

# Should Education be Fun? – A games-based approach to medical education. Exploring professional values and behaviours

## Summary of Themes from Educational Games Session

### Some chose to focus on the educational uses of games

- A method by which you can make learning a very dry subject fun
- Encouraged group interaction, bonding and generates health debate
- Encourages participation and discussion
- Got all involved – difficult issues were explored
- Use of same game adapted for multiple scenarios
- Learnt from each other – will stay in my mind for a long time
- Games can be useful in gaining a groups views and getting them to contribute ideas – so great for collaborative learning
- Very useful exercise that puts across the aims of the game in a memorable way

### Within this theme, were reflections on how to design /use games effective?

- Important to define rules
- Need clear time scales
- Importance of debrief linking clearly to outcomes is key to achieving them
- Be clear about learning objective and learning stage of participants
- Need to translate individual scenarios into learning for leadership

### Some chose to reflect on the process – including implications for own practice

- Recognise the importance of having all available evidence before coming to a decision
- Sometimes there are no right or wrong answers
- Reminded us not to be judgemental
- Appreciation of different perspectives on a problem
- Really listening and not pre-judging
- Able to appreciate points of view /opinions/facts that I hadn't appreciated
- Complex data processing needed
- Game helped us systematically assess the case, listen to a range of views
- Listening to story from both sides important
- Using evidence and working together to discuss and come up with a decision or outcome
- Have to be focussed and take all factors into account
- Many people aim for the same high standard
- Surprised at how quickly one takes sides according to the allocated role
- Triangulating information from multiple sources is essential to arrive at robust decisions
- Educational support is key to challenge and change
- As educators we need to ensure our learners understand their responsibilities

## Educational Session Key Themes

- It is easier to prosecute than defend a person due to blame culture? Environment? Situation
- Role of mentoring and second chance

### **Some commented on content itself**

- Who would have thought Good Medical Practice could be so interesting!
- Refresh knowledge of the guidance
- Learned topic specific information eg dress code, conduct at work, social media use and doctor-patient relationships and confidentiality
- GMC refutations re confidentiality
- Patient safety guidance around health
- Duty of care
- Accountability for your own actions
- Seeking help where appropriate
- Medico-legal matters and ethics