



Service Priorities and Programmes Electronic Presentations

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Game-Based Technology for Enhancing Audience Interaction and Active Learning

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Introduction

Kowloon West Cluster Department of Family Medicine & Primary Health Care holds a clinical forum annually. The forum is targeted for doctors, nurses, and allied health staff. The goal of the forum is to promote the sharing of interesting cases to enhance patient care. The format has usually been unidirectional where presenters share their cases followed by a question and answer session for discussion. Maintaining audience engagement may become challenging near the end of the forum.

Objectives

Provide a platform for active learning and enhancement of audience interaction.

Methodology

In our clinical forum this year, we have added a 'quiz' segment for our audience. In order to promote more interaction with the audience, the quiz was done through a game-based interactive mobile app. Questions are shown on the shared projector screen, while the audience members answer on their own mobile phones. It is convenient to use as downloading the app is not necessary. Access to the app can be done by entering a link in their mobile phone browser. The quiz allocates points to the players based on whether they answered correctly and how fast they answered. Real-time scores are displayed after each question to add excitement to user experience.

A post-conference survey was issued to the attendees.

Result

A total of 38 participants attended our clinical forum. Attendees included nursing staff, family medicine basic-trainees, higher-trainees, and specialists. Our post-conference survey revealed positive feedback from our audience. 63.6% of the respondents found the game 'very easy' to use, while the remaining 36.4% found it 'easy'. 100% of respondents felt the game encouraged them to participate in the quiz, promoted interaction, and they would recommend the use of this game for future forums. The use of an interactive game-based mobile app was able to enhance the experience of the attendees to our clinical forum. It promoted audience engagement and active learning. Expanding the use of similar mobile apps may help with other

forms of training and staff engagement activities.