



Modeling to Learn

Test. Don't guess.

MTL objectives include activities and competencies that...

mtl.how/sim

Cheatsheet
(updated 2024_10)
MTL 3.7

1. Are meaningful for you and align your learning goals with your team.
2. Develop systems thinking skills to help you see how several things fit together, and understand causes hard to see without data and modeling resources.
3. Make VA data, initiatives, and standards transparent to you.
4. Empower you to realize ongoing improvements in team quality of care & work life.

CREATE AN ACCOUNT OR TEAM

- Navigate to mtl.how/register.**
- 1 **VISN***
 - 2 **Facility***
 - 3 **Clinic**
 - 4 **Select Facility or Create New Team***
 - 5 **Select VHA Primary Role***
 - 6 **First Name***
 - 7 **Last Name***
 - 8 **VA Email***
 - 9 **New Password*** must contain at least one number.
 - 10 **Repeat Password*** click the eye with a slash icon in each password field to check if they both match.
- * = required field

If you are the first person to register from your Facility Team, this pop-up will appear with VISN, Facility, and Clinic pre-populated:

Team Leads only: Enter Facility Team name in the pop-up window immediately after the pre-populated information.
-Use only lowercase letters.
-Use underscore character (_) instead of spaces.

NAVIGATION BAR

1 Shows # of unread messages

These icons exist throughout the Sim

<p>MTL Logo Click to return to the Dynamic Decision Dashboard.</p>	<p>v33_321ab_team Name Find your team name with a _team, _shared, or _ind suffix (indicating worlds).</p>	<p>HOME Home Click to return to the Dynamic Decision Dashboard.</p>	<p>PLAY Play Click to return to the Play page.</p>	<p>MORE INFO More Info Click for more info on how to use the Sim UI.</p>
<p>NEWS News Click for discussion items from the Community of Practice.</p>	<p>REPORT BUG Report Bug Click to report bugs with screenshots. No PII/PHI.</p>	<p>TUTOR Tutor Click to for an "over the shoulder" overview with links to the MTL Manual.</p>	<p>LOGOFF Logoff Always logoff at the end of a session.</p>	<p>Avatar Avatar Click on "Avatar" to upload a photo of yourself!</p>
				<p>COMMUNITY Community Click to share ideas, like things, or ask questions. No PII/PHI.</p>

HOME PAGE

Session Start window
-Select a team data file from the Please Select Team Data dropdown and click GO!

Learning Mode pop-up
-For CC & MM modules: prioritize one of two Learning Modes

Experiment window
-Delete, rename, & export ≤10 runs to an Excel file

Team Data window
-Delete, upload, & add files from the Data UI, mtl.how/data

DYNAMIC DECISION DASHBOARD (DDD)

- 1 **Module name & caret:** Click carets to contract or expand the module from view.
- 2 **Learning Mode label** indicates which Learning Mode the data prioritizes. Click to change the mode directly from the DDD.
- 3 **Directives:** Click to show a Directive 1160.01 to MTL crosswalk table that identifies specific references within the directive that require actions by facilities that are supported by the Data UI and Sim UI.
- 4 **Module-specific Radio Buttons:** Make a selection to see stock values for specific services within the Team Care, Medication Management, and Team Flow modules.
- 5 **"i" icon:** Click these to read the definition of each stock label.
- 6 **More menu:** All modules have this feature; click to reveal other key views which can include: Feedback Loops, Flow, Decision Meters, Episodes of Care, Play, Team Data, and SAIL Data.

PLAY PAGE

- 1 **Module name**
- 2 **Team Vision**
- 3 **Reveal Dynamics over Time:** Reveal more dynamic relationships by clicking the checkboxes. Click "Run" to simulate outcomes.
- 4 **Outputs and Text:** View six output charts. Click on expand "T" to open Text (#9).
- 5 **Experiments section**
- 6 **Select previous runs** to set experimental sliders & Question, Hypothesis, Finding, & Decision (Q/H/F/D) text to that run.
- 7 **Team Data** table shows starting values for variables from your data.
- 8 **Move Sliders** from initial values & run.
- 9 **Text** Enter Q/H/F/D. Click on expand icon in blue bar for full functions.