

Additional file 3

Representative gamified teaching materials used in an undergraduate geriatrics block

Supplementary material for: GAMIFICATION AND INTERACTIVE CASE-BASED LEARNING ENHANCES STUDENT ENGAGEMENT IN MEDICAL EDUCATION- Learner engagement and perceived understanding after gamified, interactive case-based learning in an undergraduate geriatrics block: a single-cohort post-intervention survey

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Purpose of this file. This document provides representative screenshots of the educational intervention described in the manuscript. The examples demonstrate the visual structure, question formats, progression, team-based interaction and discharge-planning simulation used during teaching. No participant names, responses or identifiable data are included.

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Figure S1. Jeopardy-style recap board

WHAT'S THAT SCALE	PHARMA, MANAGEMENT AND SIDE EFFECTS	PICTURES AND SPOT DIAGNOSIS	PHYSIOLOGY OF AGEING	PICTURES AND SPOT DIAGNOSIS /PT 2	FALLS AND FORGETFULNESS
\$ 200	\$ 200	\$ 200	\$ 200	\$ 200	\$ 200
\$ 400	\$ 400	\$ 400	\$ 400	\$ 400	\$ 400
\$ 600	\$ 600	\$ 600	\$ 600	\$ 600	\$ 600
\$ 800	\$ 800	\$ 800	\$ 800	\$ 800	\$ 800
\$ 1000	\$ 1000	\$ 1000	\$ 1000	\$ 1000	\$ 1000

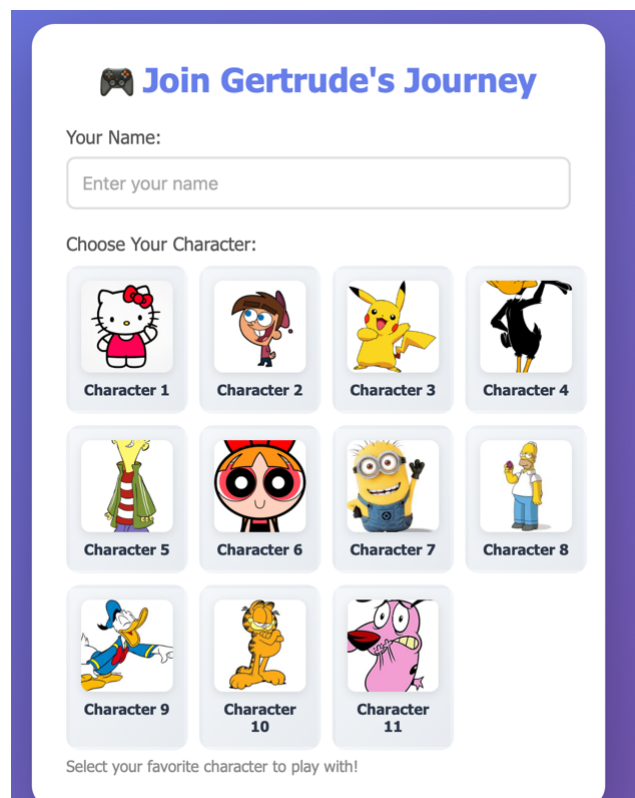
The board organised the geriatrics curriculum into themed categories with increasing point values and difficulty. Teams selected a category, discussed the prompt and committed to an answer before facilitator feedback. The format supported retrieval practice, peer explanation and visible progression.

Figure S2. Example image-identification question



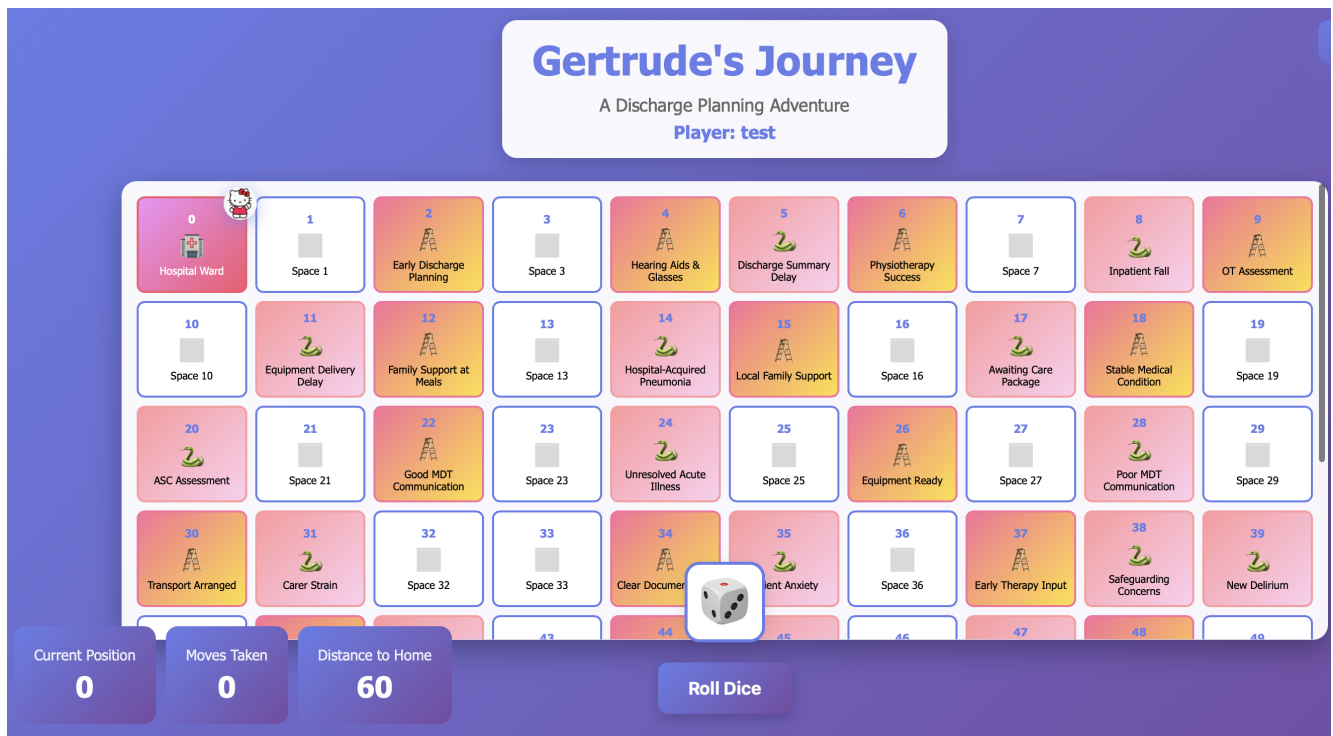
A representative visual-identification prompt from the Jeopardy activity. Learners identified a mobility aid and explained its clinical use before revealing the answer.

Figure S3. Gertrude's Journey character-selection screen



The opening screen invited learners to select a character before entering the discharge-planning activity. The choice provided a simple narrative entry point and increased learner ownership without changing the intended learning outcomes.

Figure S4. Gertrude's Journey discharge-planning board



The turn-based board modelled an older adult's pathway from hospital admission towards discharge. Learners encountered sequential clinical and system-based decisions, including therapy assessment, medication review, social-care arrangements, equipment, safeguarding and multidisciplinary communication. The activity was paired with a role-play multidisciplinary board round and followed by facilitated debriefing.

Figure S5. Gameshow-style history-taking question



A representative question used during the ageing-block introduction. Familiar gameshow features, including multiple-choice options and optional lifelines, were adapted to prompt discussion of history-taking priorities in older adults. Questions were low stakes and team based.

Figure S6. Gameshow-style safeguarding question



A representative safeguarding question asking learners to classify a description of poor care practice. This format was used to review categories of abuse and neglect under the Care Act 2014 while encouraging active recall and immediate explanation.

Figure S7. Interactive browser-based resource link

	Author-supplied interactive resource Scan the QR code or use the URL below to access the browser-based game resource: https://rosebud.ai/play/f39adcdb-5cbb-4c8d-85f2-79648384746f Availability and appearance of third-party hosted content may change over time. The screenshots in Figures S3 and S4 document the version used for the educational intervention.
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Reproducibility notes

The intervention did not depend on specialist virtual-reality hardware or a commercial learning-management system. Core components could be reproduced using presentation software, printed question cards, a projected game board and a facilitator guide. The educational sequence was: challenge, team discussion, commitment to an answer, immediate explanatory feedback and application during debrief.

The examples in this file are illustrative rather than a complete teaching package. Clinical content should be reviewed against current guidance before reuse, and any third-party templates, images or hosted platforms should be used in accordance with their applicable licences and terms.

Source materials: ageing-block introductory teaching slides, vulnerable-adults teaching slides, a customised Jeopardy recap deck and screenshots of the bespoke discharge-planning activity.