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(57) Abstract:

ABSTRACT JIGSAW PUZZLE GAME FOR TEACHING RATIONAL ANTIMICROBIAL USE IN THE TREATMENT OF GASTROENTERITIS The present invention relates to an educational board game designed to teach rational antimicrobial use in the treatment of gastroenteritis. The game comprises interlocking puzzle pieces representing various clinical conditions of gastroenteritis and their corresponding appropriate antimicrobial treatments. The condition pieces, uniquely shaped and identified, interlock exclusively with the correct treatment pieces, reinforcing the correct matching of antimicrobial agents with specific clinical conditions. The game aims to improve understanding and application of antimicrobial therapy, particularly in medical education settings, by providing an interactive and engaging learning experience. Fig. 1

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