



# MIMYCX AND OTHER TOOLS FOR IPE

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# TODAYS AGENDA

Games as learning tools for interprofessional education (Mimycx-others?)- 10 min

Tools for Interprofessional Education -10 min

Group work- Determine Game or Simulation as a tool for creating interprofessional learning opportunity. Design desired outcome, activity, assessment- 20 min

Share ideas- 15 min

Last questions or thoughts?

# GAMES AS TOOLS FOR LEARNING

Games-Rules, Feedback systems, Goals

- The freedom to fail: games allow mistakes to be made with little consequence;
- The freedom to experiment: games allow players to explore and discover new strategies and pieces of information;
- The freedom to assume different identities: games encourage players to see problems from a different perspective;
- The freedom of effort: games allow players to go through periods of intense activity and relative inactivity, so that players can pause and reflect on tasks they have accomplished.

<http://www.oxan.com/services/advisory/thought-leadership/thought-leadership-examples/gamification-of-education/>

# MIMYCX

<http://www.mimycxgame.com/>

## “The Beast”

Teams discover a murder mystery, where the possible victim died due to a contagious animal bite. They search for the animal and try to find the explanation of the death. Students will encounter multiple obstacles to their investigation and will have to show excellent team work and deductive reasoning as well as critical thinking skills.

# MAKING IT *INTERPROFESSIONAL*

## **IP Teams**

## **IP Learning objectives**

- Teams & Teamwork
- Communication
- Roles & Responsibility
- Values & Ethics

## **IP Assessment**

# ADDITIONAL TOOLS FOR INTERPROFESSIONAL EDUCATION

## Simulation

- iHuman computer-based simulation
- Robotic Simulation
- Standardized patients
- Tele-Health

## Other Tools & Opportunities

- Service Learning
- Google Classroom
- Team- and Problem-Based Learning
- Quizzing software (e.g. Kahoot)
- *Many other tools - be as creative as possible!*

# INTERPROFESSIONAL TIME

Group work- Determine Game or Simulation as a tool for creating interprofessional learning opportunity. Design desired outcome, activity, assessment- 20 min

# IDEAS





# JUST THE BEGINNING

