

Evaluating the Use of the 'Top 9 Surgical Conditions' Bingo Card For Medical Students On Their Surgical Placement

Background

Gamification of learning is becoming increasingly popular and has been shown to have significant positive effects on cognitive, motivational and behavioural learning outcomes (1). 'Bingo' is a novel approach when it comes to increasing students' engagement on placement. It can have been shown to increase motivation to learn as well as highlight the patient presentations a student has encountered (2,3)

The bingo card was introduced to 3rd year medical students on their 5 week surgical placement in the Queen Elizabeth University Hospital. The presentations included were based on the list of 'top presentations' students should learn about on their placement provided by the University of Glasgow. These were presented in an SBAR format in order to help students gain confidence with using this tool.

Aim

The aim of this study was to evaluate the use of the 'Top 9 Surgical Conditions' Bingo card for medical students on their junior general surgical block

Methods

Online surveys were conducted pre and post students undertaking the activity. The students rated current confidence on assessing patients with common surgical conditions, using a 5 point Likert scale.

Students completed the 'Top 9 Surgical Conditions' Bingo card to complete during their placement (Image 1)

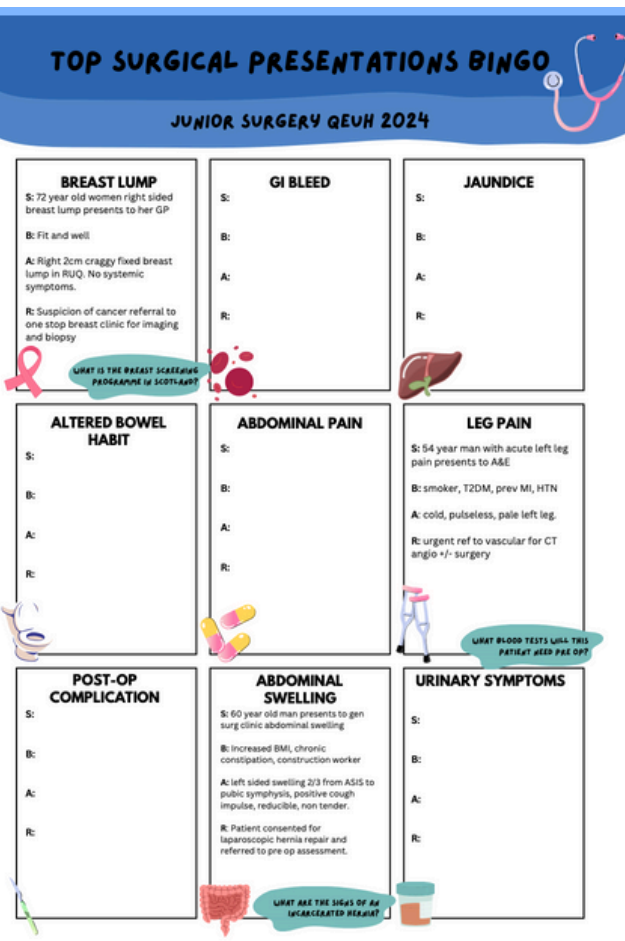
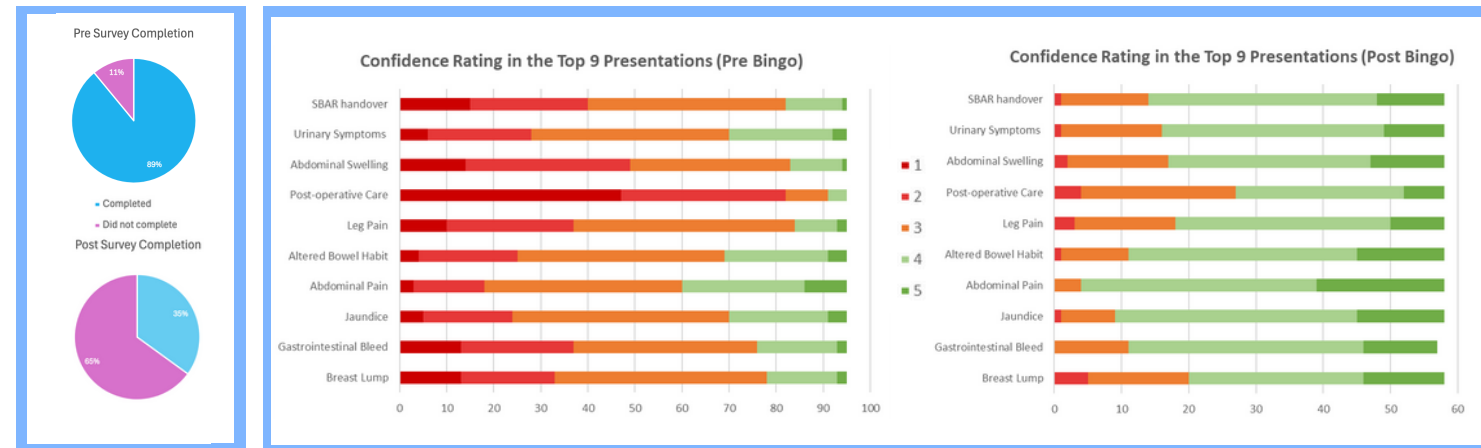


Image 1: Top 9 Surgical Presentations Bingo Sheet

Results

Overall, median Likert confidence rating for each condition improved by at least 1 point in each group of students, alongside confidence with SBAR.



Limitations

Completion rates

These fell over subsequent blocks. The activity was made optional. This could be due to students having other mandatory coursework and summative exams.

Other learning experiences

Students completed this while on placement and receiving other teaching. This may also have improved confidence in these topics. A future study focusing on solely the bingo may be useful.

Reported confidence

This is subjective and in future, formal assessment could be used to evaluate the teaching resource.

Conclusions

Overall, median Likert confidence rating for each condition improved by at least 1 point in each group of students, alongside confidence with SBAR.

This shows educational benefit in using the top 9 Bingo Card to improve students' knowledge of common surgical conditions, through gamification.

This Bingo Card could be further employed within other disciplines of undergraduate medicine.