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Patient Interview Simulator: An innovative tool to learn and practice clinical medicine

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SKMC Class of 2022: SI/ME Abstract

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Patient Interview Simulator: An innovative tool to learn and practice clinical medicine

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Purpose: There is a lack of materials for simulating and testing the medical diagnostic procedure. Studies show that this is a trend nationwide, where not enough emphasis is put on clinical skills acquisition and assessments. We have designed a simulator to supplement the integration of medical knowledge in clinical scenarios. We designed this tool to be used as an add-on to medical school curricula.

Methods: Twenty second-year medical students participated in this innovative project, as they had the necessary foundations of medical knowledge, and have not had many patient interactions yet. During the pilot study, participants played four cases regarding chest pain, and we analyzed their feedback using the first level of the Kirkpatrick scale. We used this level of the scale to determine the enjoyment of the simulator and whether participants would be willing to continue using it as a supplement.

Results and Conclusions: 71% of responders (n=14) said they would use this game as a supplement in medical education. 94% of responders (n=17) reported that the game was very intuitive to learn. 73% of responders (n=15) reported they would likely play this game again. The results indicate that there is interest in this simulator as a supplemental educational tool. This simulator allows for practical application of the vast information we acquire as students, without the medical risks of clinical practice. This innovation is of benefit to students by increasing experience and providing a great supplement to medical schools.