Technology-Enhanced Peer Role-Play: An Effective Teaching Method Empowering Students for Active Learning





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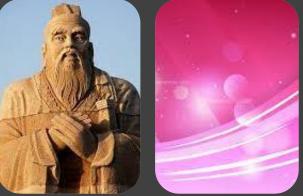


Hasnain Zafar Baloch



# I hear and I forget. I see and I remember. I do and I understand. I reflect and I learn.



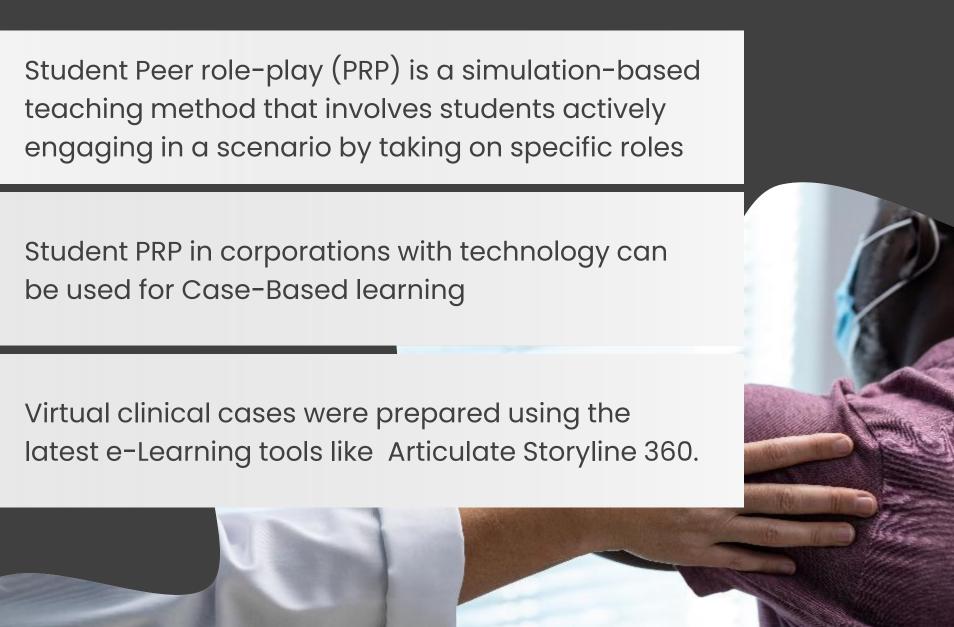


Confucius (551 BC to 479 BC)

# **Cone of Learning**

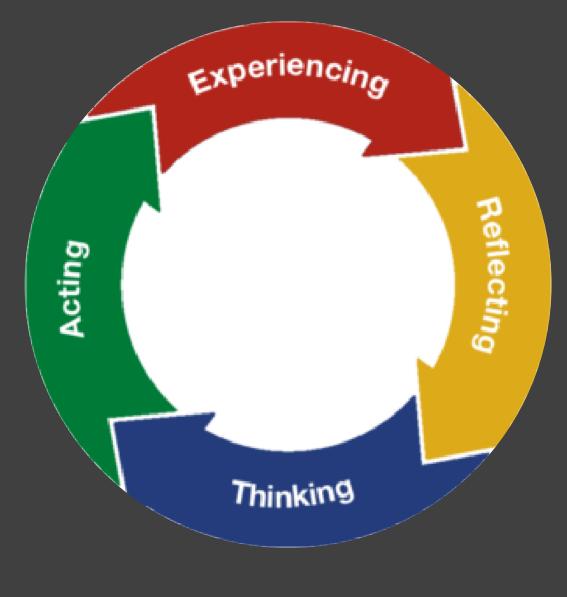
Edgar Dale- 1960s After 2 weeks, we tend to remember... Involvement Reading 10% of what we READ Р A Hearing Words 20% of what we HEAR S Seeing S 30% of what we SEE Watching a Movie V Looking at an Exhibit E Watching a Demonstration 50% of what we Seeing It Done on Location SEE & HEAR Participation in a Discussion Α 70% of what we Giving a Talk С SAY T Doing a Dramatic Presentation V Simulating the Real Experience 90% of what Doing the Real Thing E we DO

### Introduction:





# **Experiential Learning**





#### **Evolution of Teaching & Learning**



"Sage on the stage"

"Guide on the side"

#### EMPOWERING STUDENTS





# **Technology-Enhanced Student Peer Role-Play:** An Effective Teaching Method Empowering Students for Active Experiential



Students PRP is an <u>innovative method</u> and can be used effectively for <u>Case-Based learning</u>



<u>Articulate storyline</u> <u>technology</u> used in creating this project



# Scenario

A simulated scenario was created, involving a motor vehicle accident resulting in traumatic dislocation of the hip in a young adult.

Fourth-year medical students participated in this simulation, assuming the roles of Emergency Room doctors and a simulated patient.

They actively engaged in history taking, physical examination, and the various steps of management.





#### A patient arrived at the ER



#### Doctors examining the patient





#### Examining the Sciatic Nerve







SOMFZL0711-35

Freatment

Finish



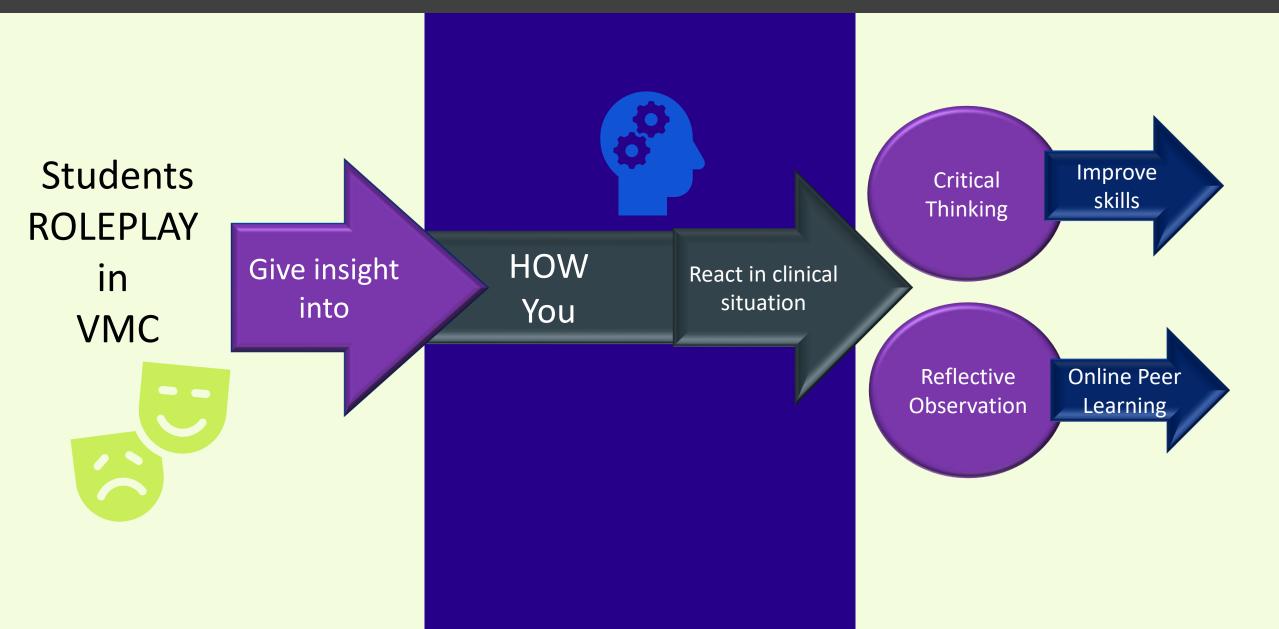
#### A case of Traumatic Dislocation of the hip Updated link https://elearn.imu.edu.my/mod /scorm/view.php?id=380627







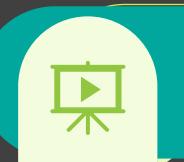
#### INNOVATION



# **Practicality & Usefulness**



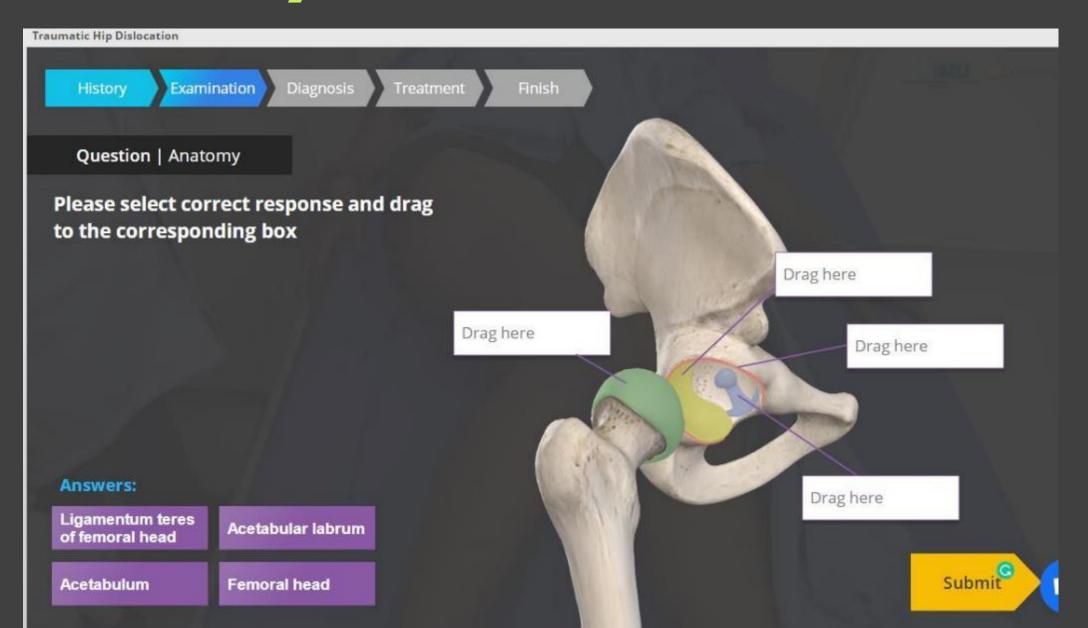




Junior faculty can learn as the case is recorded and converted into interactive virtual scenarios- SCORM (Sharable Content Object Reference Model)

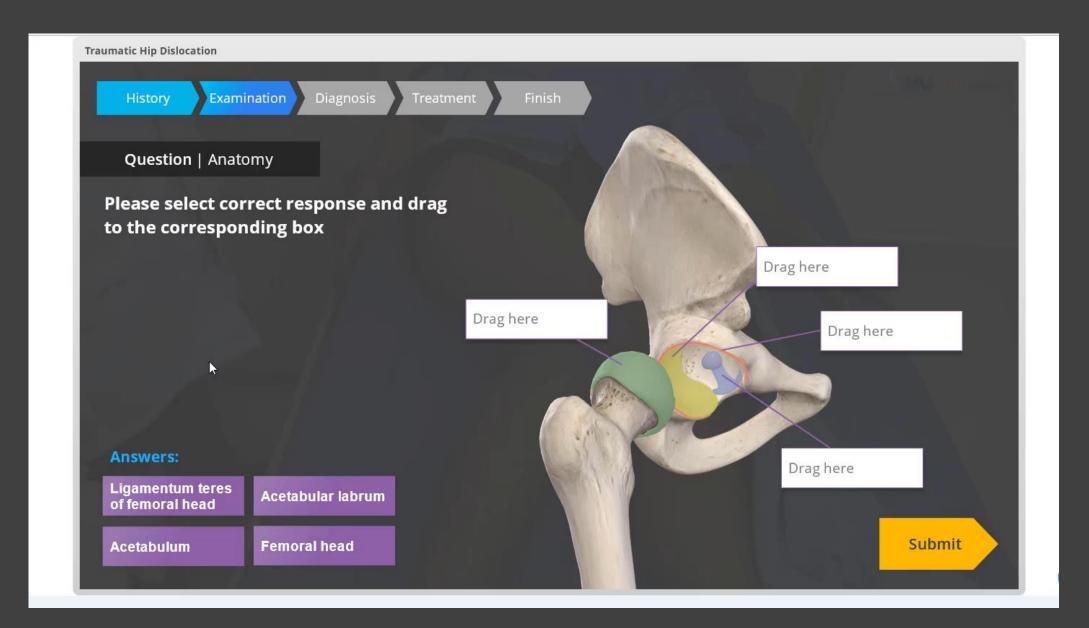


# **Practicality & Usefulness**



#### **ASSESSMENT OF BASIC SCIENCE KNOWLEDGE**







## **Perception of Student PRP**

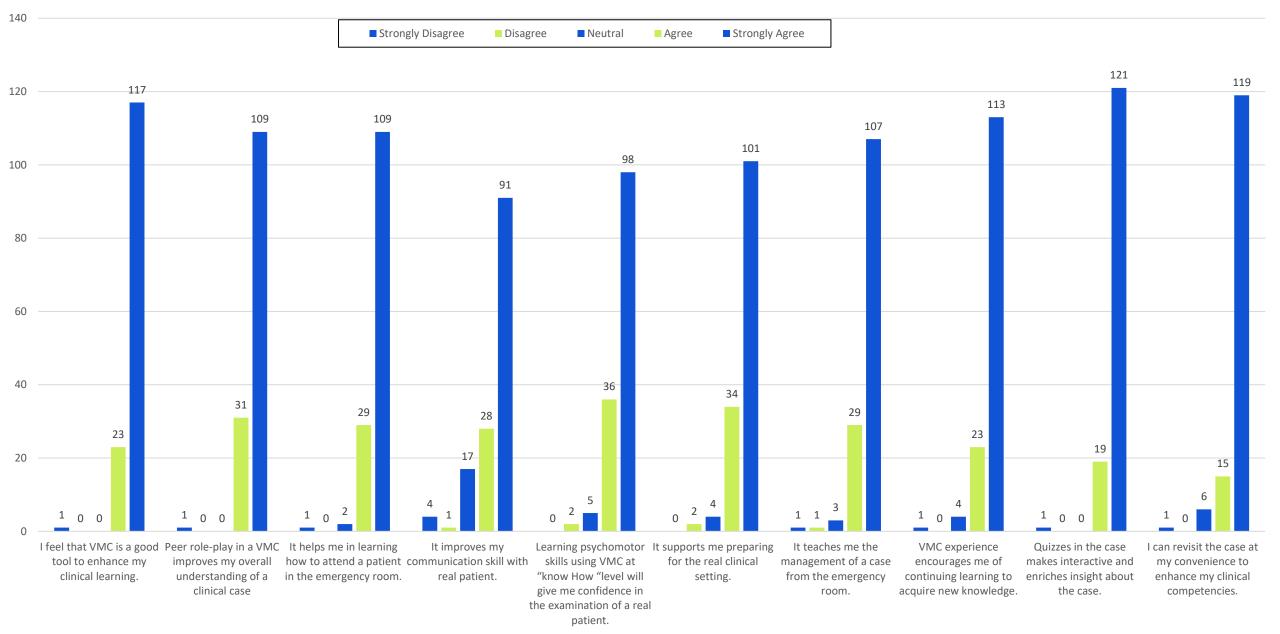


A total of 141 fourth-year medical undergraduates survey

5-point Likert scale perception of virtual PRP Cronbach's Alpha value 0.932

#### PERCEPTION OF PEER-ROLE PLAY IN ORTHOPAEDIC TEACHING USING VIRTUAL MEDICAL CLINIC

141 responses





### **Result:**

Results indicated that 99.3% of students perceived student PRP as a valuable tool for enhancing clinical learning and preparing for real clinical environments.

Additionally, 95% of students appreciated the convenience of being able to revisit the case as needed.

# Take Home Message:



- 1. Student PRP is an innovative form of virtual teaching
- 2. Integrating Kolb's cycle could lead to greater engagement among participants.
- 3. It empowers students by allowing them to actively participate in the design and development of virtual clinical cases, thereby enhancing their learning.



# Take Home Message:

- 4. Peer-role play is an engaging and effective learning tool that can provide opportunities for reflection and self-evaluation.
- 5. It enhances communication, collaboration, and problem-solving skills among students.





# Thank you.



#### https://e-

training.imu.edu.my/course/view.p hp?id=440

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