Emotional Intelligence
A curriculum for medical students

Dyanne P. Westerberg, DO, FAAFP
Founding Chair and Associate Professor
Cooper Medical of Rowan University
Learning Objectives

• At the end of the session, participants will have a basic knowledge regarding
  – Teaching emotional intelligence to students
  – Evaluation process
Daniel Goldberg

- **Self-awareness** – the ability to know one's emotions, strengths, weaknesses, drives, values and goals and recognize their impact on others while using gut feelings to guide decisions.

- **Self-regulation** – involves controlling or redirecting one's disruptive emotions and impulses and adapting to changing circumstances.

- **Social skill** – managing relationships to move people in the desired direction

- **Empathy** – considering other people's feelings especially when making decisions

- **Motivation** – being driven to achieve for the sake of achievement.
How do we teach emotional intelligence?

• Video analysis
• Make your own videos.
• Movie clips
• My favorite Wit an HBO movie with Emma Thompson
Curriculum Mapping

Developing a data base to categorize the lectures or activities that focus on a particular learning objective.

• Emotional Intelligence
  – Taking a medical history
  – Giving Bad News
  – Resident as teachers
Role Playing
Medical Theater

Alignment with the students at the main campus- Rowan university.
Student Evaluation

• “We know this!”
• “Is this on the boards?”
Selective Courses in Humanities
Medicine and Theater

Improvisational Theater
A form of theater where most or all of what is performed is created at the moment it is performed.
Dance and Medicine

- Learn team work
- Discover emotion in dance
- Observational skills
- Discussion about different ethnic groups and their contribution to dance.
Assessment

• OSKE
  – Presenting a difficult situation with a patient.

• Jefferson Empathy Scare
  – Prior to starting the program and after the third year.

• Mayer-Salovey-Caruso Emotional Intelligence Test (MSCEIT)
  – Based on a series of emotion-based problem-solving items