

The effectiveness of using gamification concept in pharmacology education.

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Students



High Capacity



Lack of Motivation



Limited Access

Universities



Safety hazards



Resources Challenges



High Cost



1.3 Million

Number of people harmed annual in US* alone due to ..

Medication Errors !!!

According to WHO ; most of those errors are due to;

* **Lack of proper Training.**
* **Lack of Drug knowledge & hands-on experience.**

Platform that transforms the educational classrooms into Interactive Virtual Learning Zone



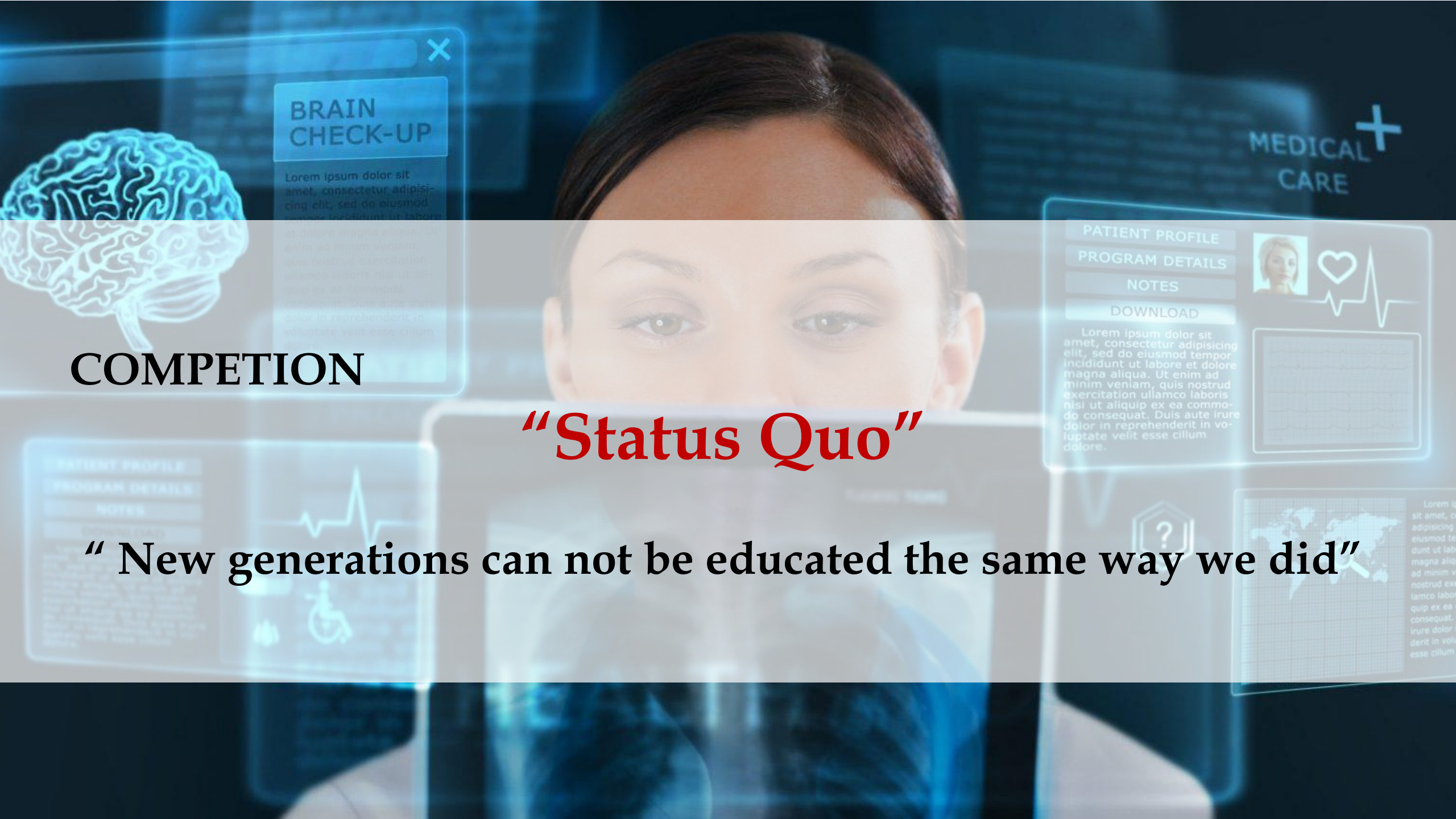
Simulative labs



Performance dashboard



Full engagement



COMPETION

"Status Quo"

" New generations can not be educated the same way we did"



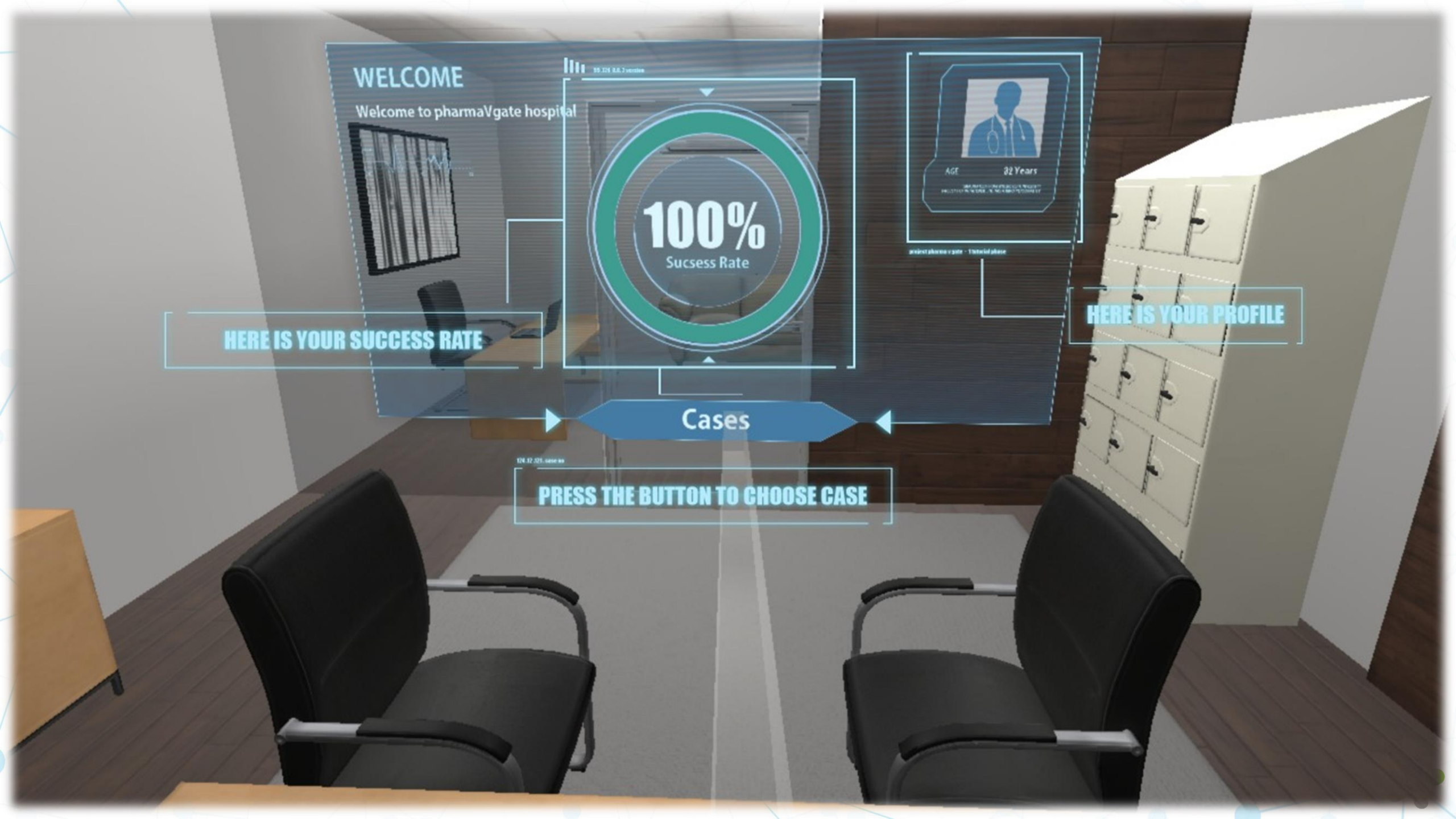
PharmaVR

“VR App for Clinical pharmacotherapy Serious Game”

Welcome to PharmaVgate Hospital.. Today your are the Clinical pharmacist in our hospital.. Please do what it takes…




CASE NO.4
Case Brief
- BMI of 44 kg/m2 - Long History of gestational diabetes.- Her mother and sister both have T2D. - A1C was 7.4% Two weeks ago.- FGC is 178 mg/dL
Critical Notes
Obese.
SCROLL CASE BRIEF UP OR DOWN
Operate
PRESS THE BUTTON TO START CASE
SCROLL CRITICAL NOTES UP OR DOWN
THIS IS THE CHARACTER YOU'RE INTERACTING WITH


WELCOME
Welcome to pharmaVgate hospital
100%
Sucsess Rate
AGE
32 Years
HERE IS YOUR SUCCESS RATE
HERE IS YOUR PROFILE
Cases
PRESS THE BUTTON TO CHOOSE CASE

Why to use gamification in Education*



100% Attention
for Students

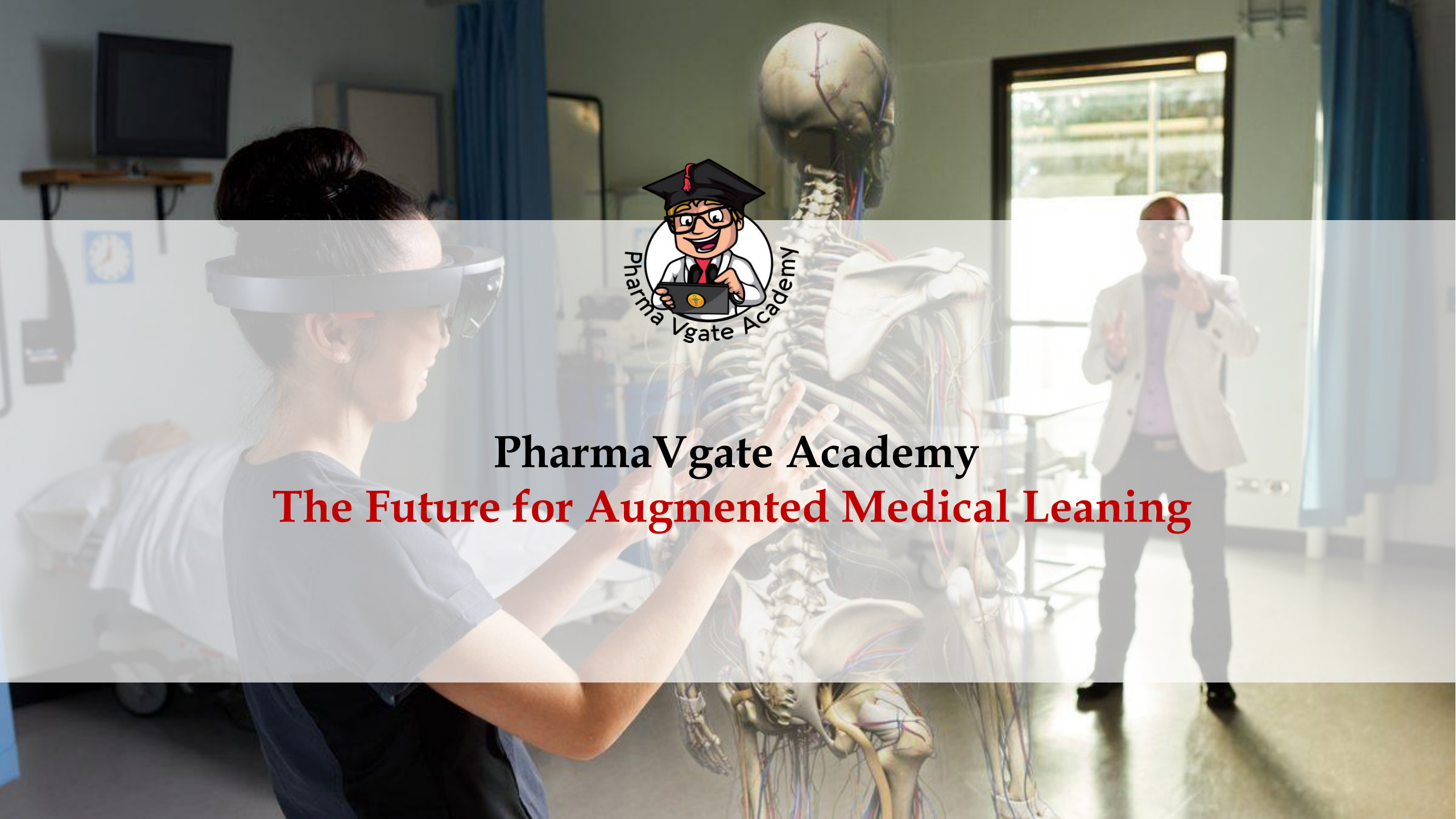


75-90% Knowledge Retention
Learning by practicing



20-40% Reduction
Logistic cost

*POC about VR in Clinical pharmacy education @PharmaVgate Academy 2019



PharmaVgate Academy

The Future for Augmented Medical Leaning