

## **Assessment of Pain Management Therapeutic Outcomes Training Using a "Gaming-Technology" Scenario**

The purpose of this project is to develop and assess a "gaming-technology" scenario about pain management therapy on student pharmacists' training. The scenario will be developed with a series of options that students can select as they work through the management of a patient with chronic pain. It will be applied to one cohort of students while a similar cohort will receive a traditional written case presentation. Each group will be tested and the effect of learning through a simulation/gaming tool will be compared to the traditional case presentation method. One goal is to develop a series of "gaming-technology" cases to supplement students' knowledge and application of medication therapy management and patient care outcomes. Another goal is to use that technique and the current "gaming-craze" to produce practitioners who can think critically and apply the problem solving techniques to new and unfamiliar situations.

Amy Pick, PharmD, BCOP, Assistant Professor of Pharmacy Practice  
Hixson-Lied Bldg. 177, (402) 280-2686, apick@creighton.edu

Kimberley Begley, PharmD, Assistant Professor of Pharmacy Practice  
Brandeis Hall B06C, (402)280-2890, kimbegley@creighton.edu

Samuel Augustine, PharmD, FAPhA, Professor of Pharmacy Practice  
Brandeis Hall B06B, (402) 280-2756, samaugustine@creighton.edu