STEP 1 STUDY GAME; Abstract

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ABSTRACT

The USMLE Step exams are significant milestones and statistics for medical learners. The Step 1 exam, in particular, represents a critical data point referenced by residency programs when considering medical student applications. Despite the importance of this examination most study aids (textbooks, lectures, online videos, etc.) follow a paradigm of passive, individualized learning rather than collaborative, active engagement. This occurs despite abundant research that demonstrates substantial benefit of active participation in learning. Gamification, which can be described as the application of game-design elements and principles to information systems aimed to afford specific experiences and motivations, can enable learners to actively participate in an exchange of information. Participants in games have additional motivation to engage in the game itself and can retain contextual information when trying to remember important knowledge at later points. The purpose of this project is to apply the concept of gamification to Step 1-related medical information to provide students with a supplemental means of active preparation aimed toward collaborative study.