(19) INDIA

(22) Date of filing of Application :25/08/2024 (43) Publication Date : 06/09/2024

(54) Title of the invention: EDUCATIONAL GAME SYSTEM FOR TEACHING RATIONAL ANTIMICROBIAL USE IN INTRA-ABDOMINAL INFECTIONS

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(51) International classification	:G09B23/28	1)JSS Academy of Higher Education and Research
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Filing Date	:NA	MYSURU, KARNATAKA - 570015 Mysuru
(87) International Publication No	: NA	Name of Applicant : NA
(61) Patent of Addition to Application Number	:NA	Address of Applicant : NA
Filing Date	:NA	(72)Name of Inventor:
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(57) Abstract:

ABSTRACT EDUCATIONAL GAME SYSTEM FOR TEACHING RATIONAL ANTIMICROBIAL USE IN INTRA-ABDOMINAL INFECTIONS The present invention relates to an educational game designed to teach the rational use of antimicrobial agents in the treatment of intra-abdominal infections (IAIs). The game includes a durable, color-coded game board with designated areas for arranging antimicrobial agent blocks and clinical condition pellets. The blocks represent different antimicrobial agents and are organized hierarchically based on the clinical scenario indicated by the pellets. The game also includes a scorecard, timer, storage box, educational booklet, and a companion mobile application for enhanced interactivity. This game-based approach promotes understanding of antimicrobial selection, encourages the avoidance of unnecessary antibiotic use, and reinforces knowledge retention, making it a valuable tool for medical education and antimicrobial stewardship. Fig. 1

No. of Pages: 22 No. of Claims: 8