

Serious Gaming in GI-disease: Playfully preparing Generation Z

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A professor of surgery argues that serious gaming and gamification are essential tools for training millennial and generation Z residents who learn differently than previous generations and have accumulated over 10,000 hours of gaming experience.

KEY POINTS

- The speaker stated that 30% of gastroenterology or surgery residents are not practice ready at the end of training, creating an urgent need for new educational approaches within working hours and work-life balance constraints.
- Traditional simulation tools placed in resident rooms went unused after four months, demonstrating that availability alone does not drive engagement or voluntary practice.
- The speaker reported that gaming works for entrustable professional activities (EPAs) and fast clinical decision making, validated through research including a randomized trial showing increased situational awareness.
- Generation Z residents spend over 50% of work time using work technology for non-work purposes and 25% of leisure time gaming, requiring playful elements and rewards to learn effectively.
- The speaker created gamified training challenges including Terrible Tower (finding errors in endoscopy/laparoscopy equipment) and MasterChef (selecting correct surgical instruments), which residents remembered years later in the operating room.
- Gaming communities solved a research puzzle in ten days that took university researchers ten years, illustrating the power of gamification for complex problem-solving and potential applications in AI training for medical imaging.

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