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Engaging Ideas for Pathology Student Interest
Group Meetings

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Engaging ideas for pathology student interest group meetings
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Introduction
Pathology Student Interest Groups (PSIG) are a recruitment tool supported by VCU Department of Pathology to attract medical students into pathology residency.

PSIG meetings are focused to:
• Inform medical students about the field of pathology.
• Promote engagement of residents and faculty with medical students.
• Successfully recruit medical students to pathology residencies.

Objectives
VCU PSIG wanted to increase student attendance and engagement by:
• Choosing an off-site venue
• Employ gamification to increase student interaction with pathology residents and faculty.

Methods
• Gamification is the application of using digital game design elements and applying these to non-game content.
• “Kahoot!” is an application that has a social learning design that allows students to gather around a digital screen and answer questions while using their own cellular devices.
• The PSIG planned a “Zombie Doctor” themed Halloween party at a local restaurant.
• The faculty advisor created 3 “Kahoot!” digital pathology game quizzes, titled: “Name that Pathology” (Image 1), “Name that Cause of Death,” and “Name that Poison.”
• The students were separated into 6-7 teams and answered the questions in the 3 quizzes. They also participated in:
  • a Mummy wrapping finale contest (Image 2),
  • a costume contest (Image 3).

Results/Findings
• The event was advertised on social media as all other meetings.
• Attendance of medical students doubled from on site meetings of 20 students to 40 students.
• Students enjoyed the offsite venue.

<table>
<thead>
<tr>
<th>Quiz</th>
<th>Correct Answers (%)</th>
<th>Rating</th>
<th>Recommend (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name that Poison</td>
<td>97</td>
<td>4.5</td>
<td>85</td>
</tr>
<tr>
<td>Name that Cause of Death</td>
<td>78</td>
<td>4.8</td>
<td>60</td>
</tr>
<tr>
<td>Name that Pathology</td>
<td>74</td>
<td>3.5</td>
<td>60</td>
</tr>
</tbody>
</table>

Table 1: Student Feedback regarding Quizzes

Conclusions
• The ratings of the quizzes were as follows
  1. Name that cause of death (4.8)
  2. Name that poison (4.5)
  3. Name that Pathology (3.5)
• We are planning additional meetings, some that will use gamification as part of the presentation and some without.
• We will plan surveys to determine if gamification improved the learning and engagement of the millennial medical student.

References