



# 'The Order of Cochrane' a new way to encourage students to learn about systematic reviews and Cochrane Collaboration

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Wiarygodne dane naukowe. Świadome decyzje. Lepsze zdrowie.







Background

Why gamification?

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...to build:

- cooperation,
- commitment,
- <u>rivalry</u> and to motivate participants

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# Aim

To familiarize students with

- CC
- the process of creating
  SRs

using gamification methods.





## Methods



- the facultative course of "Methodology of SRs",
- divided into 4 teams of 2-3 people.
- 30 hours
- Form: workshops
- Voluntary
- awarded points for completing tasks
- points could be exchanged for the currency of the game - 'covidence'











### The playing platform: a board (a map of the world) with

18 centers of CC (black crosses)

- 25 branches of CC (white crosses).

### Missions, e.g.:

- visiting all European CC centers
- visiting CC centers on five continents

and upon completing they received victory points.





- Victory points could also be obtained for capturing the CC center/branch itself.
- Additional possibilities unlocked after certain achievements e.g.
- after completing the task about formulating a PICO, the participants got a message 'You can build paths'
- after preparing a search strategy -> 'You can build bridges'
- after assessing RoB -> 'You can buy 'Risk of bias card' or 'Mission card'

These cards allowed to vary the plot and strategy and possibly reverse the fate of the game, which kept the motivation to earn points.





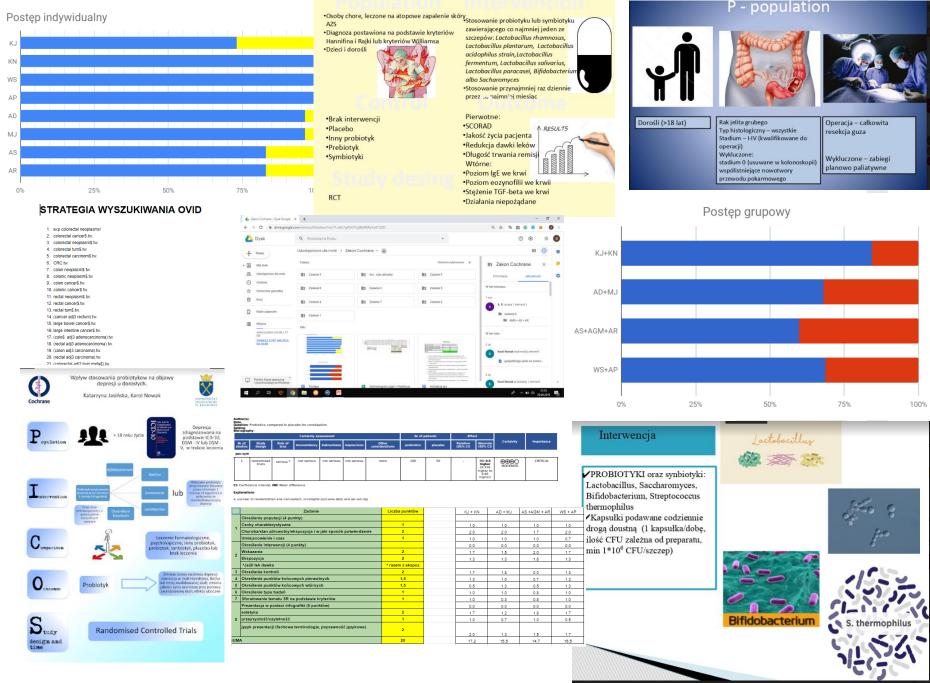
# Results

the most victory points won -> exempted from the final presentation of the results of the work.

Teams in subsequent places could choose the form of presentation

- flipchart,
- multimedia presentation or
- film.

The feedback from students was very positive and many highlighted the attractiveness as well as the effectiveness of the game in motivating to learn the process of conducting a systematic review.



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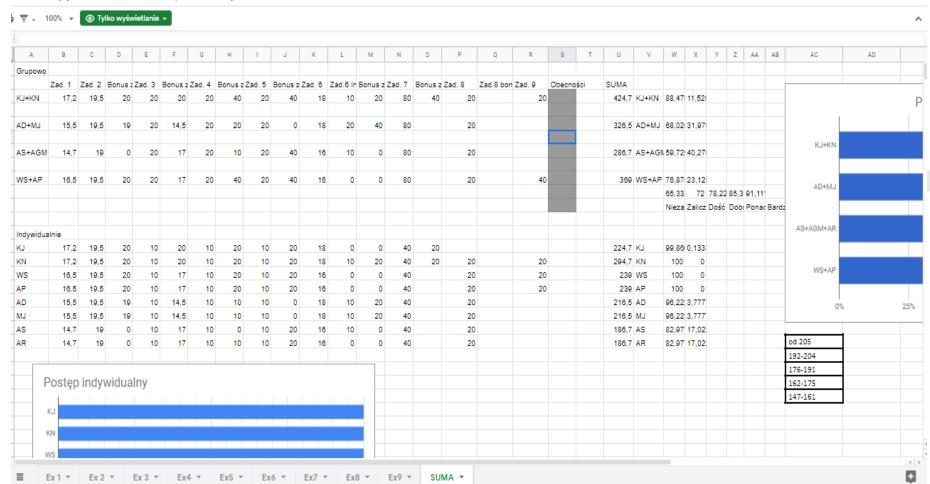




Kryteria oceny PICOS 🔯 🛝

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💄 Udostępnij





# Limitations

The game was designed before the first classes and it had been shortly tested before on a group of volunteers, but without linking the game to the classes.





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# Conclusions

The use of gamification has allowed to increase student involvement, maintain interest in the subject, develop strategic elements and increase teamwork skills.