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(57) Abstract :

ABSTRACT SEPSIS SMART: AN INNOVATIVE GAME FOR CLINICAL TRAINING IN ANTIMICROBIAL STEWARDSHIP The present invention relates to an educational game for teaching 5 sepsis management and promoting rational antimicrobial use. The game comprises a balance, multiple boxes representing clinical scenarios and antimicrobial agents, and a treasure hunt component. Players match clinical scenarios with appropriate antimicrobial treatments by balancing corresponding boxes on the scale. 10 The invention addresses the critical need for rapid, appropriate antimicrobial selection in sepsis cases, while promoting antimicrobial stewardship. It provides an engaging, hands-on method for medical professionals to practice decision-making skills in a low-stakes environment, potentially improving patient outcomes and reducing 15 antimicrobial resistance. Fig. 1

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