GNOME POWER, THE DWARF THAT HELPS YOU GUESS YOUR WAY THROUGH MULTIPLE-CHOICE TESTS

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Introduction
To bring more fun into the learning process, the Leiden University Medical Center (LUMC) has developed several educational games in the past years. This year’s newcomer is Gnome Power. The game is directed to test the students’ knowledge, as well as their certainty about their answers, closely resembling our actual way of student assessment.

Game description
Each correctly answered multiple-choice question delivers a block op points on the board the gnome is carrying. Each question must be answered within the timeframe. Students can guess an answer, with the risk of losing all the points their gnome is carrying, or cash the points to skip the question. Cashin also restarts the blocks counting up from 1 to 200, therefore cashing as late as possible will result in the highest total score.
Students compete against each other by virtue of the end-of-game high score list.

Technical information
Gnome Power uses client- and server based scripting techniques (ASP.Net combined with Javascript), which can be displayed in several different Internet browsers, without any additional plug-ins.
Each multiple-choice question can contain a variable number of answers and an image. All question data is stored in a SQL server database that automatically maintains P-values to facilitate elimination of arguable questions.
Gnome Power can run in English or Dutch on different sets of questions, with a variable number of questions.

Reference

Benefit to participants
All games and other computer based training programs the LUMC has developed are available on MedicalEducation.nl (http://medicaleducation.nl).
You can create your own account for free and join in on the fun.

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