

2019

# Engaging Ideas for Pathology Student Interest Group Meetings

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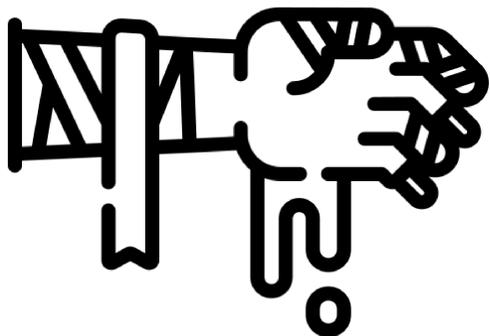
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## Introduction

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.



Image 2: Mummy wrapping contest

## 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).



Image 3: Zombie Doctor costume contest

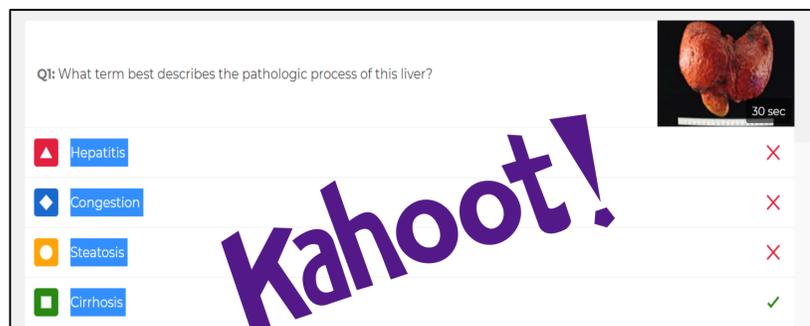


Image 1: Sample Kahoot question

## Results/Findings

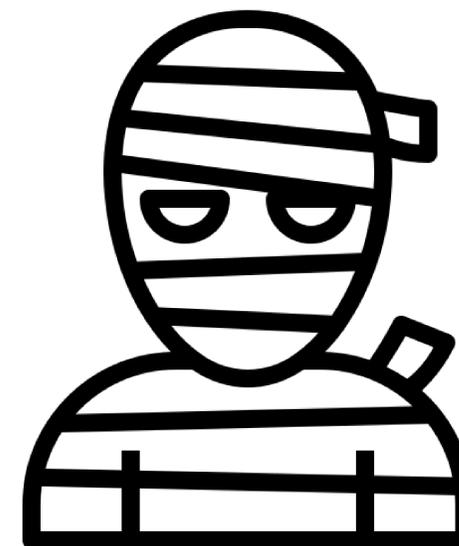
- The event was advertised on social media as all other meetings.
- Attendance of medical students doubled from on site meetings of 20 students to 40 students.
- Students enjoyed the offsite venue

Quiz	Correct Answers (%)	Rating	Recommend (%)
Name that Poison	97	4.5	85
Name that Cause of Death	78	4.8	60
Name that Pathology	74	3.5	60

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

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