SOLITAIRE GAME AS AN ACTIVE LEARNING STRATEGY FOR
PHYSIOLOGY TEACHING

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Summary:
Games foster active learning and allow for interactivity, promote collaboration, peer-
learning and team work, and increase motivation. Games that teach are defined by some
as “fun with a purpose”. Because they are fun, they can be utilized to connect learners to
knowledge and concepts in a more personal way in a safe environment. They can be used
to address cognitive, psychomotor and affective domains of learning and to support
different learning styles. In this pilot project, the game Solitaire was developed in
partnership with computer students of the Saskatchewan Institute of Applied Science and
Technology. While the computer students developed the software as part of a course
project, the authors provided the requirements of the game and the content.
The beta version of the game will be demonstrated, lessons learnt, benefits of such
collaborations to instructors and computer students, proposed method of evaluation of the
product and future applications of this software will be discussed.

Benefit: This presentation will be of benefit to anyone involved in medical education
with an interest in using games in teaching and learning.

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