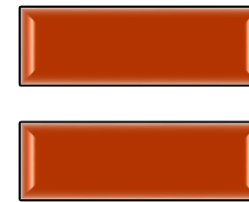
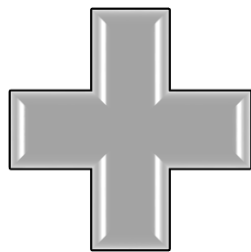
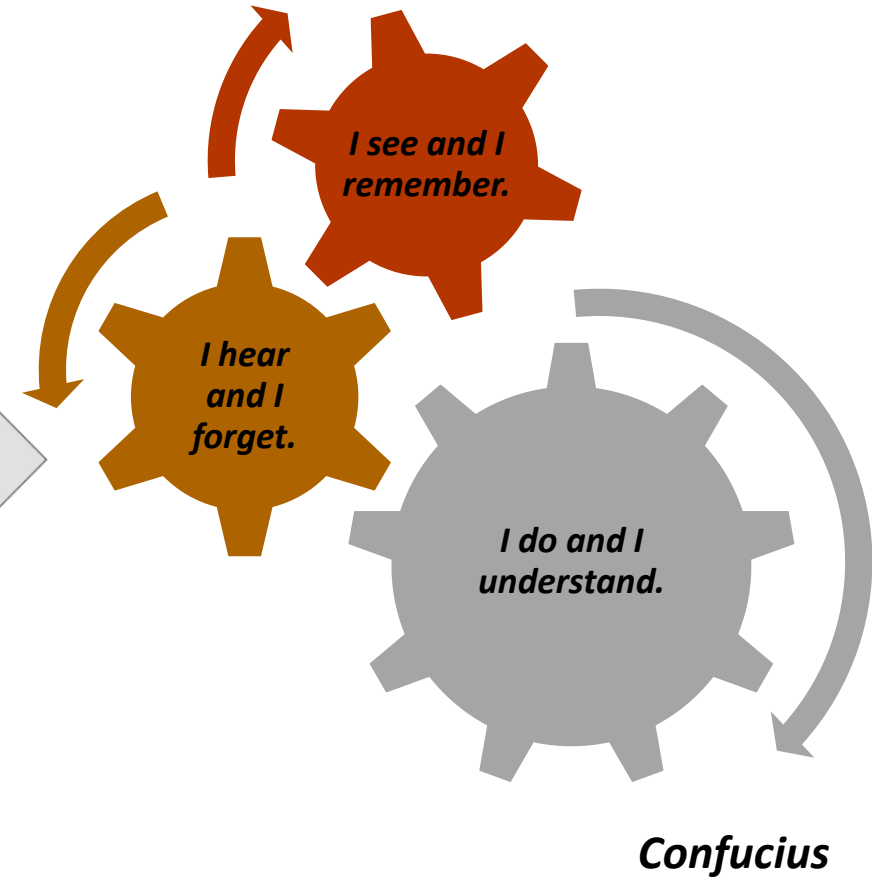


Game-Based Learning and Clinical Simulation for Pharmacology

Mark J. Hernandez and Kelly Quesnelle



Why Game-Based Learning and Clinical Simulation for Pharmacology?



Millenials are “Experiential Learners”

Game-Based Learning

Around the country professional schools are increasingly creating educational games for learners.

- [ElderQuest](#), a video game about pharmacotherapy used by students in geriatrics.
- [Septis](#), modeled after the video game Tetris, helps medical trainees learn to recognize and treat sepsis.
- [Kaizen](#), a web based quiz version of are you smarter than a medical resident.
- [Qstream](#), an online spaced education game teaches health care providers BP-lowering options.

[illegible]

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Medical simulation



- Used in healthcare education to replace or amplify real patient experiences with scenarios designed to replicate real health outcomes, using lifelike mannequins, physical models, standardized patients, or computers.
- No longer limited to "see one, do one, teach one", instead "see one, do many with simulation, teach one".
- Combines the benefits of different learning styles.
- Reduces patient risk and provides consistent training and assessment

Today's schedule:

