Welcome to the Bakersfield College Allied Health Skills, Simulation, and Computer labs! We encourage you to utilize these labs as often as you can and please feel free to ask questions, as we are here to assist you.

**Hours**
Lab hours will be posted outside the door of the respective lab, as well as in the announcement portal of **InsideBC**. You must be enrolled as a student in the Bakersfield College Registered Nursing or Vocational Nursing Program to participate in any of the labs.

**Skills Lab Expectations**

- Lab coats will be worn at all times. Clothing should be visible by more than 2 inches below hemline of lab coat.
- Full uniforms are required for high fidelity simulation, any skills testing and all days assigned as clinical.
- Shoes must be closed toe and heel, with rubber soles.
- You must bring your critical elements with you, as well as your totes with supply contents.
- Bring your professionalism.
- No eating, drinking or smoking allowed at any time. The college will not be responsible for any personal items left in the skills lab.
- If there is a spill or breakage of an item-please bring to the attention of the staff and/or faculty immediately.
  - If you do not do the above for any spills, this is considered a safety violation and will be documented in the student’s file.
- No loitering or waiting for others.
- Pick up after yourself.
- Students are not allowed in the storage room area.
- Please “**respect**” the manikins and all equipment, and most importantly each other.
- Please call/email to cancel any scheduled appointments as a courtesy to others. Failure to cancel your appointment **within 24 hours** will forfeit any future standing appointment.

**NOTE:** If you are scheduled to be in class/clinic you **will not be allowed** in any of the labs unless approved in advance by your instructor and/or the Dean of Nursing.
Simulation Lab Expectations

The simulation lab provides experiences similar to those that would occur in the clinical setting; as such, the rules and expectations for the clinical setting are still in effect. As a participant of the BC Skills/Simulation Lab, the student must recognize the significance of confidentiality with respect to information concerning simulated patients and fellow students. The requirements of the Health Insurance Portability and Accountability Act (HIPAA) and any other federal or state laws regarding confidentiality are expected to be upheld during simulated activities. The student is expected to report to the facilitator or instructor any violations of confidentiality.

The student agrees to adhere to the following guidelines:

• The simulation lab is a learning environment. All scenarios, regardless of their outcome, should be treated in a professional manner. The student running the scenario should have everyone’s respect and attention.

• Situations simulated in the lab are to be used as a learning tool and not to be used for humiliation of fellow students.

• The simulation mannequins are to be used with respect and be treated as if they were live patients.

• No Betadine, no ink pens (near the mannequins), 22g IV or smaller for IV starts.

Computer Lab Expectations

• No food, drinks or cell phones allowed in computer lab. No conversation allowed in the computer lab, if you feel the need to chat please step outside.

• Must be orientated to computer lab before use.

• Must log in/out with Allied Health office as well as Starfish in skills lab, this is a safety matter and must be adhered to.

• You must have a “log in” to sign on the computers. You can visit the Library Computer Commons Pod 1 to attain a “log in” or follow the directions to obtain access via the web (if available, will be handed out at orientation).

• To print in the Computer lab, each student must have a “Gades” card (obtained at the Student Activities Center) also money must be applied to Gades card for printing at 10 cents per copy.

ATI

• Please see your faculty member regarding any concerns with using ATI. Please make time to explore and utilize all of the functions of your ATI package.