

The Success of ID Carnival in Achieving Doctor of Pharmacy Educational Outcomes

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Introduction

- ID Carnival was established as a term project in the infectious disease (ID) elective for P-3 pharmacy students in 2019
- Approximately 30 students enrolled in the ID elective each Spring
- In small groups, students design, develop, and create games based on an approved ID topic
- Project manager used to guide game development
 - Name of game and slogan
 - Premise and objective
 - Platform and player mode
 - Storyline and goal
 - Structure/game rules
 - Tasks and deadlines
 - Formal faculty feedback 3x/semester and ad hoc
- At end of the semester, students present on their development process and play each other's games during ID Carnival
- Goal of ID carnival was to engage and motivate students to reinforce foundational knowledge taught in the course and challenge students to develop personally and professionally in an innovative and fun way

Objective

- To assess the impact of ID Carnival on achieving the Center for the Advancement of Pharmacy Education (CAPE) 2013 Educational Outcomes

Methods

- Anonymous feedback collected via electronic survey from all students who participated in ID Carnival from 2019 to 2022
- Students evaluated the impact of ID Carnival based on the 4 domains of the CAPE 2013 Educational Outcomes on a Likert scale from strongly disagree (1) to strongly agree (5)
- Four domains of the CAPE 2013 Educational Outcomes:

1. Foundational knowledge
2. Essentials for Practice and Care
3. Approach to Practice and Care
4. Personal and Professional Development



Results

Figure 1. General student feedback on ID Carnival (n=125)

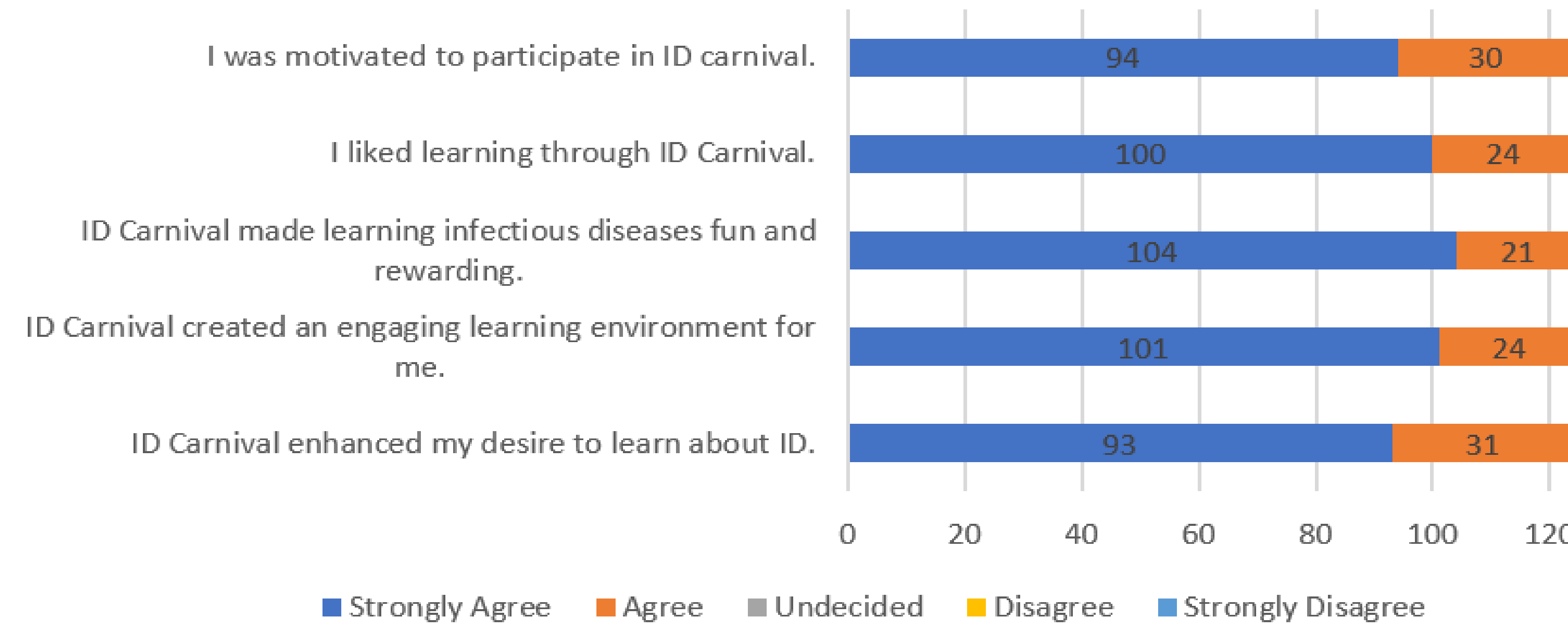


Figure 2. Student feedback on ID Carnival based on CAPE 2013 Educational Outcomes (n=125)

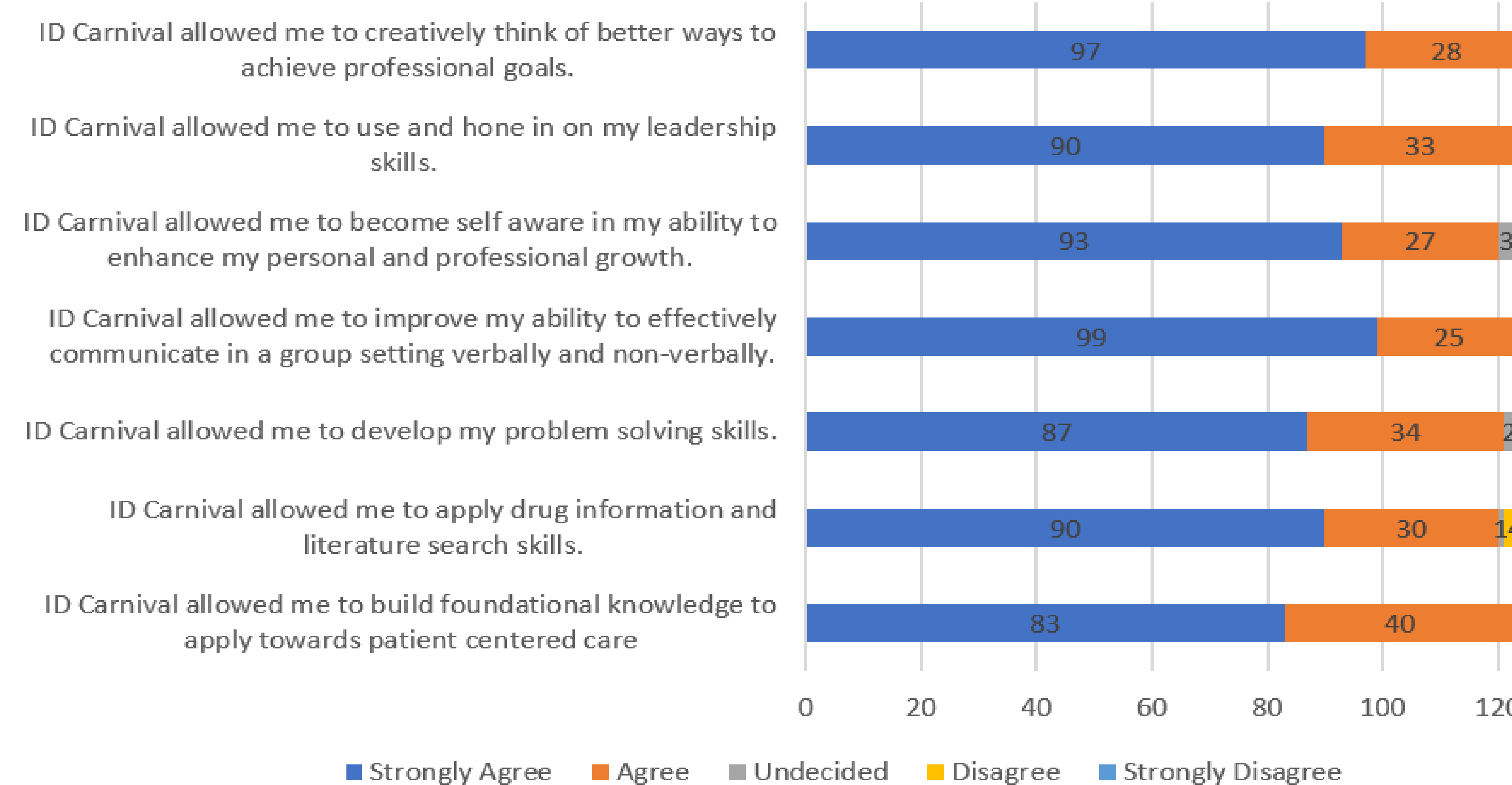


Exhibit A. HURRY! "Life has its ups and downs, just like your peak and troughs." A game on antibiotic PKPD.



Exhibit B. ANTIBIOTICA. "Compete with other pharmacists in Antibiotica town to become the richest and smartest infectious disease pharmacist around!" A game on antibiotic indications, counseling, toxicity and adverse drug reactions.

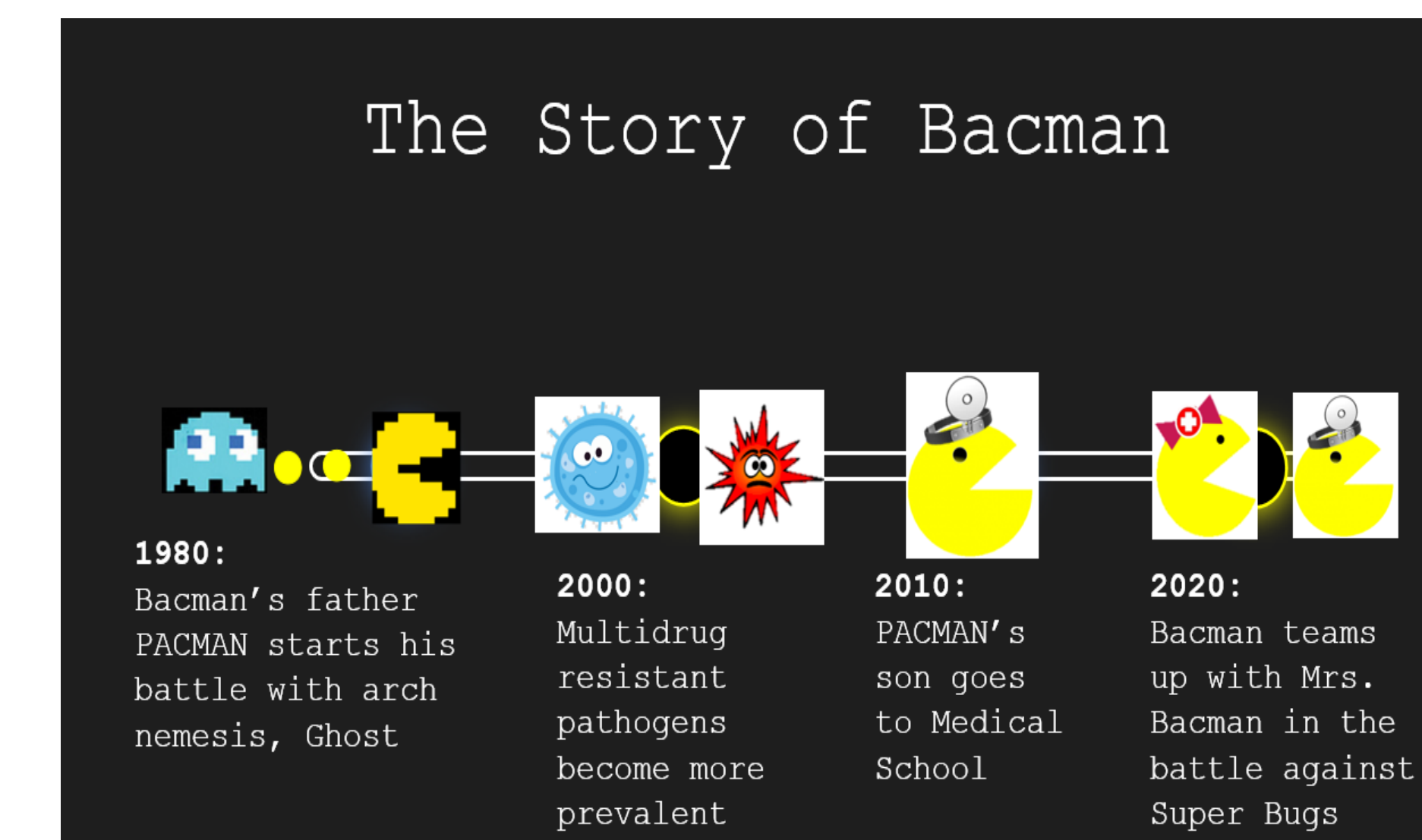


Exhibit C. BACMAN. "Worried about infection? It's time for some prevention!" A game on preventative medicine/ practices (immunizations, travel medicine, and chemoprophylaxis.

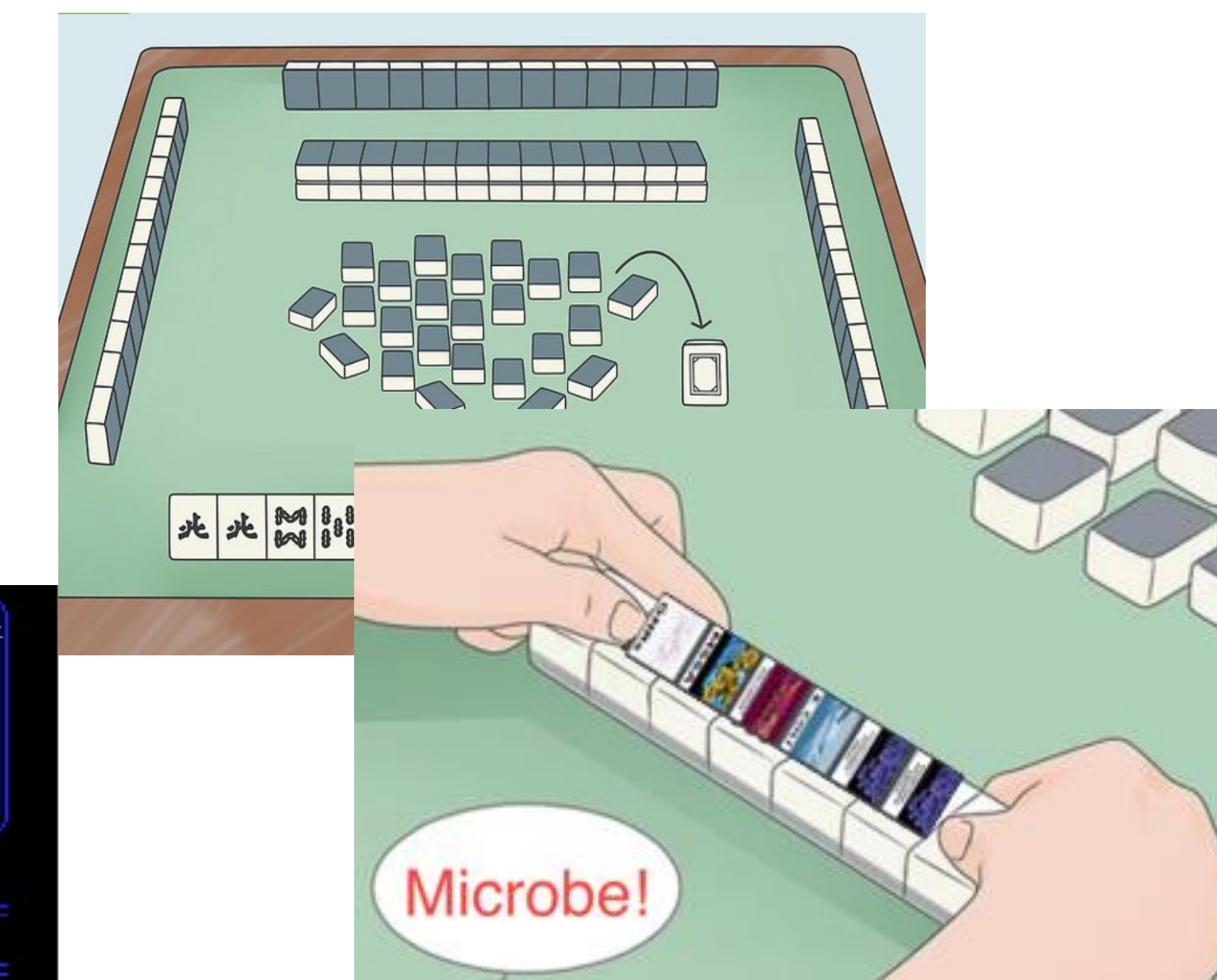


Exhibit D. ID-MAHJONG. "A fast-paced game to match all your drugs with your bugs." A game on antimicrobial spectrum of activity.

Conclusions

- ID Carnival was positively received and provided an opportunity for students to expand beyond foundational knowledge and skills, and develop on the affective domain, including self-awareness, innovation, leadership, and professionalism. This remained in true even during Spring 2020 when virtual ID Carnival was held due to the COVID-19 pandemic.
- Opportunities like ID Carnival are important in the education of pharmacy students to prepare them to practice at the highest level of the profession.