EDU Journal Club 2014

You are cordially invited to a presentation by

**Juan Klopper:** **Gamification in Surgical Education**

Date 23 October 2014

Time 15.30 -16.30

Venue Postgraduate Seminar Room 1, Barnard Fuller Building

**Abstract**

Greater use of technology was combined with elements of gameplay in an acute care surgery unit at an academic hospital. A pilot program of gamification was implemented during a six-week period during which three groups of NN final year medical students rotated through the unit. The strategy aimed at improving three key elements of clinical teaching, namely active participation in patient consultation and presentation on ward rounds, assistance during surgical procedures, and learning by consulting published literature. The use of elements of gameplay and reward in a non-game context proved workable. Twenty-one students took part in the program, generating 211 posts. Post categories included short descriptions of case presentations and findings during surgical procedures. A total of 24 online reports were submitted after literature searches, all directed towards clinical questions posed to students during patient presentation. The remainder of posts constituted direct discussions amongst students about the content of the aforementioned categorical posts. Direct verbal feedback from students was positive and participation by students in operative cases was subjectively reported as greatly improved by surgeons involved.

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