# Leveraging Online Simulation Games as an Interprofessional Education Teaching Tool: Insights and Lessons

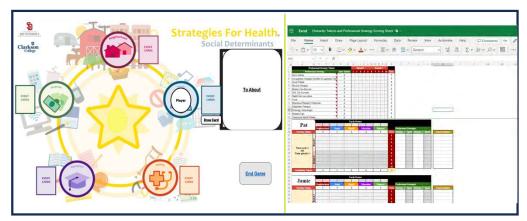
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#### Background and Project

- Games as pedagogical tools
- To enhance student motivation, foster critical thinking, and promote experiential learning (Hwang & Chen, 2022; Karimova, 2021; Katsaounidou et al., 2019; Ruiz-Ezquerro, 2021).
- Strategies for Health by the Univ. of S. Dakota - Teaching/learning tools to improve collaboration skill in IPE
- Traditional table-top board game
- Limitation Can only be played in inperson setting
- Digital adaptation
- Digital Game Items PowerPoint for the game board, Excel for tracking points, and facilitator guide

#### **Online Gameplay**



Media: Zoom

**Setup**: Split monitor display for game and point tracking sheet **Participants**: Facilitator; players; optional additional instructor(s)

#### Pre-game Briefing

Turn on cameras
Introductions
Professional behavior
Team consensus on decisions
Learn about roles and resources

### Post-game Debriefing

Utilized debriefing questions provided with original game

## Outcomes and Lessons Learned

- Equal opportunity for online students
- Online students reported a positive experience
- The clarity and comprehensiveness of game instructions and expectations affect student level of participation
- Recommend one facilitator and one to two faculty to assist with game play
- Game can be customized to specific learning objectives

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