## SOLITAIRE GAME AS AN ACTIVE LEARNING STRATEGY FOR PHYSIOLOGY TEACHING

Kalyani Premkumar, MBBS MD MSc(Med Ed) PhD and Deirdre Bonnycastle, MSc,

Educational Support & Development Unit, College of Medicine, Saskatoon, University of Saskatchewan, Canada

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Kelvin Boechler, BSc, CST Program, Saskatchewan Institute of Applied Science & Technology, Kelsey Campus, Saskatoon, Saskatchewan, Canada

## **Summary:**

Games foster active learning and allow for interactivity, promote collaboration, peer-learning and team work, and increase motivation. Games that teach are defined by some as "fun with a purpose". Because they are fun, they can be utilized to connect learners to knowledge and concepts in a more personal way in a safe environment. They can be used to address cognitive, psychomotor and affective domains of learning and to support different learning styles. In this pilot project, the game Solitaire was developed in partnership with computer students of the Saskatchewan Institute of Applied Science and Technology. While the computer students developed the software as part of a course project, the authors provided the requirements of the game and the content. The beta version of the game will be demonstrated, lessons learnt, benefits of such collaborations to instructors and computer students, proposed method of evaluation of the product and future applications of this software will be discussed.

Benefit: This presentation will be of benefit to anyone involved in medical education with an interest in using games in teaching and learning.

## Presenter:

Dr. Kalyani Premkumar MBBS MD MSc (MedEd) PhD Curriculum & Faculty Development Specialist Educational Support & Development Faculty of Community Health & Epidemiology College of Medicine University of Saskatchewan Room B103 Health Sciences Building 107 Wiggins Road Saskatoon SK S7N 5E5, Canada

Tel: 306 966 1409, Fax: 306 966 7920 Email: kalyani.premkumar@usask.ca