

I.M. QUIZITOR

<http://www.ohsu.edu/medicine/residency/imquizitor.html>

Introduction:

This file is a template for PowerPoint® 2000 that allows users to create and play a game similar to the hit television show Jeopardy® with custom made questions and answers. The game board and navigation tools are provided in this template. You must provide the questions, answers, and topics to develop a game that is fun and interactive. It can be played individually or projected for a large room or group of players. We play a monthly game where the University and VA Hospital competed. It has also been used for lectures as a different modality of teaching.

The format is simple and is based on hyperlinked slides as well as action buttons to navigate the program. The opening slide shows the title page (Figure I). Three action buttons provide navigation for the viewer. Pressing "Single Quizitor" will take you to the game board for single Quizitor. Pressing "Final Quizitor" will take you to the location of the final Quizitor question.

Figure II shows the game board. It has hyperlinked question buttons with point values assigned. Pressing the first button (Topic I, 100) will take you Figure III. Figure III has a place for the author to write a question as well as an action button to take you to the answer (Figure IV).

Figure IV has a place to put an answer as well as an action button to return you to the single Quizitor board (Figure I).

Creating questions is easy in PowerPoint. You just need to replace the "I 100Q" with the question of your choice and replace "I 100A" with the answer to the "I 100Q" question. You repeat this for all 50 questions and you have a complete game. Alternatively you can play just a Single Quizitor game and only create 25 questions.

Figure I. Title Page

Figure II. Sample Gameboard

Figure III. Topic I – Question I

Figure IV. Topic I – Answer I

Creating questions:

1. Open template in PowerPoint® (Version 2000 is preferred)
2. Scroll down to Game Board
3. The top boxes on each game board represent the categories that are available for questions and the text should be edited (Figure V). Think of creative category names to keep interest and add an element of surprise. Examples of categories we have used are available at the end of this document.
4. In Figure V-VII below we have created a question for the topic Y1K (questions are based on medical history surrounding the last change of the millennium). Figure VI shows the question for 400-point question of topic one. It has a graphic that we found on the Internet as well as the question. The answer is shown in Figure VII.
5. Repeating the process of making questions and answers is simple and easy, but it does take some practice to create valid questions.
6. We have placed an emphasis on graphical medicine and have tried to include ECGs, smears, histology slides, x-rays, and physical examination findings into our games. We include them even if the answer of the question does not rely on the image. Remember this is an educational game.
7. When you have all 50 questions made as well as a final Quizitor category and question, you

are ready to play. Please see the next section for the rules that we use for team play. Remember that the rules are not set in stone and that you can play any way your institution desires. It can also be played individually.

Figure V. Sample Single Quizitor game board with topics filled.

Figure VI. Sample question. Figure VII. Sample Answer with reference.

How we play Quizitor at the Oregon Health Sciences University.

1. Once per month instead of morning report the Portland VA Hospital and University Hospital congregate to play I.M. Quizitor.
2. The teams are divided by hospitals and include residents, interns, and medical students rotating at each hospital.
3. Pairs of team members (medical students, interns, or residents in any combination) come to the front of the room where they select questions to answer. The side that answered the question correctly chooses the topic and question.
4. A buzzer system created by our hospital electronic system is used to identify who "buzzed" first. Horns would be adequate.
5. The pair is responsible for answering the question. If they are unable to answer, the other side is given an opportunity to answer the question. If there are no takers than it is answered by the MC (typically a chief resident).
6. Points are added for correct answers and subtracted for incorrect answers.
7. After three questions are attempted than a new pair of learners come to the front of the room. The process is repeated until all questions on both Quizitor boards are answered.
8. Final Quizitor is a team effort and each side is shown the topic and asked to bet as many points as they have available.
9. The winner is the one with the most points at the end of the game.
10. Everyone is supposed to have fun.

Final Remarks:

This application was designed and distributed for free with the sole intention of providing an educational experience for housestaff, faculty, and medical students. It is not to be sold for profit or revenue generation.

Comments and Questions and Suggestions can be sent to:

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