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(57) Abstract :

ABSTRACT POWER OF THE PAWNS: GASTRO-ENTERITIS TREATMENT BOARD GAME The present invention, titled "Power of the Pawns: Gastro-enteritis Treatment Board Game," is a revolutionary educational tool designed to teach healthcare professionals and students the principles of rational antimicrobial use in treating gastroenteritis. This innovative board game combines entertainment with medical education, addressing the critical issue of antimicrobial resistance (AMR) by promoting appropriate drug selection, dosage, and treatment duration. The game comprises a meticulously designed board, pawns representing various clinical conditions, a dice, a score sheet and a rulebook. The board features a unique circular layout with 16 houses divided into sections for clinical conditions and treatment options, color-coded for easy identification. The pawns are three-dimensional, durable, and vividly printed with condition names. Gameplay involves players rolling the dice, moving pawns to match clinical conditions with correct treatments, and scoring points based on accuracy, fostering active learning and knowledge retention. The game is expandable, allowing for updates with new medical knowledge and additional modules. Enhanced with features such as a dual-layer board, dynamic feedback, and potential VR integration, "Power of the Pawns" offers a comprehensive, engaging, and impactful learning experience, making it an invaluable tool in medical education and the fight against AMR. Fig. 1

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