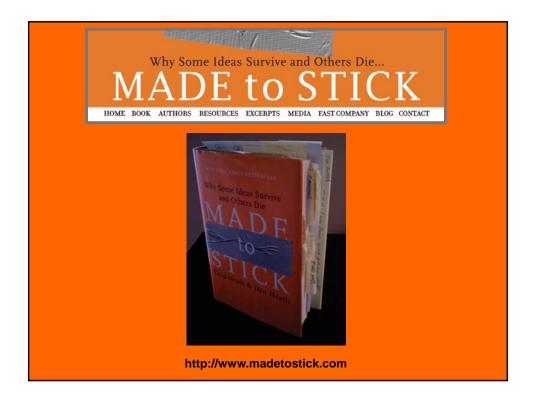


Brian S. McGowan, PhD Senior Director, MEG, Oncology

> First Friday Webinar May 6th, 2011



Built off the work of Malcolm Gladwell:

"Tipping Point examined the forces that cause social phenomena to 'tip', or make the leap from small groups to big groups."

"Tipping Point had 3 sections:

- First the need to get the right people
- Third the need for the right context
- The second 'the stickiness factor' "

Made to Stick

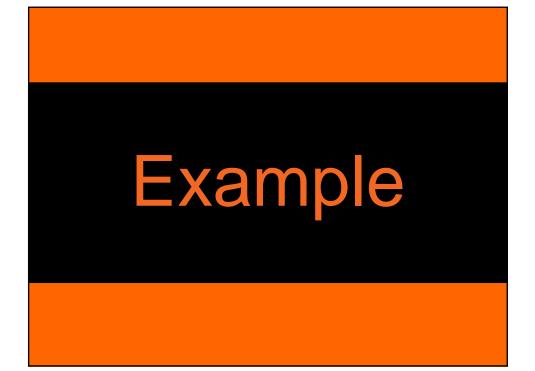
Lesson #1: What is Sticky?

Why are 'we' here:

- We = the CME community
- We are the seed AND the soil for excellence in education.
- ... success lies in our ability to transfer knowledge.

MTS: Calls to Action

- 1. Everything can be made (more) rememberable.
- 2. We must challenge ourselves to make things stick(y)/(ier).
- 3. Never stop asking: "How can [this] be stickier?"



Evidence Report/Technology Assessment Number 149

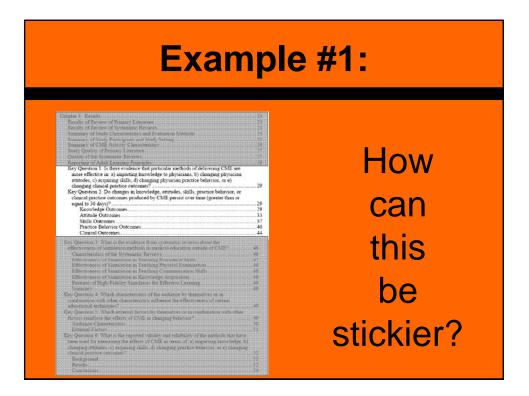
Effectiveness of Continuing Medical Education

Prepared for: Agency for Healthcare Research and Quality U.S. Department of Health and Human Services 540 Gnither Road Rockwille, MD 20850 www.alur, gov

Contract No. 290-02-0018 Prepared by:

The Johns Hopkins University, Evidence-based Practice Center, Baltimore, MD

Investigators Spyridon S. Marinopoulos M.D., M.B.A. Todd Dorman, M.D. Neda Ratanawongsa, M.D. Lisa M. Wilson, Sc.M. Bimal H. Ashar, M.D. Jeffrey L. Magaziner, M.D. Redonda G. Miller, M.D., M.B.A. Patricia A. Thomas, M.D. Gregory P. Prokopowicz, M.D. Rehan Qayyum, M.D. Eric B. Bass, M.D., M.P.H. Is this sticky?



What is the AHRQ Study?

- Knowledge
- Attitude
- Skills
- Behavior
- Outcomes

Do changes endure?

What is the AHRQ Study?

KASBO

Which is Stickier?



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Made to Stick Model

- 1. Simple
- 2. Unexpected
- 3. Concrete
- 4. Credible
- 5. Emotional
- 6. Stories

Made to Stick Model

Made to Stick Lesson #2: Simple



Simple is Sticky

The Archvillain of sticky ideas is the *Curse of Knowledge*

Our learners have a lot to say about how our messages are transferred

The Curse of Knowledge

- The more we know something, the less able we are to imagine what it feels like not to know it...
- The greater the challenge:
 - to make break something down
 - to engage without overwhelming
 - to develop an accessible message

Learners have a lot to say about how your messages are 'transferred'

Need To Communicate

- Military
- Air Traffic Control
- Emergency Room
- Surgeons

What can we learn from the communication strategies of these highly skilled, high stress professions?



Simple is...

 A engineer knows she has created a masterpiece not when there is nothing left to add, but when there is nothing left to takeaway.

– Antoine de Saint-Exupery

A Simple Exercise #1:

- Tappers and Listeners Experiment
 - 1. Think of three of your favorite songs privately jot them down
 - 2. Ask a colleague or friend. "Can you guess the song I am about to drum for you?"
 - 3. Don't stop until all of the songs have been guessed no hints!
 - 4. Learn from the challenges presented by perspective...

Lesson #3: Unexpected

UNEXPECTED

Building a Treasure Map Experience for Learners The IOM says our CE system is broken.... stay tuned to learn why it may be all YOUR fault...

UNEXPECTED

The First Step of Knowledge Transfer

 The more we are confronted with our knowledge gaps, the more likely we are to be curious

Unexpectedness IS NOT about a gimmick Unexpectedness IS NOT about clipart Unexpectedness IS NOT about animations

 Unexpectedness IS about peaking a learner's curiosity

<section-header><image>

An itch to be scratched...

- The attention-grabbing action must force the learner to ask <u>THE</u> question that you are ready to answer...
 - Curiosity-peaking actions that do not focus the learner are counterproductive
 - Predisposing actions not followed by solutions are 'painful'

Are your programs (communications) attracting attention or distracting attention?

Coming up on News at 11...

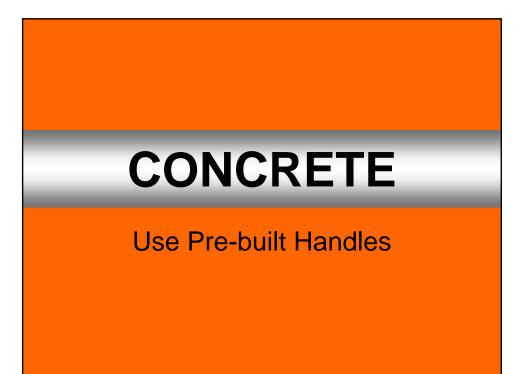
- Temperatures are stable for the next few days, but a drastic change is in order for the weekend, stay to find out whether you will need shorts or a parka...
- There is an insidious new addiction raging through our middle schools and the source might be...YOU.

Are your activities teasing or spoon-feeding the learners?

An <u>Unexpected</u> Exercise #2:

- Consider the last talk you gave or worked on:
 - How did the presentation begin?
 - Did it attract or distract attention?
 - What was done to frame the question?

Lesson #4: Concrete



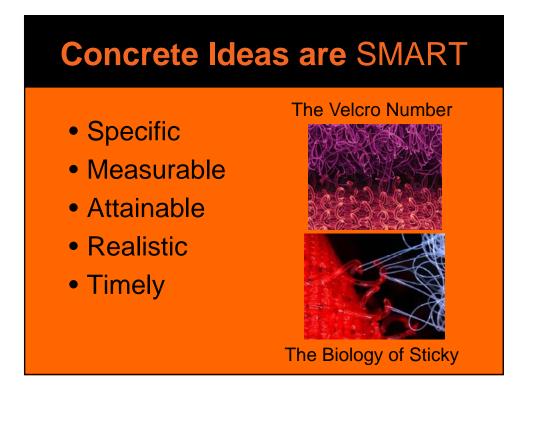
Of all of the components of the MTS model... Concrete is the easiest to embrace! (pg 129)

- Easily understood
- Easily remembered

Did You Ever Wonder...

Are fables memorable because they are so concrete or are they so concrete because the ambiguity and abstraction was lost – was the forgettable stuff forgotten over time? (pg 107) **Concrete Concepts Are** The Only Common Language

Abstraction is the luxury of the expert. If you've got to teach an idea to a room full of people, and you aren't certain what they know, concreteness is the only safe language (pg 104)



Concrete Concepts Allow Learners To Understand And Learn

• There is no compromise in teaching...

Like the tappers and listeners game...it can feel unnatural to talk concretely about subject matter [we know well]... but if we are willing to make the effort we will see the reward.

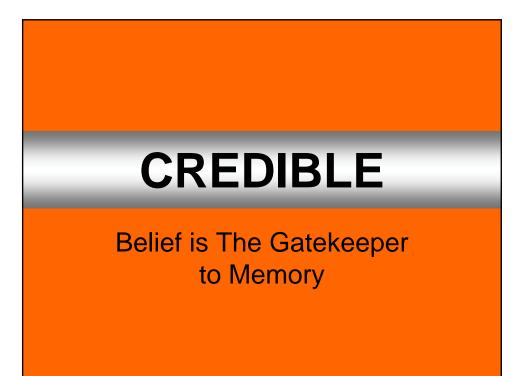
A Concrete Exercise #3:

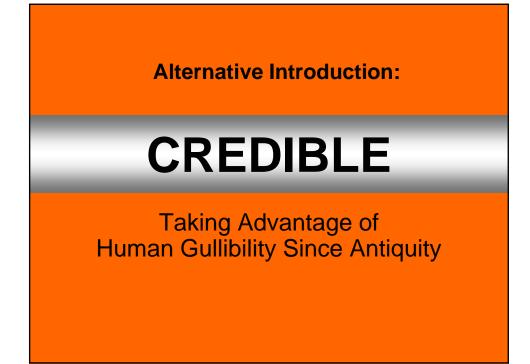
Ask your colleagues or friends:

- 1. In 20 seconds write down as many words as you can think of that end in -h.
- 2. In 20 seconds write down as many words as you can think of that end in -sh.

Concrete Concepts Are Not Absolute: Know the Right Starting Point

Lesson #5: Credible





Why Do We Believe Something

- It is easier/safer not to ask questions?
- 'doubt' takes thought/energy
- 'doubt' is unsettling
- Some ideas just seem more 'plausible'

Why Do We Believe Something

External Credibility:	Internal Credibility:
- Family	- Evidence-base
– Friends	– Experience
-Authorities	– Details
<u>non-modifiable</u> vs <u>modifiable</u> factors	

Friends, Family, & Authorities

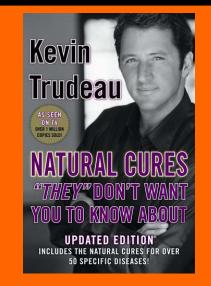


Internal Credibility

- Evidence-base
- Experience
- Details

...the most important thing to remember about using statistics effectively. Statistics are rarely meaningful in and of themselves. Statistics will, and should, almost always be used to illustrate a relationship...and <u>learners should remember the</u> <u>relationship, not the numbers</u> (pg 143)

Credible: Fueling Con-Artist Since Antiquity



- Kevin Trudeau regularly appeared on infomercials hawking "miracle" products
- Until he was prosecuted by the Federal Trade Commission ...
- He ended up consenting to an agreement whereby he wouldn't appear on infomercials

Lesson #6: Emotional

EMOTIONAL

The Grease that Lubricates the Gears of Learning..

Getting from A to B to C

- 1. Knows
- 2. Knows how
- 3. Shows how
- 4. ...but do we do?

For example: Exercise?

3 Ways to Move an Audience?

- 1. Use emotional triggers
- 2. Appeal to self interest
- 3. Appeal to self identity

Use Emotional Triggers

One vs the Masses



Thirty million people a year DIE of HUNGER Thirty million people a year DIE of HUNGER Thirty million people a year DIE of HUNGER

Emotion vs Analysis

Appeal to Self Interests

- Transcendence Helping others Self-actualization – Fulfillment Aesthetic – Balance/Beauty Learning – Knowing Esteem – Status
 - Belonging Affection
 - Security Safety
 - Physical Comfort

Appeal to Self Interests

- What's In It For You?
 - -Highlight the benefit of the benefit
- Classic advertising example:
 - The room was full of laughter as you approached the piano, but as you began to play...

Appeal to Self Identity

- What's In It For People Like You?
 - -Subjective norms
- 2 examples:
 - -"Bubba's and Texans"
 - -Firefighters and popcorn makers

Lesson #7: Stories

STORIES

The Immense Power of "Role-playing"

The Next Best Thing...

- "...sit still and picture yourself performing a task successfully, step by step..."
 - -Darts, trombone, skating...
- Mental practice produced 2/3rds of the benefits of physical practice

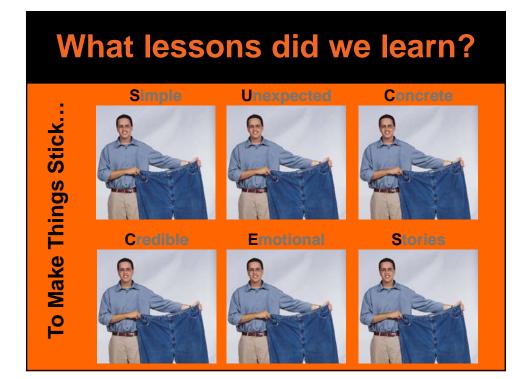
Knowledge Transfer

Presenting facts = Analysis

Stories = Simulation

Imagination = Simulation

- Blurry line b/w protagonist & learner...
 - -We can not separate ourselves from the actions and emotions of the story
 - -Wonders of a limited neurochemistry
- Advantage = Mass customization



Summary

Everything can be made (more) rememberable.

Questions or Comments

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