

Project title: Neurology Escape room

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Branch: Patients and Populations

Path of Excellence: Medical Humanities

Summary: I am currently working on a neurology-themed escape room that, when finished, will allow pre-clinical medical students to solidify concepts learned in their neuroscience sequence via a new, stimulating, and fun sequence.

Methodology: N/A

Results: N/A

Conclusions: N/A

Reflection/Impact Statement:

Working on this project has expanded or at least ideally will expand my preconceived notions of the proper format of a learning tool. Too often to people (myself included) require that a proper learning tool or assessment must take the form of a book, question bank, lecture, or website, when a well-designed game can also serve a similar purpose. If effectively maintained, updated, and refined by aspiring neurology applicants to more accurately and adequately assess mastery of certain neurological concepts, M1 students on their neuroscience rotations each year could benefit from participating in this escape room. To continue the momentum of this project and to maximize identified benefits, I would pass it onto another aspiring neurology applicant (an M3) in order to continue to refine it with the help of future M1 “play-testers,” and I would try to create a similar escape room at the institution at which I complete my residency. My advice to future students working on their CFIs is to not fall prey to conforming to conventional “work,” or research, and to let their passions take the form of “out-of-the-box” creativity.