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An Interactive Game for Cultural Proficiency Training Featuring Virtual Reality Immersion

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Imagine that your next patient is a Syrian refugee with limited English proficiency, or a young woman with a history of opioid use disorder who is now pregnant. What biases may be present that could impact care for these patients, and what might help minimize the impact of such biases?

The Life Course game is an interactive training tool for health professionals designed to engage players in an experience of the impact of social determinants of health. It was developed and produced by CityMatCH in 2008, funded by the Centers for Disease Control and Prevention (CDC). In 2017, Wright State University received permission from CityMatCH to adapt the game to a digital and online version, which we are now using for teaching social determinants of health to medical students/residents and other health professions students at WSU. There are numerous advantages of the digital version over the physical board game. These include the fact that numerous individuals can play at the same time, that feature changes to the game can be easily made, and that game completion can be easily tracked.