

(54) Title of the invention : HIT TO FIT BOARD GAME

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(57) Abstract :  
 ABSTRACT The present invention relates to a board game called "HIT TO FIT" that helps healthcare professionals, such as physicians and pharmacists, choose commonly used antibiotics in appropriate doses and durations for different infections. The game aims to promote the rational use of antimicrobial agents and reduce the risk of antimicrobial resistance (AMR). The "HIT TO FIT" board game features carom pawns representing various clinical conditions, with the corresponding antibiotic dose and duration information written on them. Players take turns choosing the pawns and positioning them on the game board to indicate the correct antibiotic dose and duration for each condition. The game board includes specialized circles to securely hold the pawns, and a striker is used to push the pawns to the appropriate positions. The game actively engages players, reinforcing the concepts of rational antibiotic use. By improving the understanding and application of appropriate antibiotic prescribing, the "HIT TO FIT" board game can contribute to better patient outcomes, reduced healthcare costs, and a slower rate of antimicrobial resistance.

Fig. 1

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