



Ask the expert

Question:

6. Can you suggest some easy gamification tricks to best engage participants to Cochrane training activities?

First of all, I would categorise „gamification tricks“ as follows:

- a.) **Find out about students' experiences and know-how:** Make use of self-assessment tests, quizzes, riddles, for instance. Students can fulfil these in written as individual work and then compare the answers with a partner. You could generate a whole-class activity which may focus on revision practice at the end of your presentation. Make sure your audience has enough time to test themselves individually and find out about their learning outcomes before you discuss the answers in class.

Examples:

Question of the Day

A 28-year-old Indonesian male is seen for fevers, sweats and weight loss. Examination is significant for hepatosplenomegaly and diffuse lymphadenopathy. Chest radiograph shows diffuse pulmonary infiltrates.

He was diagnosed with HIV infection 3 months ago while in graduate school in Canada. At that time, CD4 count was 12, he was treated for PCP and remains on prophylactic bactrim. He has not yet started HAART. Shortly after diagnosis he immigrated to the U.S., and he is currently employed as a systems engineer.

BAL: negative PCP DFA. Routine bacterial and mycobacterial stains and cultures are negative at 5 days. Fungal culture is growing *Penicillium sp.*

Which of the following empiric treatments is indicated at this time and WHY?

- A. Liposomal amphotericin B
- B. INH, RMP, EMB
- C. Intravenous Bactrim
- D. Clarithromycin, ethambutol
- E. Oral Itraconazole
- F. No treatment indicated



We **S**tarted the lesson with....

The **T**opic was....

Our **O**pportunities for practice were....

The **P**urpose of learning this is....

1. Leave 2-3 min. at end for closure
2. Ask for 2-3 min. of reflection
3. Ask students to write those thoughts down
4. Summarize (STOP)

1. *Summarize for me...*
2. *We started today with... and we learned...*
3. *We just learned that ...because.... This will help us when ...*

b.) **Use scores and ratings:** There are various ways of how you could do this. You can make use of fee-based apps or computer software programs. I have already used <https://www.feedbackr.io/> - it was quite helpful and you can surprise your audience if they do not know it yet. On the other hand, you can use simple pen and paper versions which are created by yourself.

c.) **Competition elements**

Many more teaching methods can be found here:

<http://teaching.uncc.edu/sites/teaching.uncc.edu/files/media/files/file/InstructionalMethods/150TeachingMethods.pdf>

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