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(57) Abstract :
ABSTRACT THE BLING RING-RING TO FIT THE BLING: AN EDUCATIONAL BOARD GAME FOR ANTIBIOTIC SELECTION IN LOWER RESPIRATORY TRACT INFECTIONS (LRTI) The present invention, "The Bling Ring-Ring to Fit the Bling," is an educational board game designed to teach proper antibiotic selection for lower respiratory tract infections (LRTI) based on disease severity. The game comprises a board with four large overlapping rings representing different clinical scenarios, diamond-shaped palettes denoting these scenarios, and smaller rings or pellets labeled with antibiotics. Players compete to correctly place clinical scenarios and antibiotics within the rings, reinforcing understanding of ICMR treatment guidelines. The game's innovative design, incorporating Venn diagram-like overlaps, visually represents shared antibiotic options between severity levels. With multiple difficulty levels, expansion possibilities, and adaptability to digital platforms, this game offers an engaging, interactive approach to medical education. By gamifying the learning process, it aims to improve retention of clinical guidelines, promote rational antibiotic use, and ultimately contribute to combating antimicrobial resistance and improving patient outcomes in LRTI management. Fig. 1

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