

Put Aside the Traditional Classroom and Use Effective Technology: Puzzles- Entertaining Ideas for Educating Psychiatric Diseases

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Abstract

Background: Using a variety of educational games is one of the most entertaining and effective teaching methods that can be used as one of the educational approaches in the current age.

Aim: To design a program of action games in the form of two-dimensional tables in Psychological Illnesses course, which is effective in learning.

Methods: In this study, the electronic game was designed in the form of crossword tables in Introduction to Mental Illnesses course and Mental Health course. In this style, which was done in the form of a product, at first, the subject matter and general areas of training were taught by the instructor. At a specialized session after the completion of the course, the content of the course was designed electronically and in the form of an album, presented in the classroom, and then implemented as small groups in the classroom. This method was also used for other groups of public health, laboratory and medical students for the limited topics taught. The total number of students in the health department was 14, in the laboratory sciences there were 15, and in the medicine with limited topics 31.

The method was evaluated in two quantitative and qualitative sections. In the qualitative section, open-ended structured questions were answered qualitatively. Students' experiences from the curriculum, their role in their learning, and positive and negative dimensions of the course were studied. In the quantitative section, a questionnaire with 5 domains and 31 questions was used and its effect on learning was analyzed. The results were analyzed by descriptive and qualitative indices for the extraction of the content.

Results: The results were analyzed in two quantitative and qualitative sections. The quantitative results showed that the highest mean score for the item was the usefulness of the method, transparency and comprehensibility, ease of use, existence of a pure idea for learning, need for accuracy for the learning content, and fun for learning. Many items were also above average. The results of the qualitative analysis also indicated the effect of the method on students' learning and satisfaction. The final results of the research indicated that the use of training games in the form of crossword tables was effective on students' learning and satisfaction. It is necessary to consider the effective design of technology in education, the context of its design, and its effects on learning indicators in different groups.

Keywords: Game in Education; Medical Sciences; Crossword; problem-based learning; problem-solving methods