

# Part I

## Experience and Activity-Based Conceptualizations of Simulation Design and Outcomes

This part examines activity as unfolding and experience as meaningful lived episodes during contrasted simulation training situations. It contributes to the understanding of simulation design (objectives, format, tasks, animation, perturbation, facilitation...) and outcomes (from very specific technical gestures to wide and multidimensional dispositions).

Chapters 2, 3 and 4 provide insights from empirical and conceptual research about simulation training outcomes and design principles in the domains of health-care and interprofessional management of civil safety.

Chapters 5, 6 and 7 provide design-based research accounts regarding three different simulation programs: technical gesture in nursing, patient management in geriatrics, and “mass casualty event” management in military rescue.