FROM CLASSROOM TO CRISIS

Transforming Medical Training with Game-Based Learning



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INTRODUCTION

Preparing medical students for disaster response is a complex challenge that goes beyond theoretical knowledge. To address this, an innovative educational tool in the form of an interactive board game has been created. The game is designed to simulate reallife emergency scenarios, engaging students in critical thinking, teamwork, and effective decision-making under pressure.

METHODS

The game utilizes open-source guidelines to simulate realistic emergency scenarios, requiring strategic decisionmaking. Players assume roles such as Team Leader, Doctor, Medical Support, Logistics Coordinator, and Psychologist, each contributing unique skills. Game mechanics include triage, resource management, and resolving ethical dilemmas, such as prioritizing care with limited supplies or addressing psychological distress. Scenarios progress through timed rounds, emphasizing

RESULTS

The game was evaluated internally for educational content and design feasibility. The scenarios integrate realworld medical protocols, emphasizing decision-making under pressure. The game's theoretical framework was validated against established emergency medicine practices, highlighting its potential to foster engagement and collaborative learning among medical students. The evaluation focused solely on aligning the game content with open-source medical standards and ensuring an accurate representation of

CONCLUSION

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