Gamification of Board Review
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Gamification
Application of Game Dynamics in a Non-Game Context
• Freedom to Fail
• Rapid Feedback
• Progression
• Reward
  • Intrinsic motivators

Aim
• Develop an innovative way to deliver board review content
• Time unrestricted
• Reach all residents
• Include aspects of gamification

Setting
Tinsley Harrison Internal Medicine Residency
• 2010-2012
• Approximately 125 residents/year
• Voluntary/anonymous

Program Description
• Online survey with question emailed to residents each week
  • Standard MKSAP questions linked with didactics
  • Each week answer to prior question explained
  • Winners chosen from correct responders
  • First to answer correctly
  • Random choice
  • Winners given small token, recognition

Evaluation
• Descriptive data on participants and questions
• Satisfaction Survey

Participation
• 87 quizzes, 17 IM specialties
• Median 40 responses per week (17-65)
  • 169 different residents participated (80%)
  • Distributed across training levels
  • 70% correct responses given

Participation Over Time

Player Satisfaction
• Challenging Questions
  • 96% “just the right level of difficulty”
• Often enough
  • 67% happy with frequency
  • 30% request more questions

Lessons Learned
• Residents are competitive, don’t want to be wrong
• A small prize is enough
• Intrinsic motivation
• Ambiguous questions encourage innovation

References