



Ward Rounds to Table Rounds™: A Novel Approach to Collaboration and Education in Medicine



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Introduction

- Medical training comes with **unique challenges**
 - New expectations, transitions from the classroom to hospitals, integrating into new teams frequently, independent learning
- Various forms of **games** have been introduced to **enhance trainee** medical education by promoting **active learning** with residents and fostering **group discussion**
- Studies suggest the benefits of medical education games extend beyond medical school
 - Residents report **increased interest in teaching** after playing a learning card game with medical students
 - Family medicine physicians who used **game-based CME materials scored as well** on post-tests 3 months after the event as their case-based material counterparts but reported **more enjoyment with the learning process**
- **Further study** is needed to evaluate the effectiveness of games in medical education
- **Table Rounds™** was developed to help students focus on the high-yield principles of medicine
 - Many styles of game play with the goal of **explaining rationale**

Methods

- **Cross-over study** design with periods of playing and not playing
- Will utilize existing scheduled didactic time
- Medical students, residents and attendings on an **Internal Medicine Team** at Henry Ford Hospital are eligible to play the game
- **Pre and post** intervention surveys utilizing Likert scales
 - Education effectiveness
 - Student perceptions
 - Intra-team communication
- Descriptive statistics will be used for data analysis

Figures

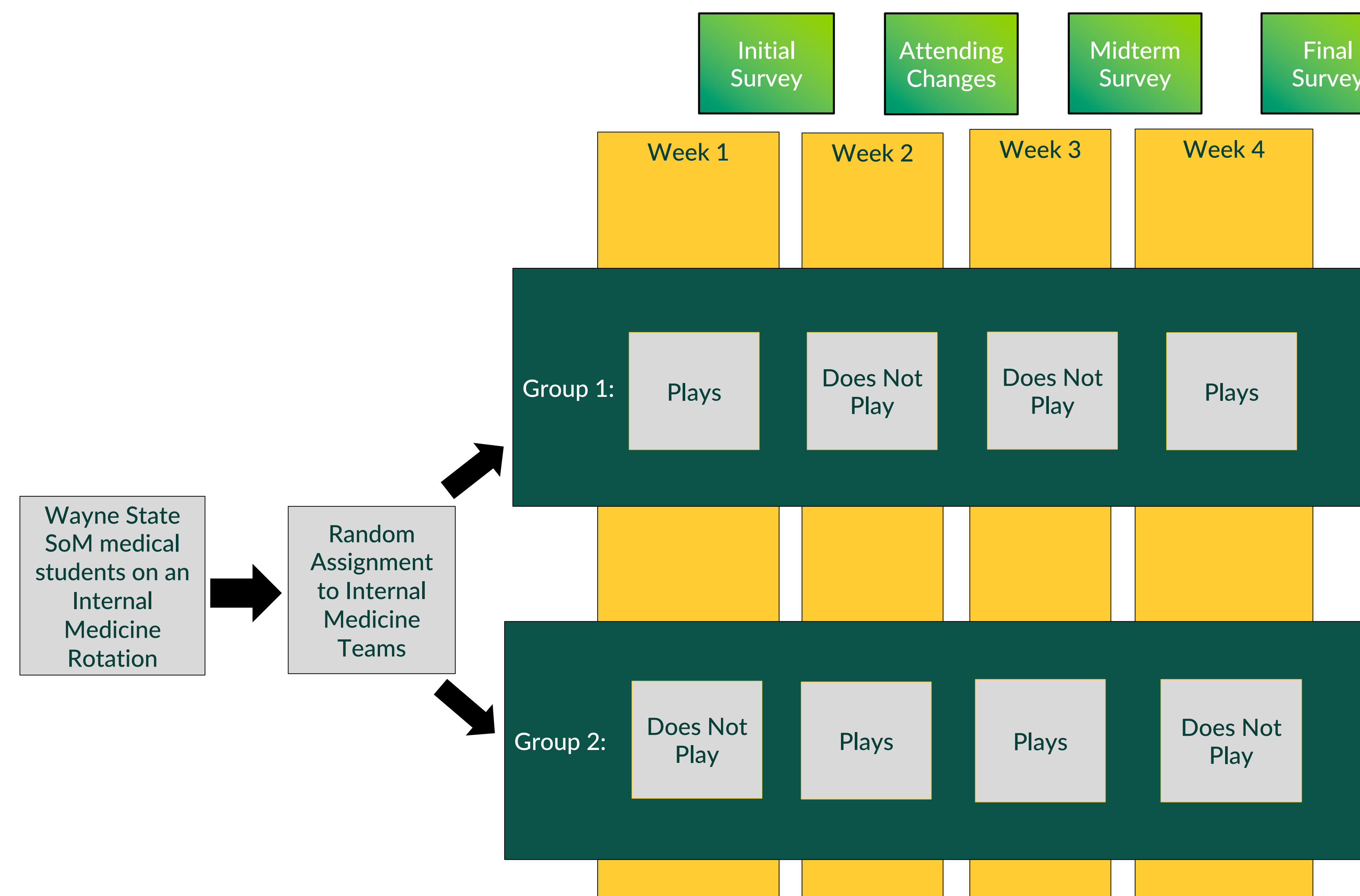


Figure 1: Proposed study design



Figure 2: Image of Table Rounds™

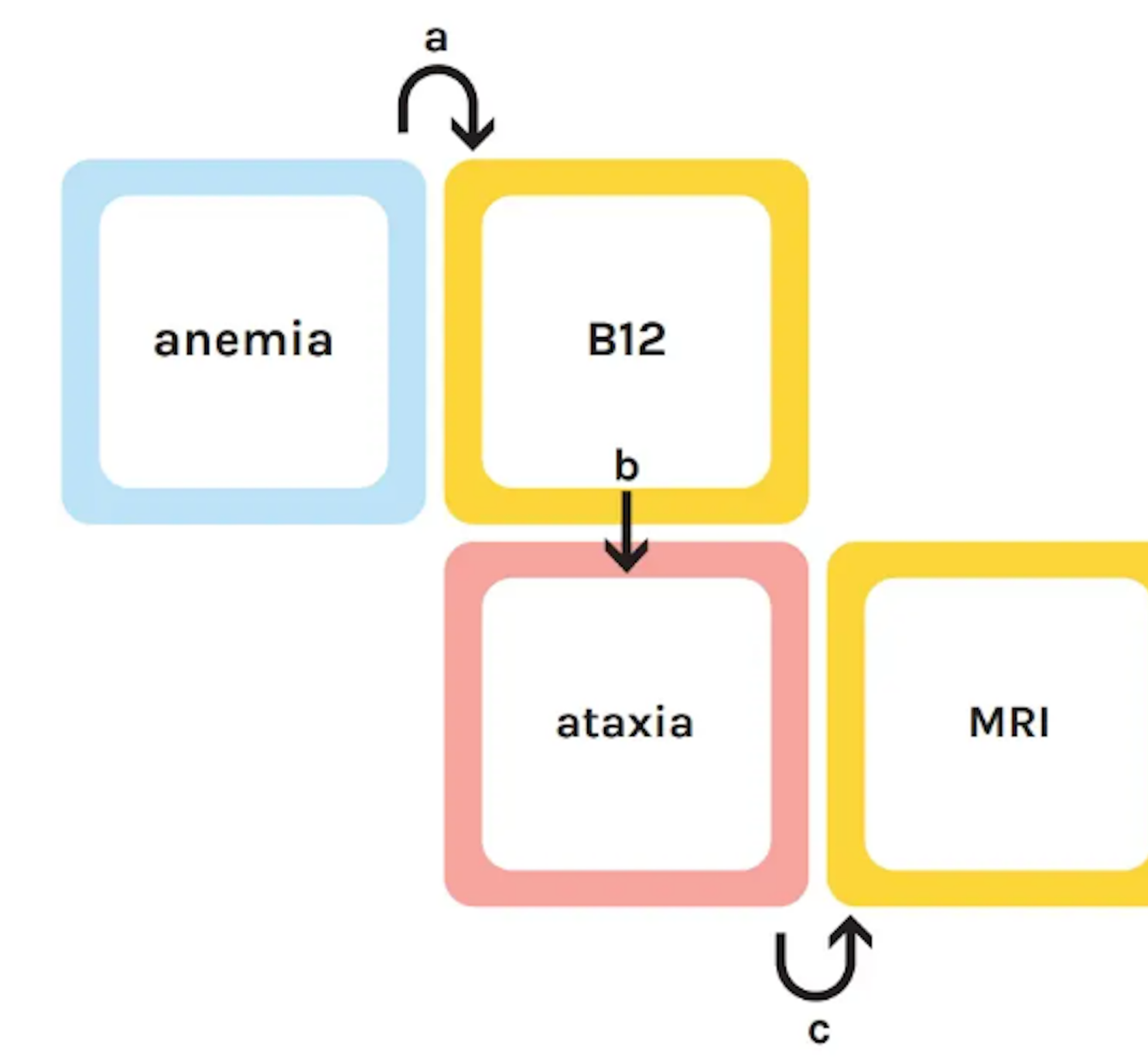


Figure 3: Sample gameplay of Table Rounds™

Future Directions

- Pending implementation of study protocol at Henry Ford Hospital
- **Pilot run to assess feasibility** without data collection
- Edit study design based on feedback from pilot run
- Anticipated Impact
 - **Revolutionize** medical education by incorporating **dynamic and adaptable** learning styles
 - Enhance a **culture of learner-teacher collaboration** leading to more effective learning
 - Translation of improved learning to **better patient outcomes and deliver safer care**

Conclusions

This ongoing study seeks to further investigate how **medical education games** such as Table Rounds™ can be an effective educational tool. This is critical in a medical education climate which continues to advocate for **trainee wellness, peer to peer engagement, and a welcoming learning environment**. This work will translate to **enhanced clinical learning and ultimately better patient care**.

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