



Outbreak Investigation Game

Gamification for teaching epidemiology and preventive medicine

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Learning while having fun!

Do the students struggle to see the practical application of epidemiology and preventive medicine? Games can help to:

- Show how the knowledge can be applied in real-life scenarios
- Increase students' motivation
- Give immediate feedback
- Support deep learning

The Outbreak Investigation Game (OIG)

- A game for veterinary students to learn applied epidemiology
- You build scenarios of different outbreaks → let the students investigate and choose their own actions in a safe environment

Part of a case lesson: Here you can give the student background information, access to a simulator ("Start case"), and ask questions to apply epidemiology.

You have been called out to a dairy farm, some calves are depressed. You start by talking to the farmer and examine the calf that seems to be the most sick.

SICK CALF 14.02.2024

Case details

Species: Cattle
Anorectic and depressed calves.

Start case

WOULD YOU CLASSIFY THIS AS AN OUTBREAK? *

Yes
 No

A pig simulator: In this simulator the student can ask questions to the farmer, examine the pigs in one box, and order diagnostic tests. The student will receive an answer for every action performed.

How the OIG works:

Create a case lesson and guide the student through an outbreak.

Let the student investigate by:

- Asking questions to the farmer/pet owner,
- Examine the animal(s),
- Order diagnostics.

You change the answers to fit your scenario.

Allow the students to make decisions on how to trace the infection, choose appropriate test methods, develop a surveillance strategy, and much more!

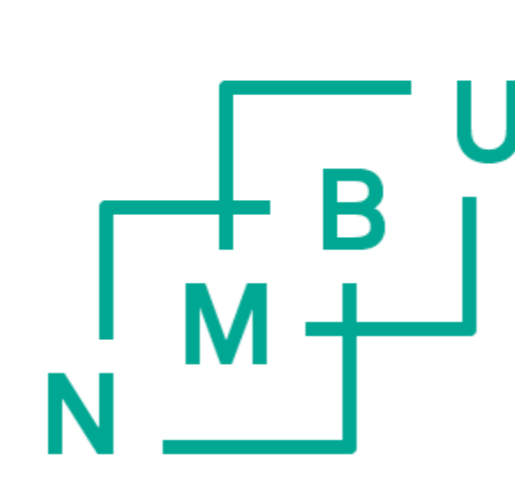
Want to test the game?



SCAN ME



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