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A Game Of Triage: Developing a Game to Teach Medical Students Triage Tagging in The Setting of a Mass Casualty Event

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Can A Game Be Designed To Teach Medical Students Triage Tagging In The Setting Of A Mass Casualty Event?

Medical students do not receive any formal training on how to triage in the field.

Simple Triage and Rapid Treatment (START)

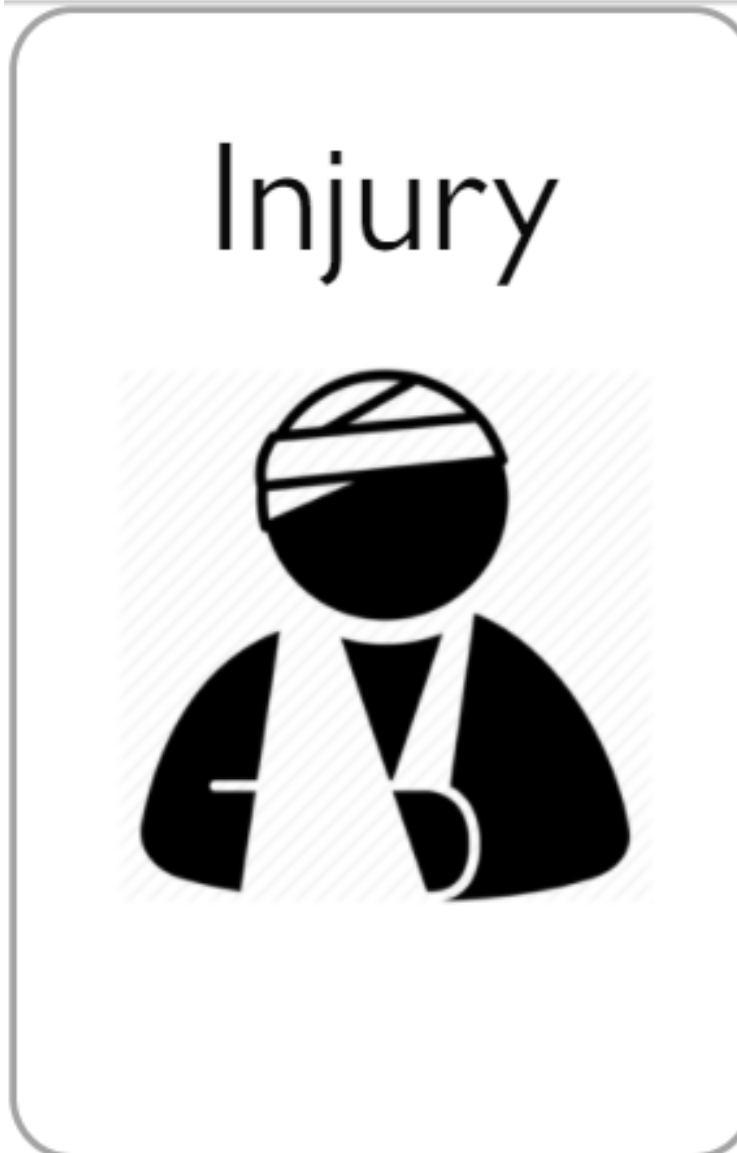


WHO: 4th Year Medical Students In EM rotation

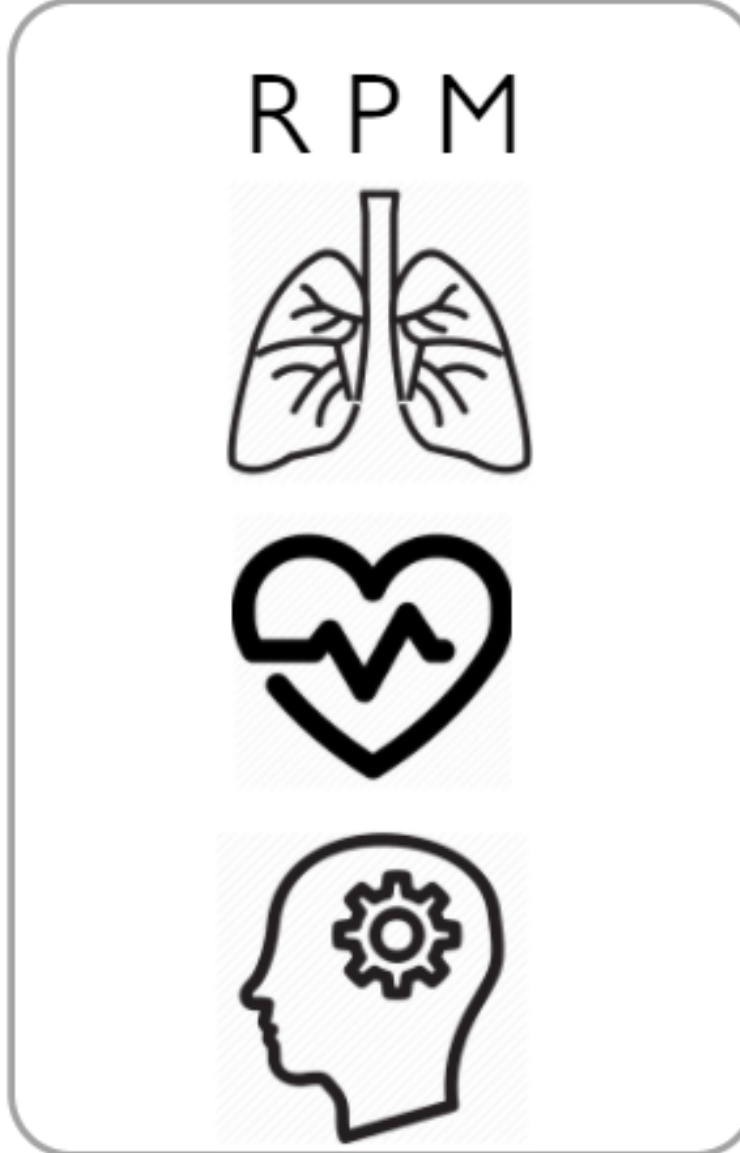
Percent Correct	Pre-Game	Post-Game
Correct Green	67%	78%
Correct Yellow	56%	67%
Correct Red	34%	67%
Correct Black	100%	100%
Total Avg Score	Pre-Game	Post-Game
(Out of 10)	6	7.67

Game Design


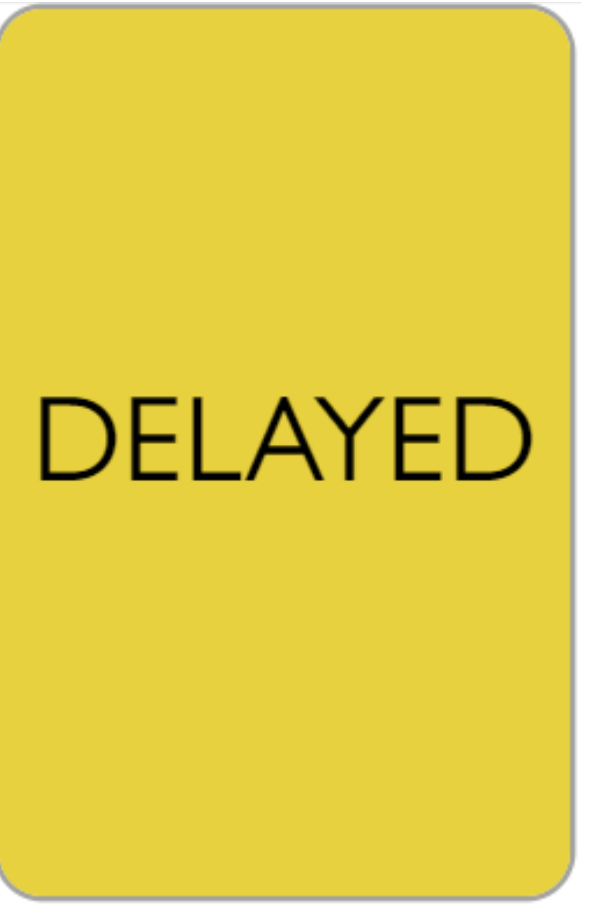
- Online Format
- Card Game - Replayability
- Draw a “Triage Patient”
- Be the first to “tag”





Injury



RPM

No Visible Injuries

Respirations: 13,
Perfusion: Cap Refill < 2, Mental Status: Shaken but follows commands

How effective did you feel the game was?

Average = 3.67/5
Somewhat Effective

How fun did you feel the game was?

Average = 3.67/5
Somewhat Fun