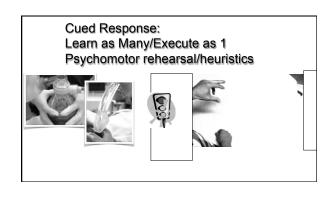
# System 1 training Learn as Many/Execute as 1 Psychomotor heuristics

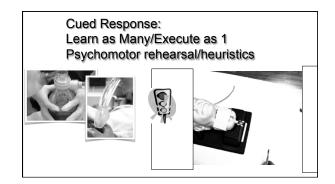
Step by step:

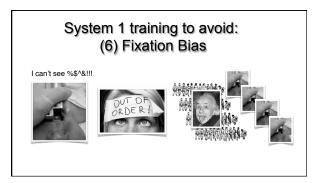
System 1 training

1. Position yourself to be treatment as Many/Execute as (right handed, right side of patient).

2. With left hand stabilize larying was the most of collection of the control of the c







# (7) Nightingale bias

Errors of omission/commission (2:1)

"We're more comfortable doing nothing and failing than having done something that may be perceived as the cause failure"





### High Acuity Low Opportunity Decisions/Actions

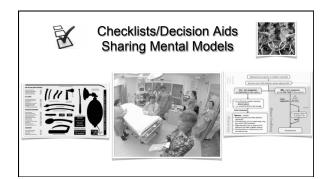
#### System 1

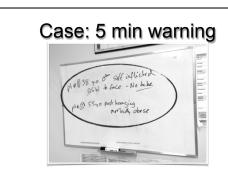
#### Rapid

- Pattern recognition
- Overlearning
- Heuristics
- · Algorithms

### System 2

- Slower
- Methodical
- · Hypothesis
- · Failed system 1
- · Checklists





# What can we do for High Acuity Low Opportunity Scenarios

- · Be better than good enough
- · Practice procedure/antigragile sim
- · Be confident but humble
- Psychomotor heuristics
- · Define your cues/triggers
- · Share mental models
- · Understand threatening bias
- · Control your physiology?

# Lessons from Combat & Wonder Woman





 Can we manage our stress physiology to improve performance & patient care?





