

Adding Triggers to a Question

After questions are added to an assessment, you can add triggers for certain question types. Triggers are suggested items that push out to other areas of the application based on a question response.

There are several trigger types; below is a listing and definition/explanation of each.

- **Care Plan Triggers** - You can set a trigger for a Focus, Goal and/or Intervention. Triggered items flow to the View Triggered Items Now section of the resident's Care Plan.
- **Task Triggers** - You can set a trigger for a Task using Focus Categories or the Task Library. Triggered items flow to the View Triggered Items Now section of the resident's Tasks tab and/or Care Plan.
- **Assessment Schedule Triggers** - You can set a trigger for an assessment. Triggered items flow to the Next Assessment Due section of the Resident's Assmnts tab.
- **High Risk Alert Triggers** - You can set a trigger for a High Risk Alert using the Standard Alert Library, eINTERACT alerts (if applicable) or by creating a new alert. Triggered items flow to the Clinical Dashboard.
- **eINTERACT Triggers (available in Change in Condition Evaluation Guide only)**: Allows you to set up and view eINTERACT Trigger notifications in the Alert pane on the Clinical Dashboard and resident Dashboard.
- **Care Program**: Creates a Care Program in the Care Program tab of the resident's chart. Care Programs must be enabled in your facility to see this option.

Procedure

1. Do one of the following:
 - Single facility: Clinical > Setup > Custom Assessments
 - Multi-facility: Management Console > Standards > Care Management > Custom Assessments
2. Click edit for the assessment.
 - If in a multi-section assessment, click edit for the section you want to add a question trigger to.
3. Click triggers for the question.
4. Triggers for Response: select the response.
5. Click New for the Trigger > select the item(s).
6. Click Save.

Hints and Tips

- For Assessment Schedule Triggers, use the Triggering Type of Trigger.
- Assessments must be locked for the triggers to push out.