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Introduction

Gamification: the introduction of game elements (ex. Teams, points, prizes) into an educational curriculum

Previous studies show improvement in:

- Examination scores
- Technical Skills
- Resident Engagement
- Resident Satisfaction

Aim: assess impact of gamification on compliance with completion of administrative tasks

Methods

- Two year duration
- Clinical residents divided into teams
- Points awarded for completion of admin tasks (logging hours, cases) and participation in academic activities (grand rounds, journal clubs, etc)
- Percent compliance measured over time; winning team awarded at the end of each year
- Statistical Analysis:
 - Linear regression of percent compliance and participation over time
 - R² values with p-values

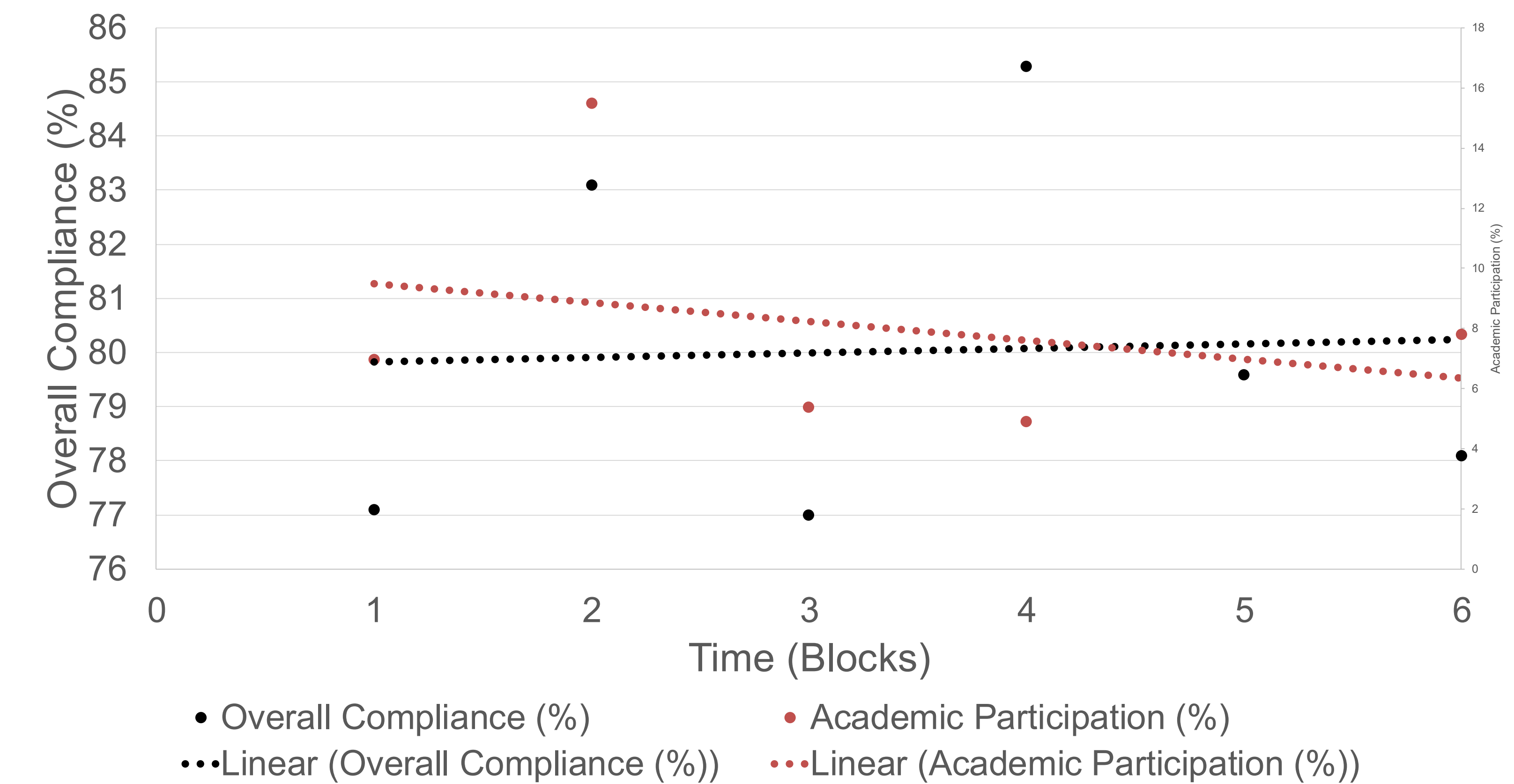
Results

2023-24 and 2024-25 Academic Years
Residents: 43 during 23-24, 46 during 24-25
Median Compliance over 2 years: 80.6% (62.5 – 95.8%)
Median Academic Participation over 2 years: 4.2% (0 – 22.9%)

Table 1. R-squared and p-values of linear regression

	R-squared	p-value
Overall Compliance	0.0019	0.93
Academic Participation	0.078	0.65

Figure 1. Linear regression analyses of overall administrative compliance (%) and academic participation (%) over time



Conclusion

- Gamification did not have an effect on compliance with completion of administrative tasks
- Gamification did not have an effect on participation in academic activities
- Compliance and participation did not improve over time
- Incentives, facilitators, and barriers to completion of administrative tasks should be further explored in order to improve this aspect of professionalism