THE ROLE OF SIMULATION TECHNOLOGIES IN TRAINING AND RETRAINING OF A FAMILY PHYSICIAN

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The requirements of the present time dictate the introduction of new, more efficient organizational forms of providing medical care to the population of the Republic of Uzbekistan. One of them is the provision of primary medical care to the population on the principle of a "family doctor" or a general practitioner. In this case, the requirements for the professionalism of a doctor in the provision of medical services to each of the family members, from an adult to a child, are even more increased.

The professionalism of a general practitioner depends on his possession and application of modern competence-based and practice-oriented medical technologies in the treatment of patients. The training of young specialists is fraught with many difficulties. The patient often reacts negatively to contact with the student, since the implementation of certain manipulations is associated with a certain risk.

It is known that the mentality of the "European patient" only by the 5th-6th year allows the student to do something with his own hands [4].

Based on the foregoing, today there is a need to create a new modern training model that will meet the needs of doctors of various levels of training in order to reduce the number of medical errors and improve the quality of emergency care for children.

Clinical modeling, or simulation, is one of the most effective and safest methods for solving these problems [1-3].

In this regard, the educational standards for the training and retraining of a general practitioner are increasingly demanding, and medical educational institutions are required to strengthen the practical training of students while maintaining a high level of theoretical knowledge.

For this purpose, simulation technologies are used more and more often in medical educational institutions [1, 2, 4].

During the training and retraining of a general practitioner at the Andijan State Medical Institute, many of the simulation technologies of different levels of realism are used [3]:

1. Visual: classical textbooks, teaching aids, electronic textbooks, educational computer games.

2. Tactile: simulators, realistic phantoms of organs, dummies for cardiopulmonary resuscitation and others, with the help of which a practical skill is being developed.

3. Reactive: lower realism mannequins used to assess the actions of the trainee and reproduce the motor skills of the basic skill.

4. Automated: video equipment and mannequins of the middle class of realism.

At our university, the skills of clinical work in pediatrics, students - future general practitioners acquire their first practical skills in a practical training laboratory equipped with simulators and computerized mannequins that allow modeling certain clinical situations.

The acquisition by students of practical skills in clinical work in pediatrics in the laboratory of practical training, before applying them to real patients, is the rule in the preparation of a general practitioner.

Retraining of general practitioners or pediatricians in the specialty "general practitioner" does not reduce the urgency of the problem.

Due to the specifics of future work, the following simulation technologies are in particular demand for training in the laboratory of practical training for general practitioners: “Primary and secondary toilet of a newborn”, “Artificial ventilation of the lungs”, “Indirect cardiac massage”, “Removal of a foreign body during aspiration” , "Technique of intravenous manipulations" and others.

Especially important is the fact that in the process of working on simulators and realistic phantoms of organs, the student has the opportunity to identify errors and discuss them with the teacher, therefore, to achieve higher competence and safety even before applying the procedure at the child's bedside.

Undoubtedly, the simulation technologies used allow solving important ethical problems related to patient safety.

A student or a general practitioner who has received a stable practical skill in the process of working on a mannequin implements it more confidently and competently on patients.

Thus, the possession of a general practitioner with modern competence and practice-oriented treatment technologies will ensure the quality of life of patients after treatment, which will increase the level of healthcare in general, as well as the demographic potential of the state.

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