

1-2020

## Patient Interview Simulator: Designed to increase confidence and knowledge in clinical medicine

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### Recommended Citation

Noueihed, Khaled; Habbal, Daniel; and Demer, Gretchen, "Patient Interview Simulator: Designed to increase confidence and knowledge in clinical medicine" (2020). *Phase 1*. Paper 9.

[https://jdc.jefferson.edu/si\\_me\\_2022\\_phase1/9](https://jdc.jefferson.edu/si_me_2022_phase1/9)

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## **SKMC Class of 2022: SI/ME Abstract**

**Word count: 238**

### **Patient Interview Simulator: Designed to increase confidence and knowledge in clinical medicine**

**Khaled Noueihed, Daniel Habbal\*\*, Gretchen Diemer\***

**Purpose:** Studies have shown a nationwide trend in which medical students seldom get one-on-one interactions with a standardized patient conducting a full medical visit before their clerkship years. We have designed a simulator that allows students to practice their clinical skills with each other, using a variety of cases that emulate case-based learning as well as clinical skills exams.

**Methods:** Twenty second-year medical students participated in the game's pilot study. The measured variables in the study included game and confidence scores. We randomized participants into pairs, and each person completed two cases with their scores compared using a paired t-test. Confidence was measured as a baseline and after completion of the game with an additional paired t-test.

**Results and Conclusions:** The results show a significant increase in confidence and game scores. Mean confidence scores increased from a baseline of 15 to 21 ( $n = 8$ ,  $p < 0.001$ , 95% CI [4, 8]) out of a maximal score of 25. Mean game scores increased from 415.15 to 443.95 ( $n = 20$ ,  $p < 0.001$ , 95% CI [12, 50]) out of a score of 500. The simulator had a significantly positive effect as an education tool and on increasing student proficiency and should be considered an appropriate supplement for medical education. While additional studies need to be conducted with more participants, the results show that continuous game use can lead to significant increases in patient interaction confidence and game scores.