PRESS START TO LEARN
Games, deliberate practice, flow and time travel

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LIVE. DIE. REPEAT: a novel instructional method incorporating recursive objective-based gameplay in an emergency medicine simulation curriculum

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the concept
Game
- Rule/Gameplay
- Challenge
- Interaction
- Explicit Objective (Entertainment)

Serious Game
- Implicit Objective
  - Skill improvement
  - Get knowledge
  - Get more experience
  - Physical improvement or Recovery
  - Etc.
The Learning Loop

- Observing learning
- Feedback
- Success & failure
- Assessment of existing knowledge
- Teaching of new knowledge
- Modelling
- Reflection
- Practice
- Repeat
TIME-LOOP CURVE

IMPROVEMENT CYCLE

TIMELOOP

TRIAL ERROR

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THE HERO'S JOURNEY chart

START
CALL TO ADVENTURE
MEETING A MENTOR
NORMAL WORLD
UNKNOWN
CROSSING THRESHOLD
GETS GIFT
UNKNOWN
RETURN CHANGED
NORMAL WORLD
UNKNOWN
ATONEMENT
TRIALS + FAILURE
GROWTH NEW SKILLS
DEATH + REBIRTH
REVELATION
FINALLY CHANGES
HELPER
WIDTH:876 HEIGHT:876
recursive objective-based gameplay
the praxis
Severe respiratory distress / extremis

Respiratory decompensation after NIPPV

Hemodynamic decompensation / right heart failure
Diagnosis of massive PE

Management of massive PE

Recognition of ARDS / alveolar hemorrhage
Initiation of ECMO
PHASE 3

Patient on BiPAP
VS – T 38, HR 100, BP 110/60, RR 30, O2 Sat 89%

VS – T 37, HR 140, BP 60.39, RR 52, Pulse Ox 80%

Needle decompression - left axillary line & Finger thoracotomy – Verbalize chest tube placement

VS – T 38, HR 100, BP 110/60, RR 30, O2 Sat – 95%

No intervention or inappropriate intervention such ordering X ray

Use of large bore Peripheral Initiate Fluids and Vasopressors

Patient Arrests

CASE ENDS

CASE PAUSED

DEBRIEF
“Anyone who tries to make a distinction between education and entertainment doesn't know the first thing about either”
resistance is futile
GAME OVER
RETRY
CONTINUE

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