

Office of Public Health Preparedness and Emergency Response

- Christine Kosmos, Deputy Commissioner
- Suzet McKinney, Director of Planning, Research and Development
- Theresa Browley, Director of Training

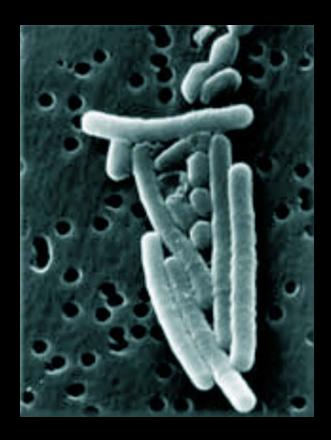
Center for the Advancement of Distance Education (CADE)

University of Illinois at Chicago, School of Public Health

Kevin Harvey, Assistant Director

The Danger

- Bioterrorism Attack
 - Smallpox
 - Anthrax
- Outbreaks
 - Pandemic Flu
 - The Plague
- Natural Disasters



The Challenge

- Develop an online simulation of a DVC and record worker performance
- The game must play on department computers (not gaming computers)
- Chicago Department of Public Health (CDPH)
 - Population: 2.9 Million
 - $-20 \sim 50,000$ need training in a DVC.

2.9 Million People48 Hours19 Thousand Workers



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The critical determinant of mortality following anthrax bioterrorism is local dispensing capacity.*

*Biosecurity and Bioterrorism: Biodefense Strategy, Practice, and Science.

http://www.liebertonline.com/doi/abs/10.1089/bsp.2006.4.244?journalCode=bsp

Previous Solutions

Paper Drills (Table-Top)
Live Exercises and Drills









Why a Game?



High Level of Engagement

High Level of Retention

Easily Distributable

Easily Update-able

Tracks Compliance and Competency (LMS)

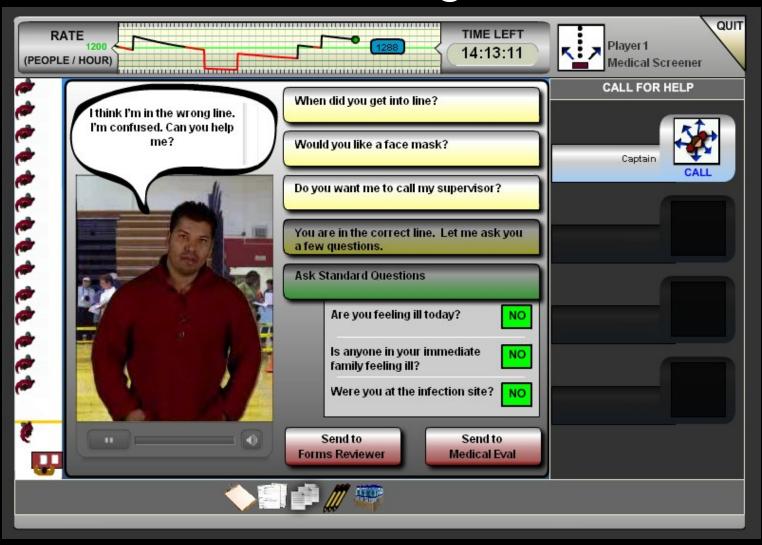
Ability to generate reports

Appropriate to the Audience

Login Screen



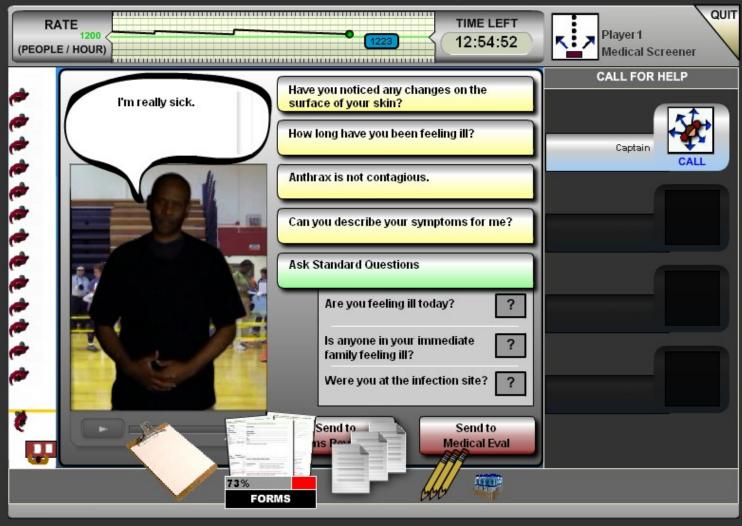
Challenge



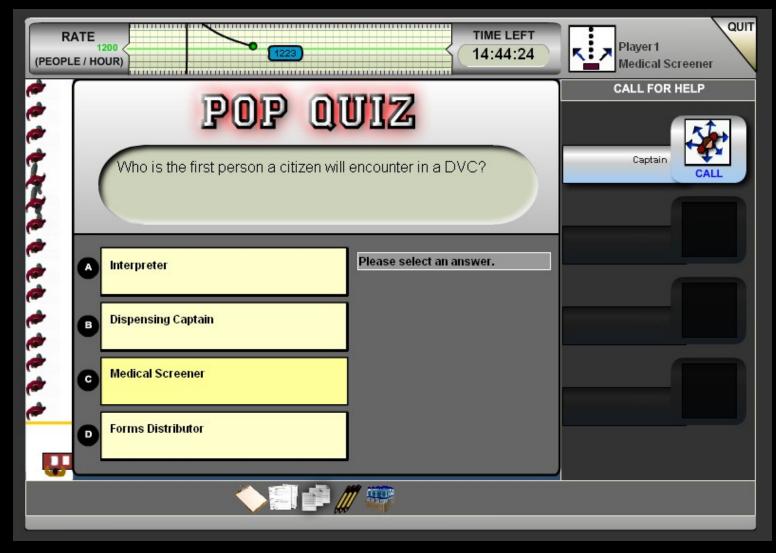
Communication



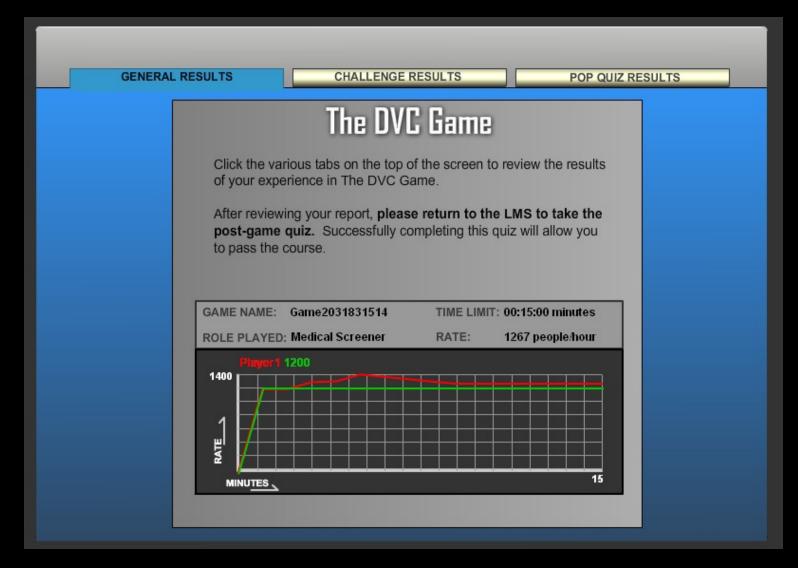
Supply Management



Quizzes



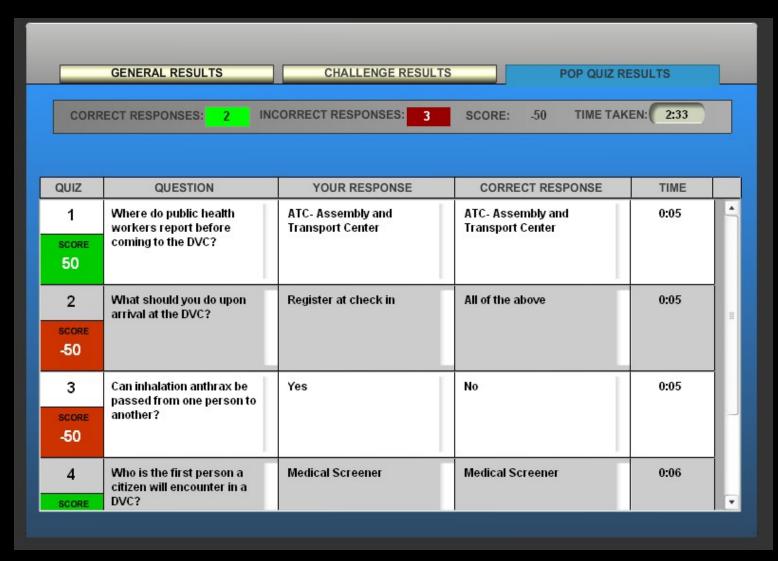
Overall Results



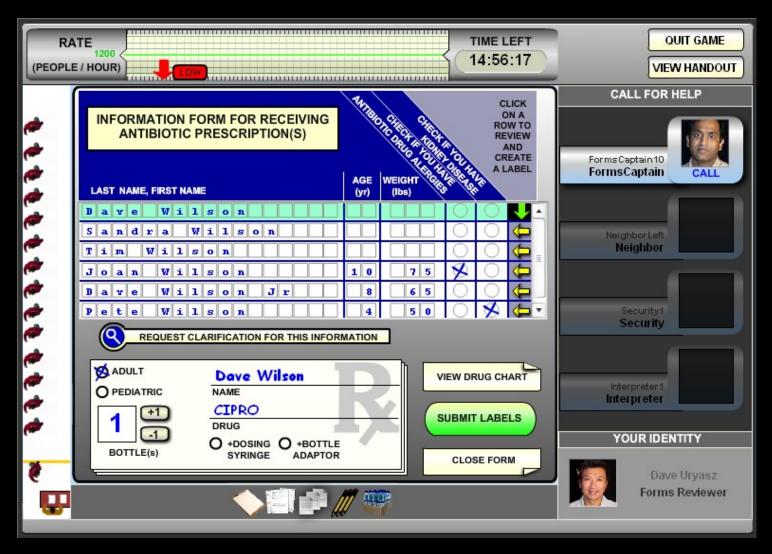
Challenge Results



Quiz Results



Forms



Dispensing



Game Evaluation

- 65 Clinical Coordinators (randomized)
- 35 in Game Group / 30 in Face-to-Face
- Game group
 - Computer Skills self assessment
 - Didactic
 - Game Training
 - Game Play
 - Post-test
 - Satisfaction Survey
- Face-to-Face
 - Same as Game Group, except replaced Didactic, Game Training, and Game Play with 30 minute Faceto-Face training

Game Evaluation

General conclusion:

The game was just as effective at increasing knowledge about the DVC as the face to face training, even among a population that has a fairly low level of skill using computers.

Game Evaluation

Comments:

- "Game is very practical and useful and an excellent teaching tool."
- "Very interesting...fun way to learn."
- "Excellent. This game requires the screener to multitask during the situation."
- "I thought this game would be easy, but it really required me to think critically about my decisions. thanks"
- "It was fun."

Play the Game

The game is free to play at

http://www.ThePodGame.com/

This game was supported by Cooperative Agreement Number U90/CCU524258-03 from CDC to the Chicago Department of Public Health. Its contents are solely the responsibility of the authors and do not necessarily represent the official views of CDC. The game was developed by the Chicago Department of Public Health and the University of Illinois at Chicago School of Public Health Center for the Advancement of Distance Education (CADE).



Chris Kosmos, Deputy Commissioner



Terry Mason, MD, Commissioner