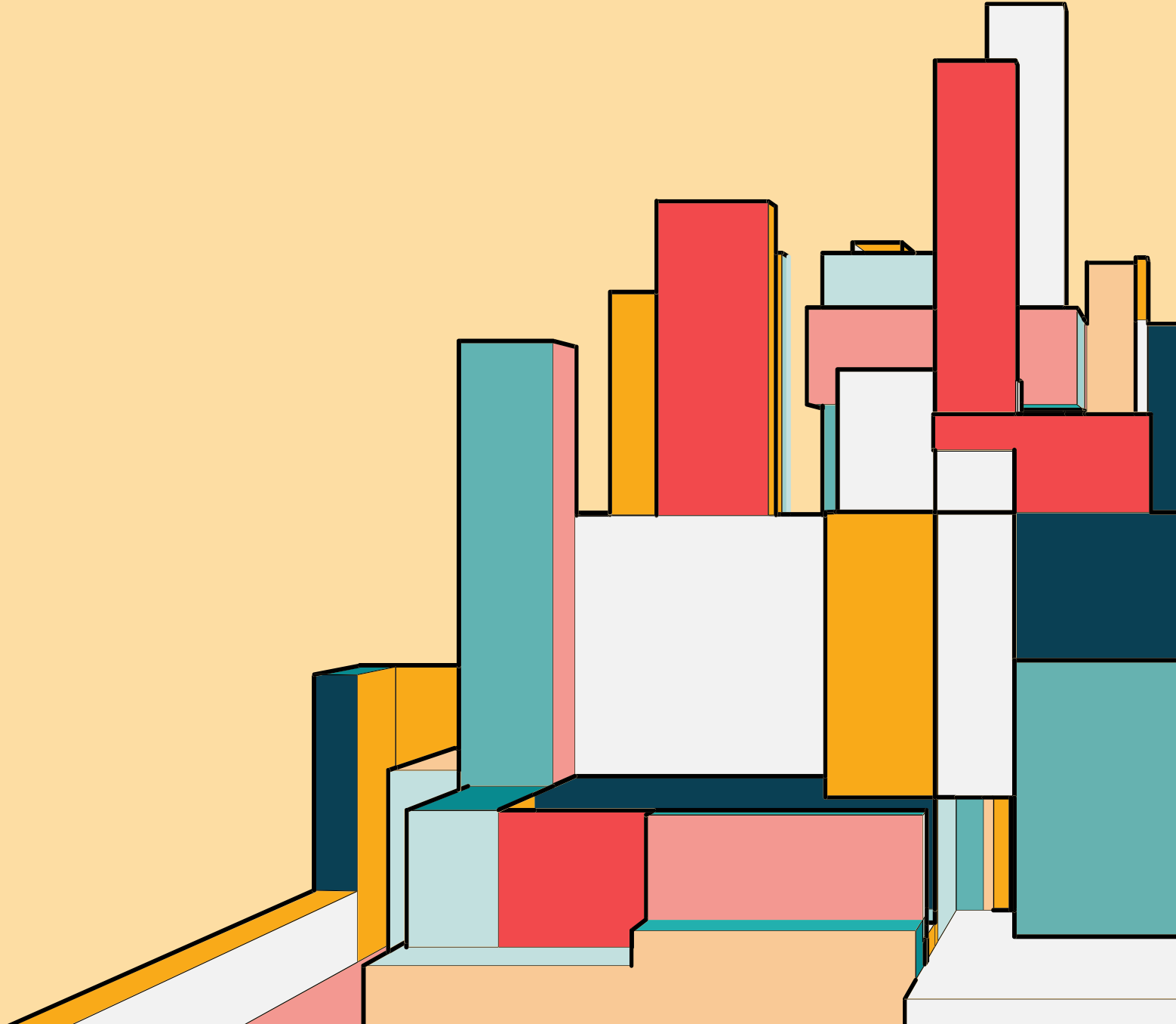


CME QUEST ADVENTURES

Iteration 5



THE TEAM



Micah Harker



Ethan Hooper



Jack Carthew



Justyn Fox



Jared Bowman



SOFTWARE

CME Quest Adventures



Start a Scenario

Leaderboard

Quit



CME

How to Accredit

ACCME

CME for Dummies

CME

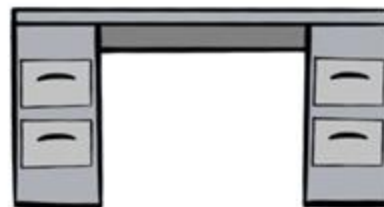
How to Accredit

ACCME

CME for Dummies

CME QUEST ADVENTURES

Run game



A 2D escape room that involves using skills related to the field of Continuing Medical Education. Created by Ball State University Computer Science students in collaboration with Stanford CME.

[More information](#) ▾

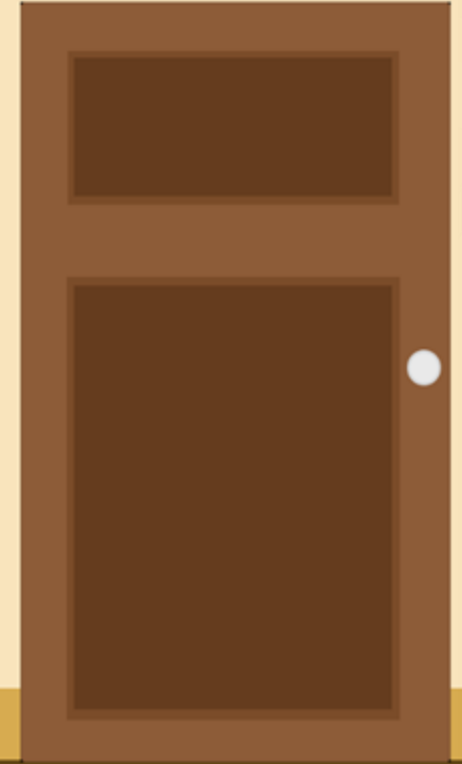
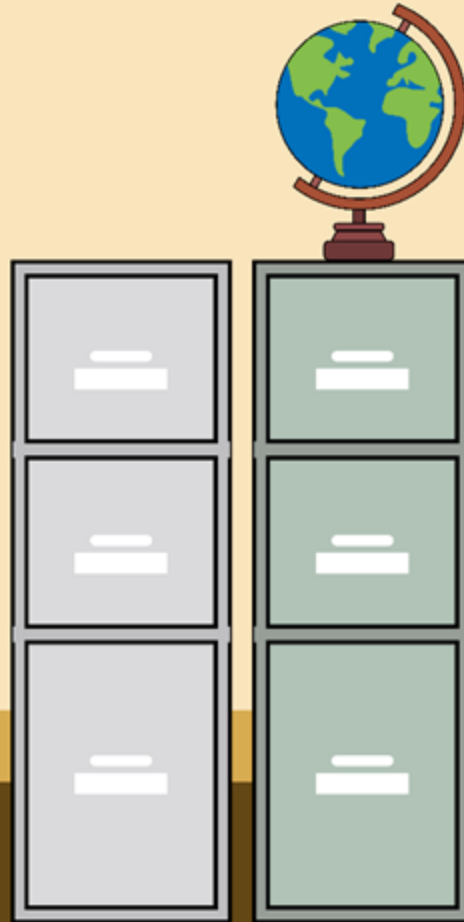
ITCH.IO



SCENARIO 2 POLISH



2



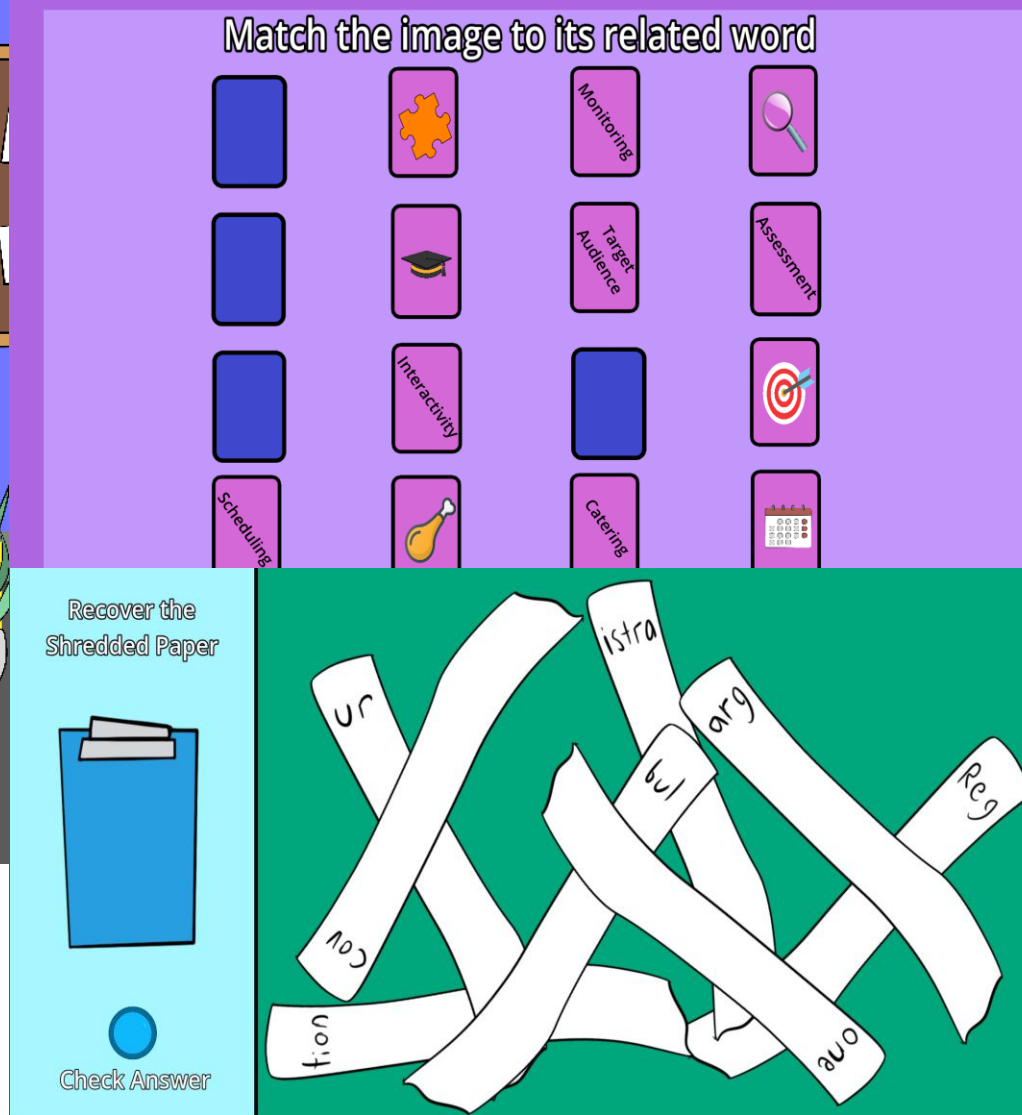
SCENARIO 2 POLISH



A minigame interface titled "Match the Words to their Definitions". It features a clipboard with three definition boxes and three word cards at the bottom. The definitions are:

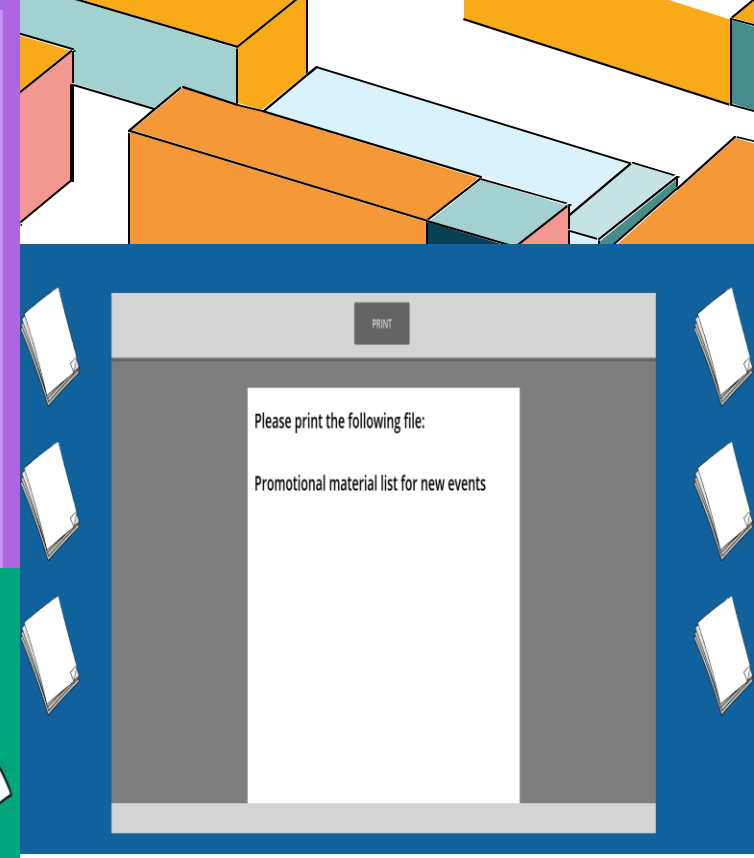
- The provider gathers data or information and conducts a program-based analysis on the degree to which the CME mission of the provider has been met through the conduct of CME activities/educational interventions.
- The provider has a CME mission statement that includes expected results articulated in terms of changes in competence, performance, or patient outcomes that will be the result of the program.
- The provider identifies, plans and implements the needed or desired changes in the overall program (eg. planners, teachers, infrastructure, methods, resources, facilities, interventions) that are required to improve on ability to meet the CME mission.

The word cards are labeled "PROGRAM ANALYSIS", "MISSION", and "PROGRAM IMPROVEMENTS". A "Check Answer" button is located at the bottom left.



Two minigame interfaces are shown. The top one is titled "Match the image to its related word" and features a 4x4 grid of image cards and word cards. The images include a puzzle piece, a graduation cap, a target, a calendar, a chicken leg, and a magnifying glass. The words include "Monitoring", "Target Audience", "Assessment", "Interactivity", "Scheduling", and "Catering".

The bottom one is titled "Recover the Shredded Paper" and features a green background with a blue folder icon and a "Check Answer" button. It shows several pieces of shredded paper with the following text: "ur", "ion", "tra", "bul", "arg", "Reg", "auo", and "Can".

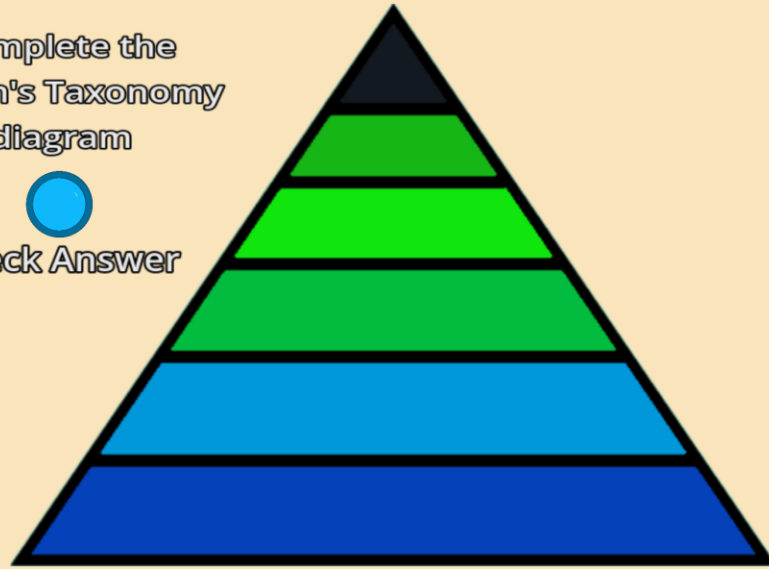


A minigame interface titled "Print the following file: Promotional material list for new events". It features a blue background with a grey folder icon and a "PRINT" button. The text "Please print the following file:" and "Promotional material list for new events" is displayed on a white background.

POLISHED MINIGAMES

Complete the Bloom's Taxonomy diagram

Check Answer



- EVALUATE
- CREATE
- ANALYZE
- REMEMBER
- UNDERSTAND
- APPLY

Commendation

Page 1:

- Patients
- Teams
- Students

Page 2:

- Population Health
- Collaborates
- Data Use

Page 3:

- Support Strategies
- Technical
- Communication
- Individualized Learning

Page 4:

- Research
- Creativity
- CPD

Page 5:

- Patient
- Healthcare
- Performance

Team Based Education

The hospital's initiative engages _____ of doctors, nurses, and pharmacists to collaborate on patient care.

The university's medical school engages _____ in hands-on learning experiences through clinical rotations and research projects.

Our community health program engages _____ by organizing health awareness campaigns and free screenings.

< Page Select >

NTS!!
ed to
ive.
them.

REGISTER
CAMP CME

Power button icon

Exit Board

Secret Word

H
Provider emphasizes healthcare team education with expected improvements in skills.

A
Provider doesn't assess impact on team performance in CME activities.

M
Provider doesn't plan or implement changes for CME program improvement.

L
Provider addresses healthcare team practice gaps in IPCE activities.

Z
Provider doesn't create interventions to improve team skills or patient outcomes in CME.

F
Provider doesn't involve target audience professionals in CME planning.

I
Provider focuses on individual education without considering team outcomes.

E
Provider analyzes CE impact on team skills, strategies, and patient outcomes.

A
Provider plans and implements program improvements for CE mission.

G
Provider overlooks practice gaps in CME activities.

T
Provider creates interventions to improve team skills and patient outcomes.

H
Provider uses inclusive planning involving target audience professionals.

In each row there are two possible joint accreditation criteria listed. One is actually a criteria, and one is a fake. Use your knowledge of CME to choose the correct one. Put the associated letters together to unlock the SECRET WORD

968211

1

2

3

4

5

6

7

8

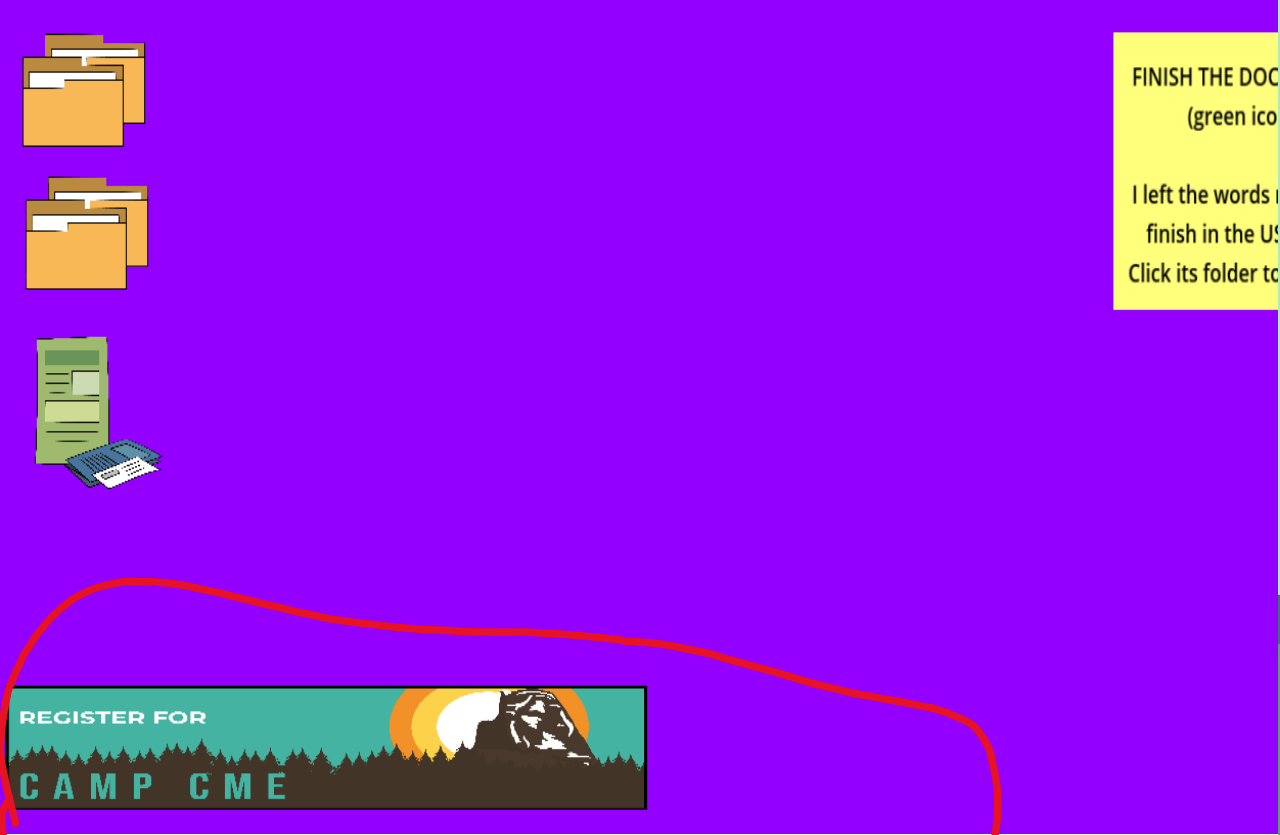
9

CLEAR

0

ENTER

NEW MINIGAMES

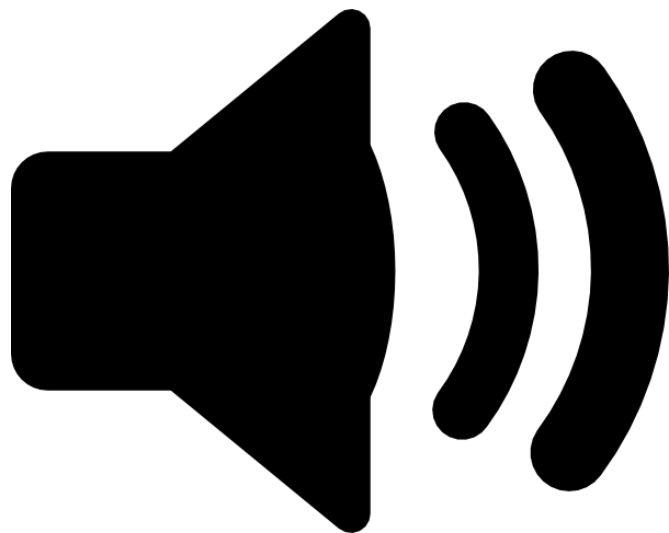


FINISH THE DOC
(green ico

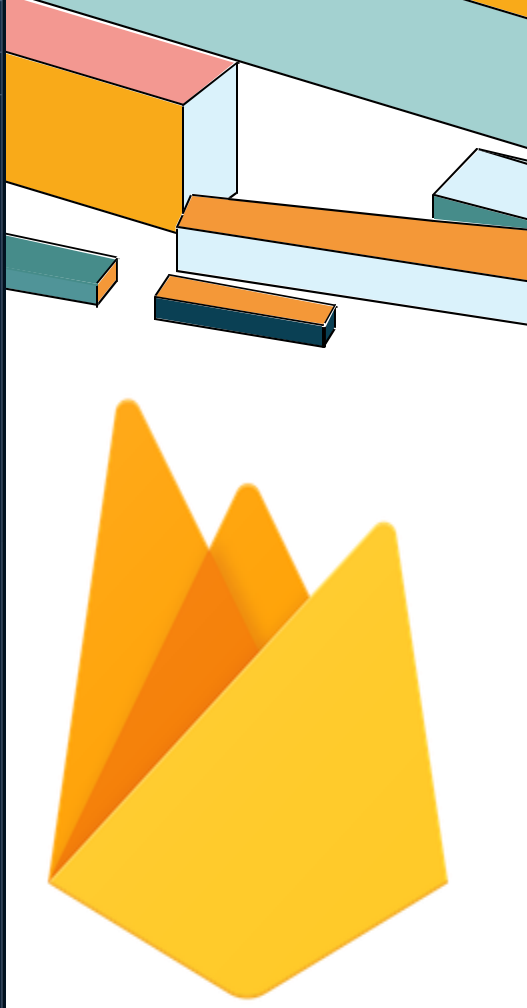
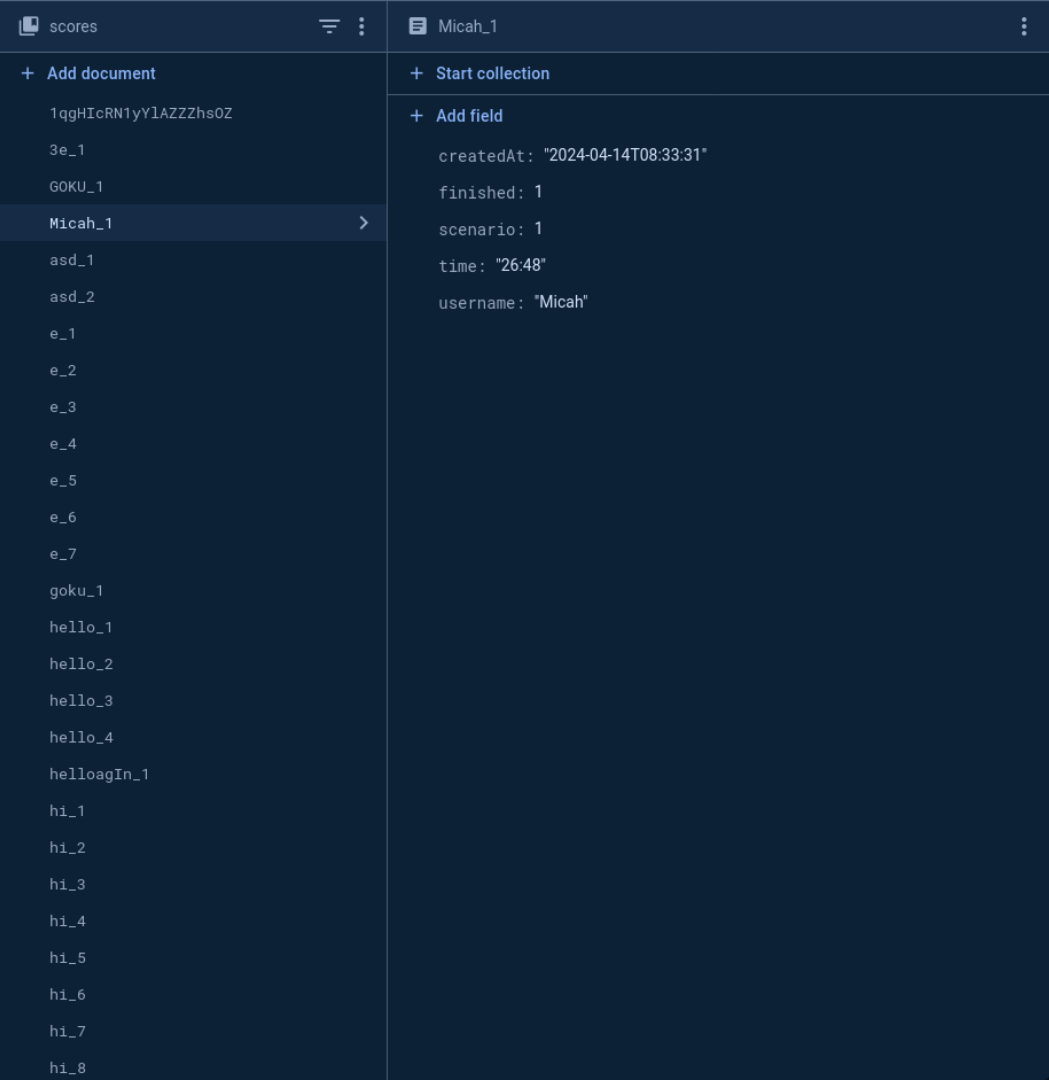
I left the words
finish in the US
Click its folder to



EASTER EGGS



MUSIC + SFX



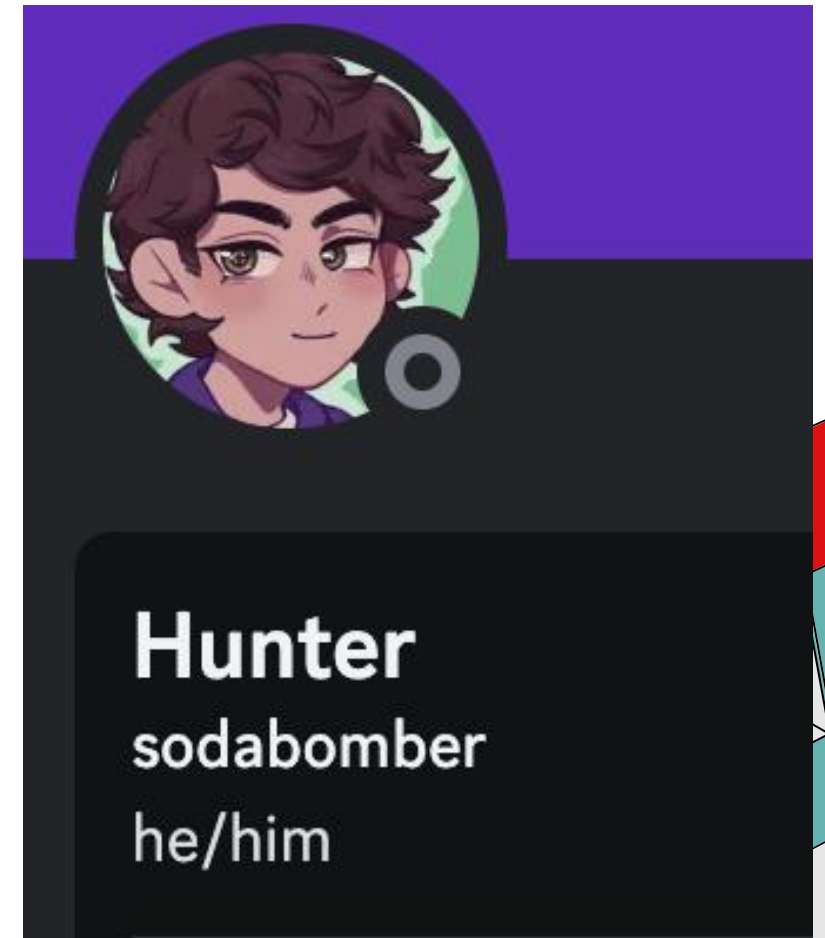
Leaderboard

Scenario One		
#1	GOKU	00:00
#2	goku	00:00
#3	hi	-14:04
#4	<Empty>	00:00
#5	<Empty>	00:00

FIREBASE INTEGRATION

MENTOR FEEDBACK

- Proud of us and our progression
- Gave us tips on how to close out a project like this
 - Asked if he had to cut anything in his project to meet its deadline
 - Focus on making a functional deliverable
 - Focus on what you need to get done and not new things
 - Overall make sure the client is happy with the result



CLIENT FEEDBACK

- Very pleased with the result
 - Lani was able to play the game before the meeting and got a time of 13 minutes in scenario 1!
 - Kurt started playing the game during the meeting and seemed to enjoy it
 - Kurt hinted at maybe doing a few more projects like this for the next group of students.
- Reflected how the project went overall
 - They were happy with our communication despite being remote
 - Very grateful they got to work with us and had such a pleasant experience collaborating on educational content
 - Especially enjoyed added easter eggs



TEAMWORK

- Justyn
 - Minigame assembly
 - Aesthetic updates
- Jared
 - Firebase Integration with Godot
- Jack
 - Searched for music and sound effects
 - Testing
 - Assisted with Firebase integration
- Micah
 - Finishing Scenario 2
 - Exporting to Itch.io
 - Assisting others with tasks
- Ethan
 - Scenario one minigames rework
 - Credit Scene
 - Button updates

There was ~~14~~ some mob and pair programming, since we've decided to split tasks to accomplish more for the project.

ADAM SANDLER

He's a big fan of
the game

Leaderboard

He's really good at
it too

Scenario One

#1	Adam_Sandler_1	0:01
#2	Adam_Sandler_2	0:02
#3	Adam_Sandler_3	0:03
#4	Adam_Sandler_4	0:04
#5	Adam_Sandler_5	0:05

Scenario 1

Scenario 2

Return to Menu