

Save the date: 27-28 November 2019

This year's conference brings together three Erasmus+ funded higher education projects in various stages of development or completion: TELSON, CLEVER & BCIME, all of which aim at interactive virtual scenarios for teaching and learning, and on medical curriculum mapping.











MEFANET

1 2019

...tell and listen to stories that educate, move and inspire.



27–28 November 2019 Brno, Czech Republic

www.mefanet.cz/conference

The MEFANET conference focuses on information technologies, simulation and pedagogy - addressing various higher education programs in medicine and healthcare



Mendel Museum of Masaryk University, Mendlovo nám. 1a, Brno, Czech Republic



oral, poster: Czech, Slovak, English proceedings: English



// IMPORTANT DATES

on-line registration: 25 September – 26 November 2019 abstract submission deadline: 7 November 2019 registration on site: 27–28 November 2019



CONFERENCE REGISTRATION FEES

(two-day fee for active and passive participants)

Academics (2-day pass, including networking event): 990 CZK Academics (2nd day of the conference only): 490 CZK Students: 0 CZK



MEFANET

Preliminary programme

27–28 November 2019 Brno, Czech Republic

www.mefanet.cz/conference

Wednesday 27/11

(Mendel museum)

09:00-11:30

TELSON project meeting

11:30-12:30

Lunch

12:30-14:00

TELSON: workshop on scenario-based learning with low-fidelity simulations

14:00-14:15

Coffee

14:15-16:00

Short communications

16:00-16:30 Coffee

16:30 -18:00

CLEVER: Interactive session on case-based learning in medicine

18:00-19:00

MEFANET Coordinating Council meeting

18:00-20:00 Museum excursion

19:00-23:00 Banquet

Thursday 28/11

(Mendel museum)

09:00-10:30 Poster session

10:30-11:00 Coffee

11:00-12:30

BCIME: Workshop on curriculum innovations

12:30-13:30 Lunch

13:30-14:15

Keynote: Technologies in medical and healthcare education: Looking back, the present and future visions

14:15-14:30 Coffee

14:30-16:00

Workshop on virtual patients in continuous professional development