Rolling the Dice: Is teaching chronic disease management using a board game effective?

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Background & Purpose

- Novel methods of teaching content can be beneficial for adult learners
- Using games to deliver content has been attempted in medical education with some success
- The Adult Primary Care (APC) clerkship piloted a board game to help teach chronic disease management in 2015
- At that time all learners (102) were sent anonymous surveys via email within 1 week of playing the "Art of Medicine" board game.
- Of the 58 respondents:
  - 78% found the game enjoyable
  - 69% wanted it to remain a part of the clerkship
  - >50% felt it improved their ability to manage HTN and DM
- Given the positive response the purpose of this project is to determine:
  - If the “Art of Medicine” game is an adequate stand alone teaching tool for concepts related to Diabetes Mellitus and Hypertension
  - What are the themes reported by students that make the board game enjoyable and improve their management skills

Methods

Art of Medicine Board Game

Survey of attitudes towards learning experience

Review of standardized test performance

Mini Lecture + Art of Medicine Board Game

Survey of attitudes towards learning experience

Review of standardized test performance

Playing the game

You are seeing Patient 2 today.
- The BP today is elevated from previous measurements.
- Add +10 SBP/5 DBP to your patient’s last BP and make a new plan.

References

