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43 Call of the Wild - Gamification of Simulation in Wilderness Medicine

Taylor Cesarz, Stephanie Cohen, Mitchell Voter, Shayne Gue

Introduction: Medical education has come a long way from traditional lecture-based residency didactics. Recently, there has been a push for gamification to captivate learners. As we see an influx of learners who have grown up during rapid technological advancement, it is important to evolve how we teach, including the use of gamification, to more actively engage learners and solidify knowledge. We have started to see the incorporation of simulation gamification with events such as SAEM SimWars, however, we have yet to examine the impact of simulation gamification on resident education.

Educational Objectives: We created an innovative team-based simulation competition, with a focus on wilderness medicine to assess the impact simulation gamification has on resident engagement, motivation, challenge, and overall perception of education efficacy.

Curricular Design: We designed an interactive race that consisted of six stations, including five simulations and one trivia station with board-style review questions. The five sim stations included team-building, simulation, as well as procedural challenges. Teams were scored based on the completion time of each station, with time penalties added for missed critical actions. To evaluate our race, pre- and post-intervention surveys were administered, with both multiple choice and perception questions utilizing a Likert scale.

Impact: We included two emergency medicine residency programs in Central Florida, analyzing data from 23 learners with matched pre- and post-test results. There was a statistically significant increase in medical

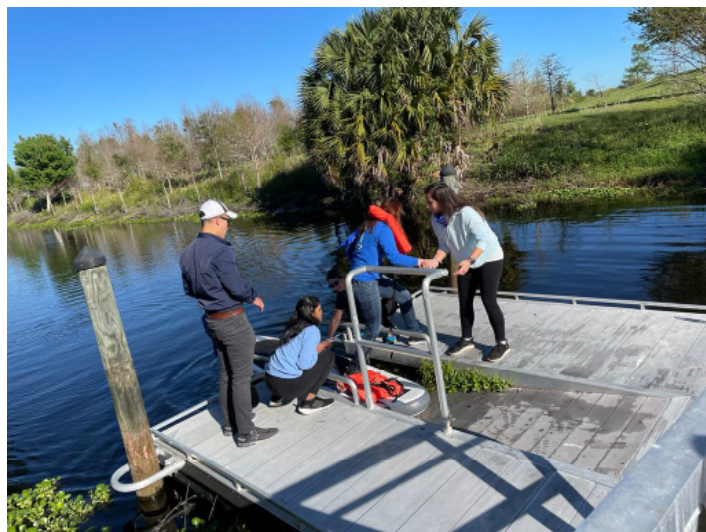


Figure 2.

knowledge assessment (62 to 80%, $p < 0.001$). Respondents also agreed with statements indicating increased levels of motivation, engagement, and challenge with this educational strategy compared to other modalities. Finally, 100% of respondents indicated they “agreed” or “strongly agreed” that the event was an effective educational tool for wilderness and environmental emergency training.

44 The Sooner, The Better – “Intern Bootcamp” for Senior Medical Students

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Introduction/Background: Simulation is an effective strategy for educating learners of all levels. Moreover, it is an invaluable tool for teaching difficult topics in a psychologically safe environment. The transition from medical student to resident physician is stress-inducing in many ways. Many graduate medical education programs have developed “Intern Bootcamps” to help ease this transition and build upon the core entrustable professional activities (EPAs) expected for new interns having completed undergraduate medical education. We sought to explore the implications of shifting “Intern Bootcamp” into the pre-residency phase, focusing on senior medical students.

Educational Objectives: To evaluate the impact of a novel, one-day “Intern Bootcamp” on medical knowledge and self-reported perception of comfortability among senior medical students at our institution.

Curricular Design: We created a one-day “Intern Bootcamp” for the six graduating senior medical students at the University of Central Florida who matched into



Figure.