How to stimulate clinical reasoning among pre-clerkship medical students – a near peer led board game

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Introduction

Clinical reasoning is a key component of patient care. The aim of the study was to implement a near peer led board game aiming at training clinical reasoning skills among pre-clerkship medical students and measure its impact using self-perceptions.

Methods

Setting: Geneva Faculty of Medicine.

The near peer led board game:

A 2-hour collaborative game:

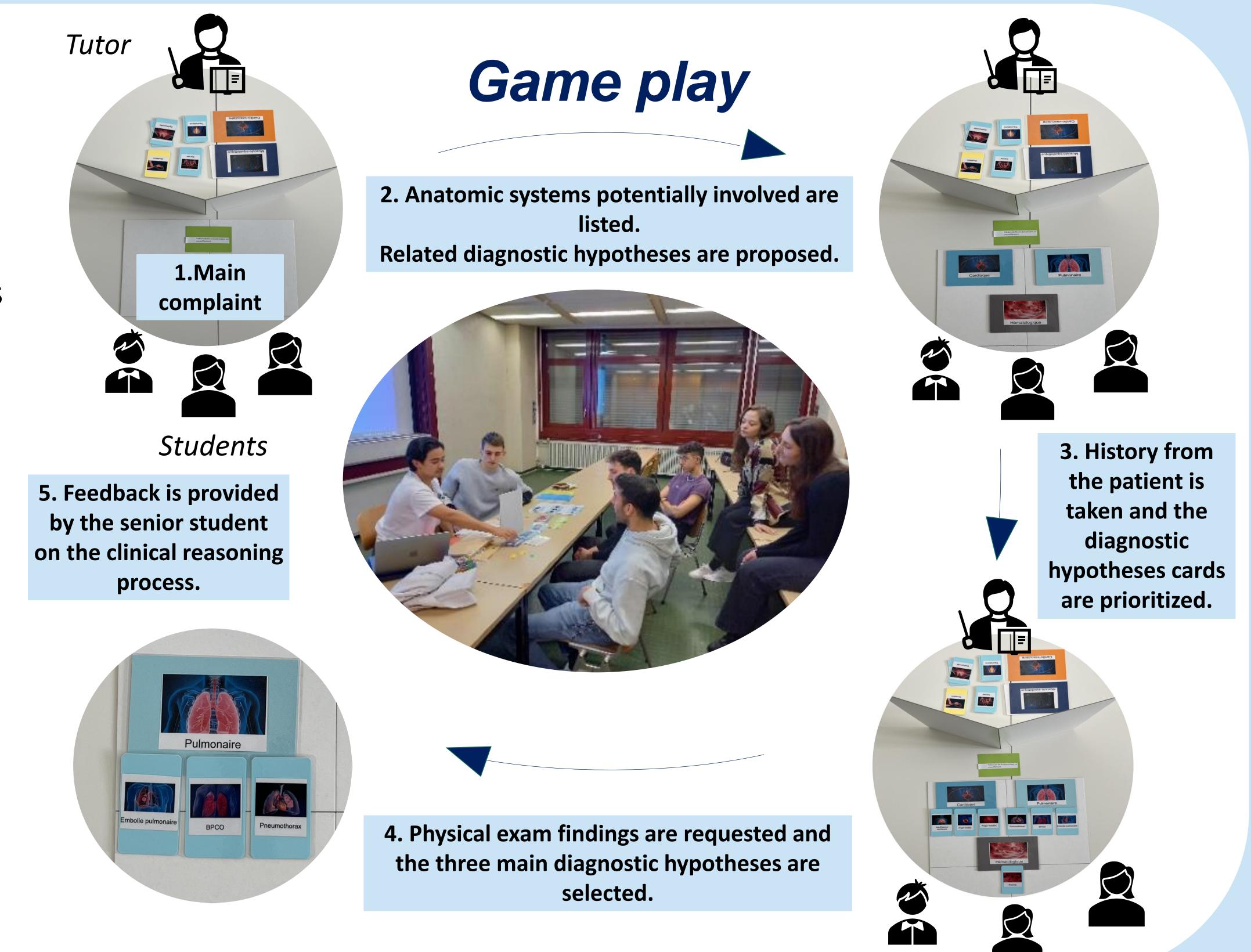
- three 3rd medical students
- a senior student as game master and simulated patient.

Two scenarios:

- dyspnea-back pain
- abdominal-shoulder pain.

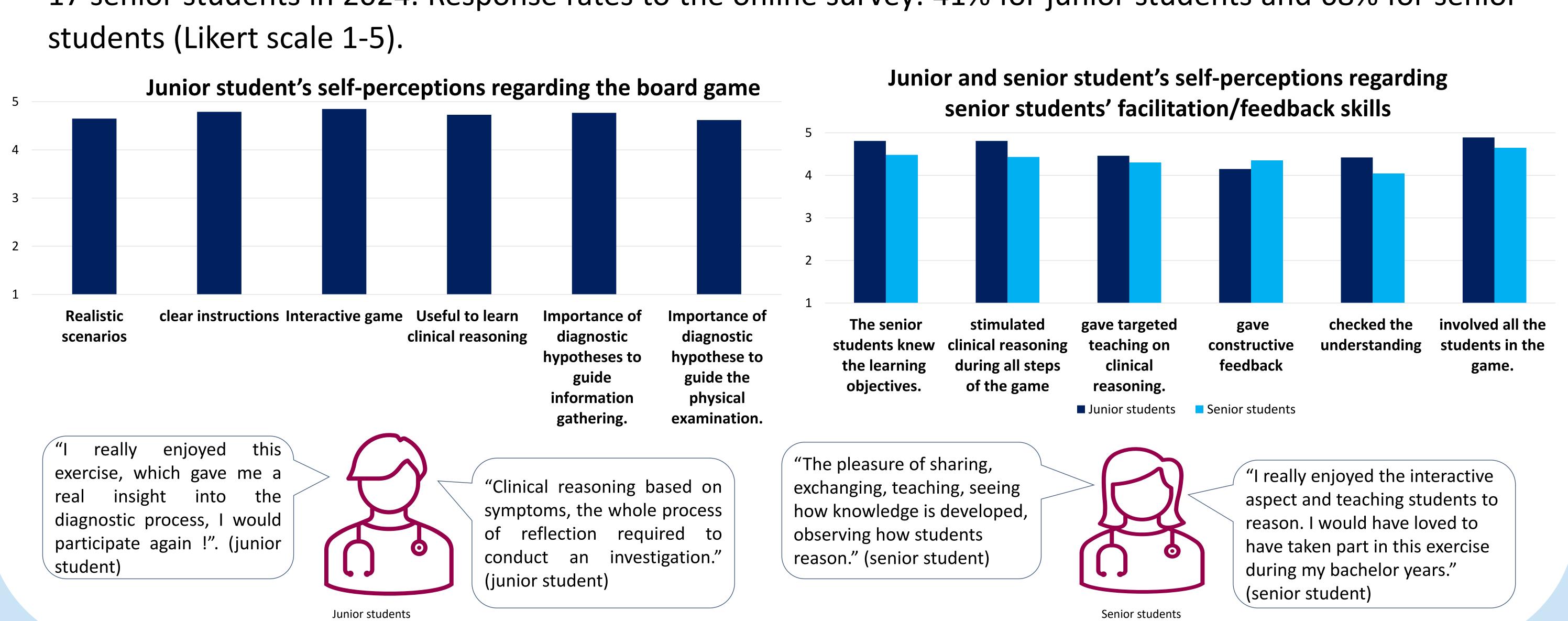
Outcomes measures:

- Junior and student's self perceptions :
 - quality of the game and its usefulness
 - facilitation/feedback skills.



Results

The gaming sessions involved 84 junior students and 17 senior students in 2023, and 67 junior students and 17 senior students in 2024. Response rates to the online survey: 41% for junior students and 68% for senior students (Likert scale 1-5).



Conclusion

Using a board game and involving near peer students to teach clinical reasoning skills is a promising way to stimulate pre-clerkship students to use clinical reasoning while interacting with patients.

