

DICIPHER:

Assessing Drug Information Skills Through Gaming



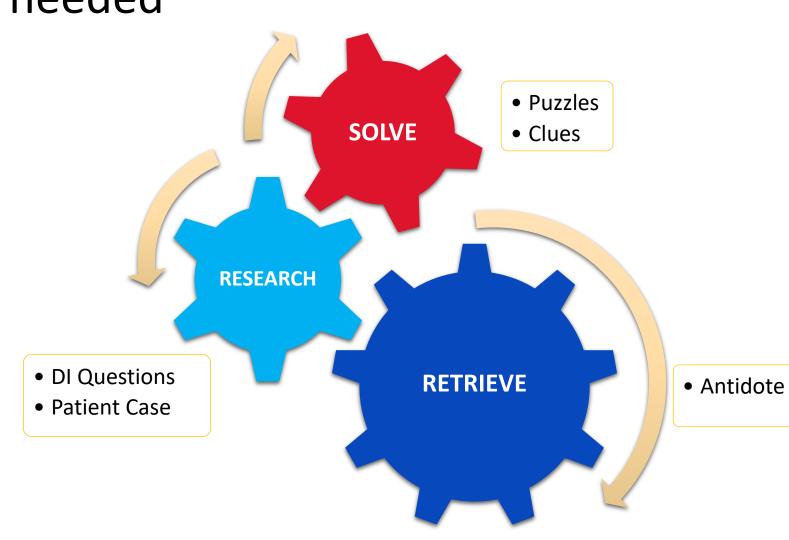
Cambrey Nguyen, PharmD
University of Kansas School of Pharmacy, Lawrence, Kansas

BACKGROUND

- Team-based learning (TBL) pedagogy has been utilized for teaching drug information with positive feedback¹
- AACP has encouraged serious educational games in pharmacy education to develop and strengthen skills relevant to real world scenarios²
 - An escape room game was implemented by Eukel et al. to teach diabetes³
- Objective: Discipler an "escape room" themed challenge was piloted with P4 students to assess drug information skills on an experiential rotation

METHODS

- The students were split into groups of 5 to 6 from June to August 2017
- A series of puzzles and clues were provided to retrieve the DI questions pertaining to a topic not taught in pharmacotherapy
 - 60 minutes to retrieve antidote; 15 minutes-debriefing session; Likert survey about experience in challenge
- Patient simulation rooms were used to observe students and communicate with preceptor if assistance with clues were needed



RESULTS

A total of 15 APPE students participated in the challenge and 14 students filled out the survey

- All P4 pharmacy students took a drug information course prior to enrollment into the APPE rotation
- Practice with DI questions were provided during the month in the Drug information Center

Figure 1. Content of Drug Information APPE

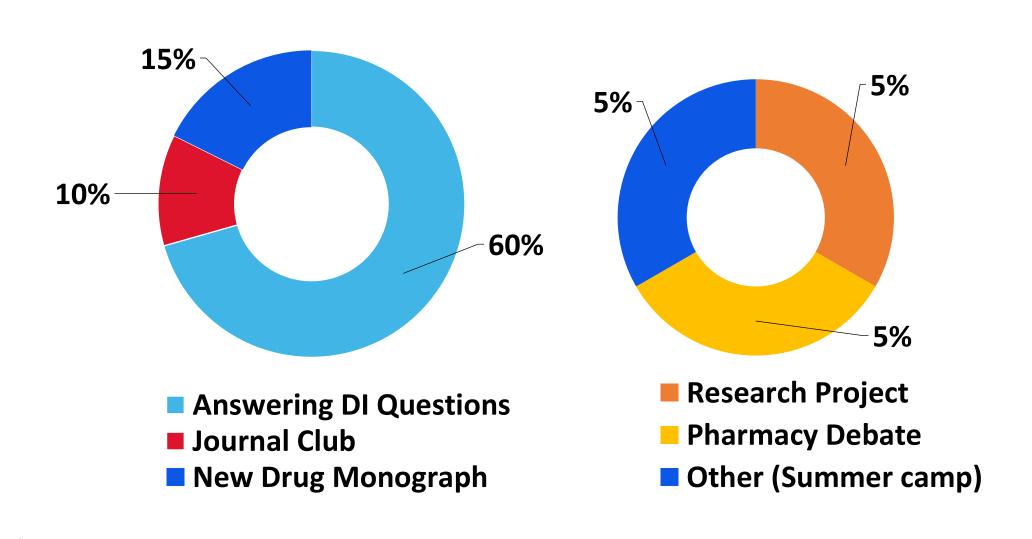


Figure 2. DI Questions Answered Correctly

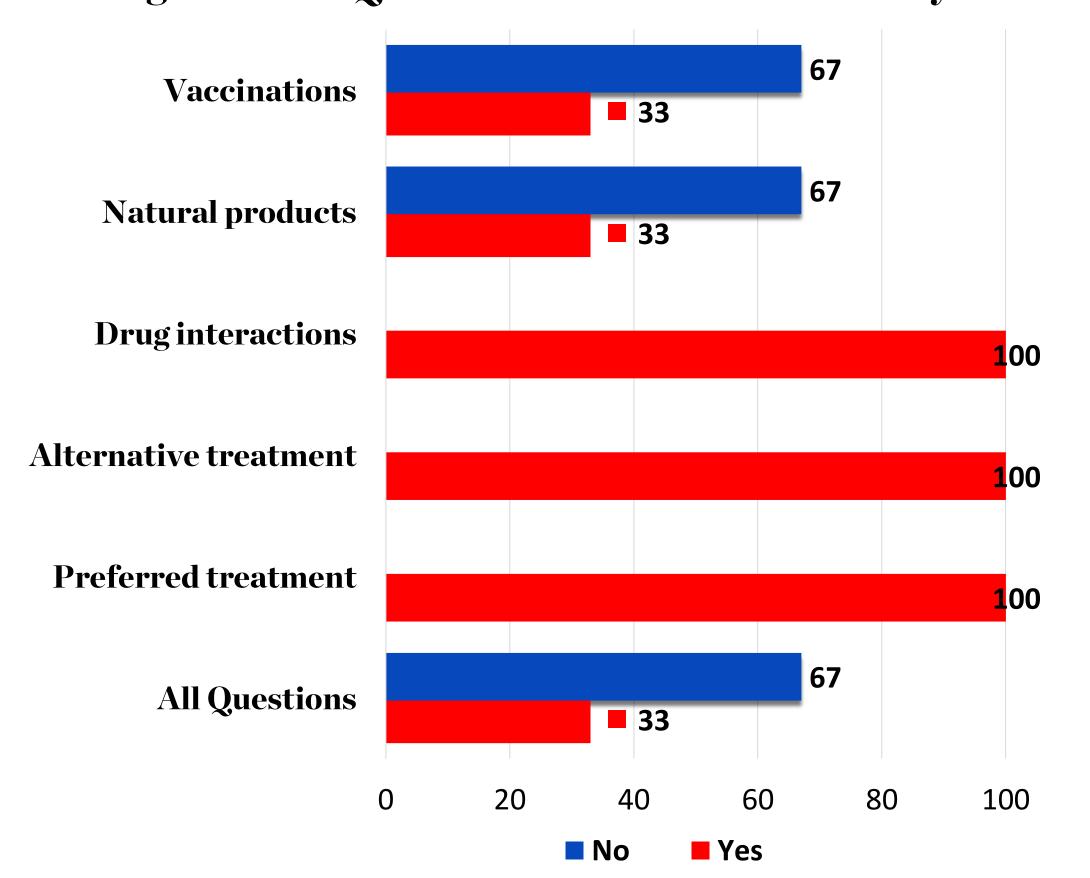


Figure 2. Questions presented in the challenge consisted of preferred treatment, drug interactions, alternative treatment, natural products and vaccinations pertaining to cutaneous anthrax case.

Figure 3. Comfort with DI Resources

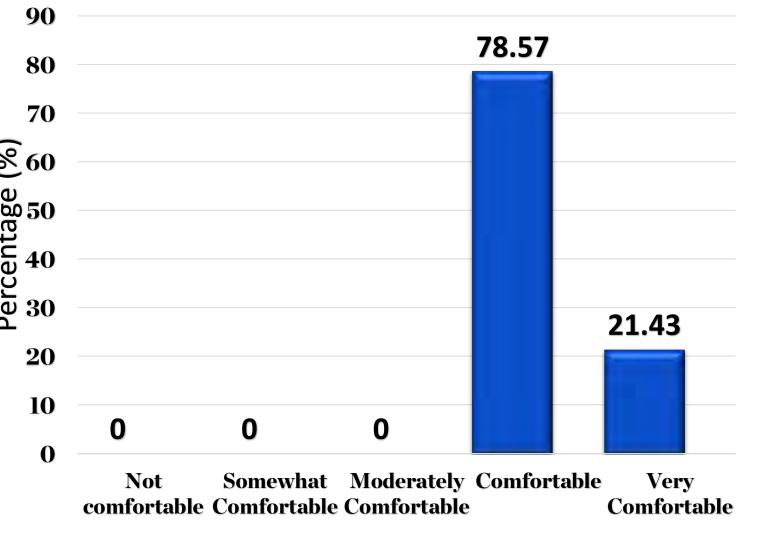


Figure 3. The students were asked to rate their comfort level with DI resources after participating in the challenge.

Figure 4. Most Enjoyable Aspects of Challenge

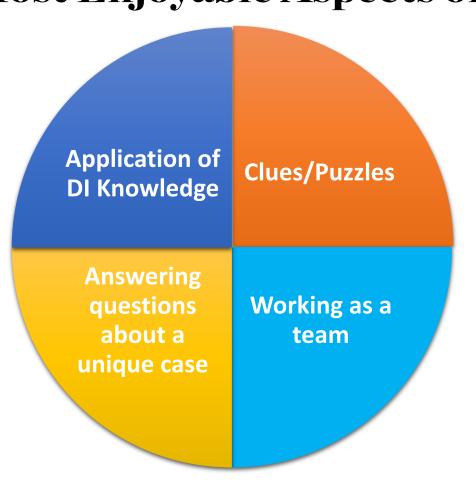


Figure 4. The students were asked to rate their comfort level with DI resources after participating in the challenge.

| Table 1. Perspective of Challenge | | | |
|---|---------------------|----------------|--------------|
| Item | Disagre e (%) | Neutral (%) | Agree (%) |
| The challenge promoted active learning while assessing my knowledge of Di resources | 7.14 | 7.14 | 85.6 |
| I worked well with my group members to solve the clues and research the DI questions | 14.2 | 7.14 | 78.5 |
| The challenge allowed for appropriate delegation of tasks within a small group and facilitated teamwork | 14.29 | 14.29 | 71.4 |
| The challenge identified certain DI resources that I need additional practice using | 0 | 28.6 | 71.3 |

Table 1. Responses were based on Likert scale of 1=strongly disagree, 2=disagree, 3=neutral, 4=agree, 5=strongly agree; the disagree responses encompass strongly disagree and disagree (1-2), agree responses include agree and strongly agree (4-5).

DISCUSSION

- One group out of three answered all of the DI questions correctly and retrieved the antidote
 - The other groups answered three out of five questions correctly
- The students' positive feedback found the challenge assessed their DI knowledge in a fun and novel setting
- Changes for future implementation included:
 - a pre-test that featured similarDI questions
 - A safe with a combination code instead of lock box

FUTURE DIRECTIONS

- Disciplifier was implemented in Drug
 Information course in Spring 2018 with third year students
 - Also, utilized to teach high school students at summer camp
- Expansion to other health care related areas (medical, nursing, etc.)
- Evaluation of DI skills of pharmacists compared to students
 - Assess efficiency, accuracy, problem solving skills and teamwork

REFERENCES

1. Hincapie AL, Cutler TW, Fingado AR. Incorporating health information technology and pharmacy informatics in a pharmacy professional didactic curriculum -with a team-based learning approach. *Am J Pharm Educ*. 2016;80(6):107.

Cain J, Conway JM, DiVall MV, et al. Report of the 2013-2014 Academic Affairs Committee. *Am J Pharm Educ*. 2014;78(10): Article S23.
 Eukel H, Frenzel JE, and Cernusca D. Educational gaming for pharmacy students – design and evaluation of a diabetes-themed escape room. *Am J Pharm Educ*. 2017; 81(7): 6265.