



60 SECONDS TO SURVIVAL DISASTER TRIAGE

Mark X. Cicero, MD & Marc A. Auerbach, MD, MSCi
AHRQ Grant # 1R18HS022837-01

Game accessible @ disastertriagegame.org




60 SECONDS TO SURVIVAL DISASTER TRIAGE

SCHOOL SHOOTING




SCORE: 23,000

HOUSE FIRE



PLAY

TORNADO



LOCKED

Guide

Leaderboard

Credits



TIME: **8:37**

SCORE: 000000

Jump START ?

ASSIGN TRIAGE LEVEL

ASSESSMENTS ▾

ACTIONS ▾



◀ Back



TIME: **8:35**

SCORE: 000000

TRIAGE LEVEL

BLACK

RED

YELLOW

GREEN

Jump START ?

ASSIGN TRIAGE LEVEL

ASSESSMENTS ▾

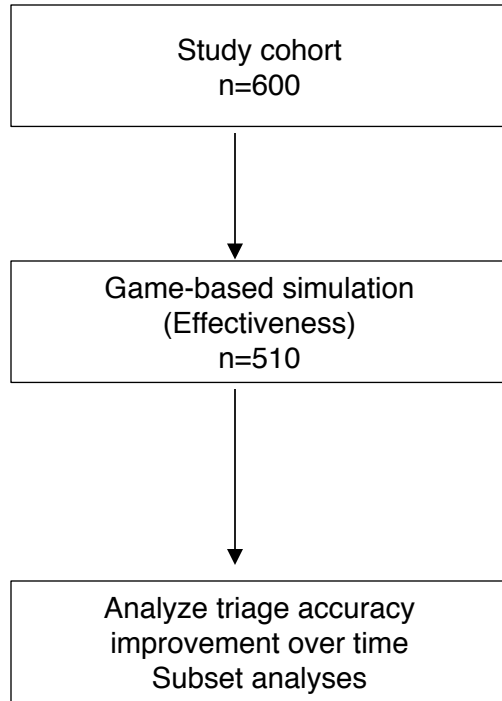
ACTIONS ▾



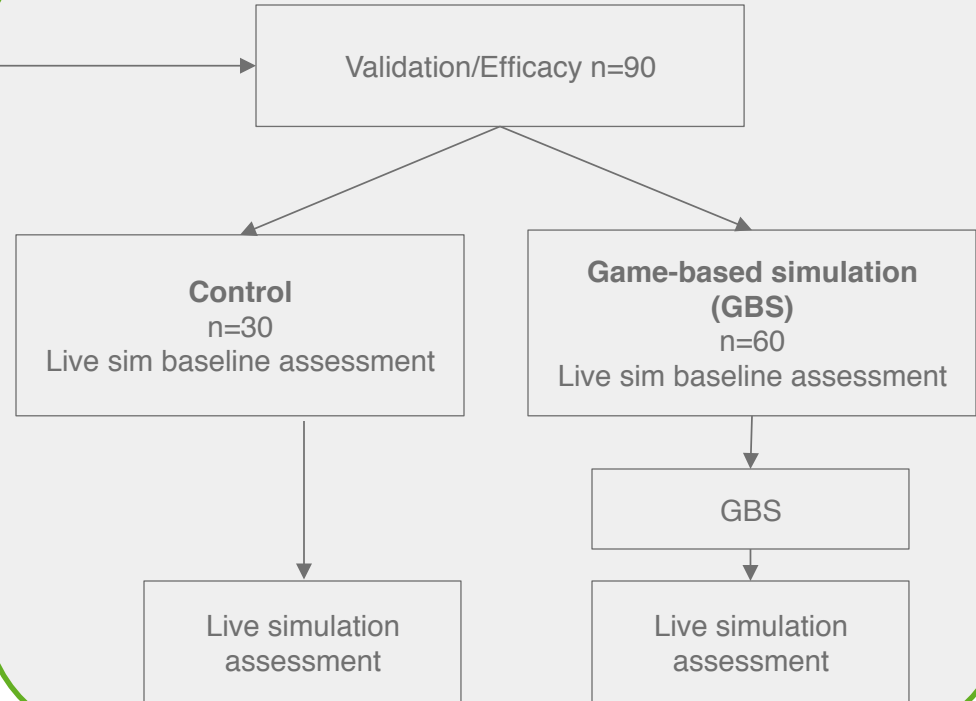
◀ Back

Study Overview: Phase A and B

A: Game over time: Outcome Game



B: Game vs Live Simulation- Outcome Live sim



Collaborators for Phase A: Effectiveness

Population of learners: Paramedics, EMTs, and EMS students

Intervention: Disaster triage video game learning intervention (15 min play per week x 13 weeks)

- Web-based game available on any connected device (tablet, phones, laptop)
 - Open source, developed over past year through AHRQ grant
 - Collects extensive data on play/performance
 - Incentives: CME for participation

Comparison: Triage performance on game over 13 weeks of play

Outcomes: Instances of over and under triage compared to previous live simulation (2011-2013)

- Improvement in triage accuracy over game play
- Learner game feedback and satisfaction

What we need from collaborators

1. RECRUITMENT
2. Player retention
3. Co-authorship/scholarship
 - Monthly calls

TO DISCUSS PARTICIPATION IN THIS STUDY

Contact: Mark X. Cicero, MD

mark.cicero@yale.edu

Check out game @ disastertriagegame.org

