

AUCTION MEDICO VACCINO: GAME-BASED APPROACH IN MEDICAL EDUCATION

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Overview

Conventional teaching in medical education is mainly depended on lecture-based approach. Boring & passive style make students are less successful in class. Game-based approach may enhance more engagement & help student get more academic success

Aims & Objectives

Students are able to

1. Show more engagement in class
2. Learn with happiness & fun
3. Students' satisfaction survey shows good results

Activities

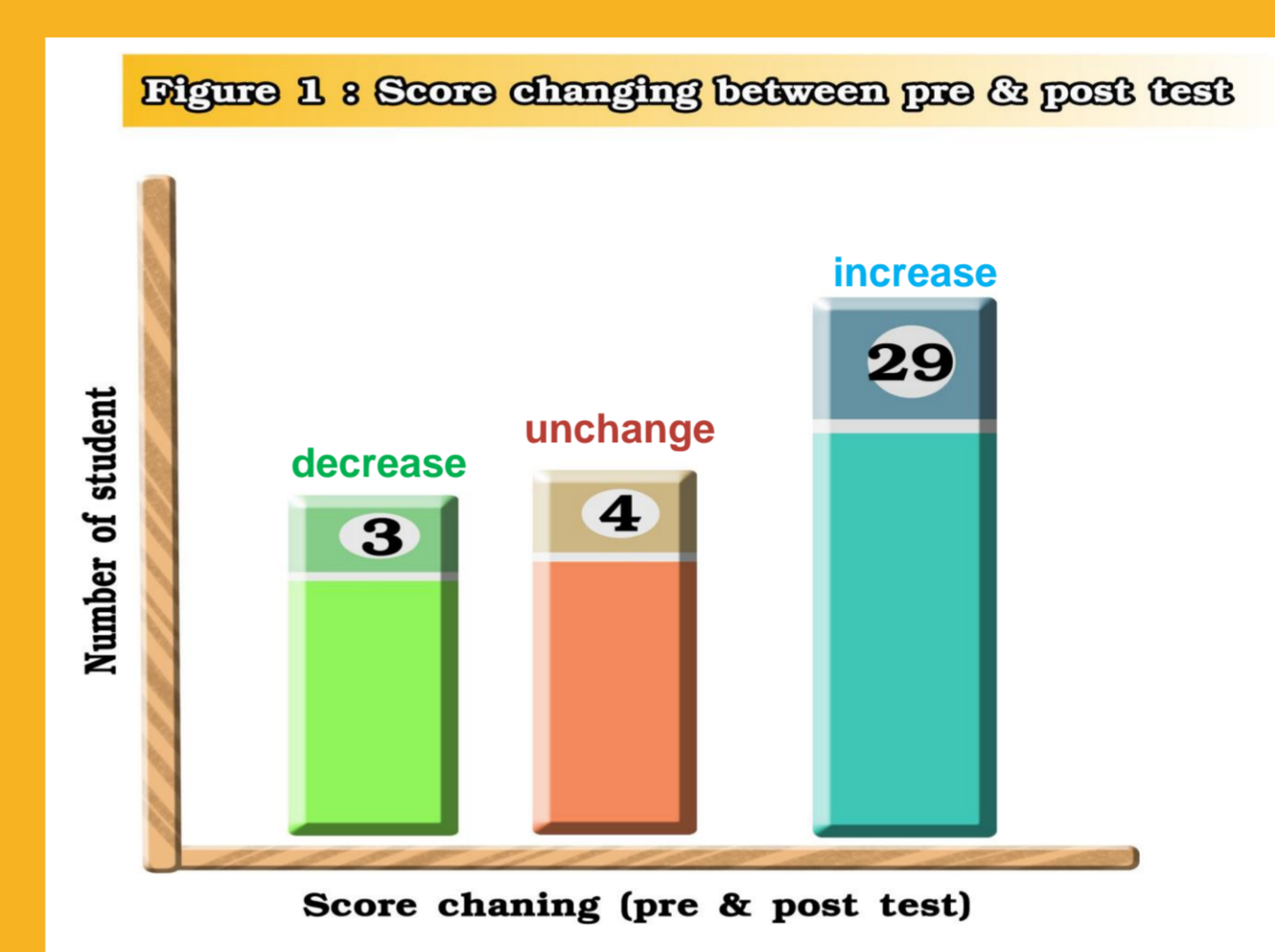
1. Medical students were grouped with 6 members (6 groups)
2. Ten questions related to vaccines were prepared in advance by a teacher
3. Information related to vaccine usages were launched to each group
4. Ten thousand Baht bank notes were given to each group before the game began
4. Auction was then performed for the class who want to answer the question (1-10 step by step)
5. The right answer was marked for score but the wrong answer group lost the money
6. The winner finally was rewarded

Photograph 1: Show activities in class



Outcomes

Rising score was shown in 29 students (80.56%) between pre & post test (n=36)



Pre test score (average) = 5.33 (from 10)
Post test score(average) = 7.25 (from10)

Table 1: Feedback survey after the end of a class

Satisfaction survey (n=35)	Mean scoring (1-5)
1. Students got more involved in class	4.11
2. Game made students felt funner	4.26
3. Using more critical thinking	3.97
4. Enhancing students to learn more	3.86
5. Need to join designing activities	3.80
Average	4.00

Impacts

1. Student participated more in learning process
2. Students earned more average score comparing pre & post tests

Future development of project

1. Short-term: Integrate game-based approach in my course
2. Medium-term: Convince students to join designing game in class
3. Long-term: Share game-based approach to colleagues

REFERENCES:
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McCoy L, Lewis JS & Dalton D. Gamification and Multimedia for Medical Education: A Landscape Review. J Am Osteopath Assoc. 2016;116(1):