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Medical Education Board Game: Interactive Learning

Ulysses Davila
Virginia Commonwealth University

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Background
Researchers have been interested in promoting improved retention of medical knowledge through custom designed board games for a number of years (Bochennek, et al 2007, Karbownik et al, 2016, and Shaw et al 2013). Studies demonstrate at least a subjective medical student desire to continue to develop study methods like board games for routine use in medical education.

Objective
The overall objective of the study is to improve retention of pediatric knowledge and thus pediatric patient care by providing MS3 students with an interactive game to improve their performance on the Shelf Exam. Our study will explore the question: “Does playing a board game during a medical student’s pediatric clerkship— in addition to attending already required lectures— increase his/her long-term retention of pediatric knowledge as measured by performance on the shelf exam as compared to the average of his/her peers who only attended required lectures?” Our aim will be for those MS3s who participated in the board game to demonstrate, on average, a 10% improvement in shelf exam score as compared to the students who participated, only 8 students sent survey responses.

Methods
Volunteers will be divided into 2-3 person teams and play the board game for 1 hour during Week 3 of the 6 week rotation. The board game involves questions written to address the core objectives as outlined by the American Board of Pediatrics in the General Content Outline for initial certification, maintenance and in-patient training exams. The students will answer the questions as a team. Correct answers merit another turn; winner is first to the end of the board. Following their playing session, an email with survey questions will be sent out to garner subjective feedback in addition to the more objective measure of their improvement through Shelf Exam scores.

Rules of the Board Game
The question asked is based on the spot (if on red at the start of the turn then question asked from red pile, if on a black, then free roll). The person to the right of the player asks the question with finger over the answer. Every player, except the question asker, has a chance to steal. If the player whose turn it is missed the question, then the next player to the left of the player that answers the question correctly gets the credit. The player that steals rolls the dice instead and advances. Each player draws a residency responsibility card at the end of each turn; if on a black space, he/she draws a card at the beginning as well. Attack cards must be played before the end of a turn. Defend cards can be stored face up or down.

Board Game and Cards

References


Swiderska, Nina et al. 2013: Randomised controlled trial of the use of an educational board game in neonatology, Medical Teacher, 35:5, 413-415.