

serves as the gold standard reference for correct pharmacological therapies. It ties in closely with Choosing Wisely Canada (CWC) modeling good stewardship in antimicrobial prescriptions. The book focuses on passive didactic learning instead of active learning, which was shown to have a greater influence on prescribing behaviour. Educational video games, a form of active learning, have been shown to improve clinical skills in medical training. Contagion is a role-playing video game providing an active way of teaching antimicrobial components of the OB and CWC guidelines. **Method:** Phase I of Contagion was qualitatively tested on students and physicians at McMaster University for teaching effectiveness, applicability to real-life scenarios, and enjoyability. Post-game play 12 participants scored different aspects of the game on a Likert scale. **Curriculum, Tool, or Material:** The player is a rural physician treating infections in various communities. Each round, the player is given a crate of antibiotics. As communities are infected, the player is provided with clinical symptoms the patients present with. The player must identify the pathology and then correctly treat the communities. The player can treat empirically or order tests to identify the infectious organism. The player strategically navigates which communities to treat as there are limited actions per turn and the player must prevent communities from dying or infecting neighboring regions. Communities tend to build antibiotic resistance over time making first-line treatments unviable, thus careful strategizing and stewardship is essential. Active learning will occur when players are tasked with finding the correct answer to different presentations. After each turn, players will learn about the infecting organism, its phenotypes, and common infectious symptoms. This is considered passive learning. **Conclusion:** Contagion was well-received by physicians and medical students as an active learning tool to teach the OB and CWC guidelines. On preliminary user testing Contagion scored 5 in effectiveness in teaching treatments and 4.6 in teaching stewardship. An objective of this project is to perform large scale testing across schools to demonstrate the effectiveness of the learning components of the game. We hope to eventually create a tool that can be incorporated in continuing medical education for physicians.

Keywords: antibiotic stewardship, innovations in EM education, video-game based learning

MP25

Assessing the learning impact of the Northern City of Heroes public exhibit on bystander cardiopulmonary resuscitation response

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Innovation Concept: In Sudbury, ON 44% of out-of-hospital cardiac arrest (OHCA) patients receive bystander CPR (bCPR), and only 4.7% survive cardiac arrest. The Northern City of Heroes (NCH) community initiative was launched in April 2019 with a goal of improving survival from OHCA through hands-only bCPR in the municipality. One NCH initiative is an interactive exhibit at Science North, a science centre in Sudbury that hosts 250,000 visitors annually. The exhibit employs simulation trainers for CPR, accompanying signage and interactive elements. The goals of the exhibit are to activate bCPR, change and measure behaviours through exhibit interactions on how to deliver excellent CPR, and improve survival rates in OHCA patients. **Methods:** Data is being collected from

3000 visitors using self-reported surveying via SurveyGizmo to assess likelihood of performing bCPR, pre and post interacting with the exhibit. Visitor behaviour will be examined at the exhibit using video-recorded interactions and coding those behaviours using BORIS software. Behavioural data will be analyzed using the Visitor Engagement Framework (VEF) where initiation, transition and breakthrough learning-behaviours are coded and an exhibit Visitor Engagement Profile (VEP) is created. The VEF and VEP are tools used in informal learning settings to assess exhibit impacts on learning. **Curriculum, Tool, or Material:** The use of an easily-apprehensible, hands-on exhibit tool located in a public setting, such as a science centre, creates a platform for engaging large and diverse public audiences. This type of bCPR exhibit has not been implemented in other similar environments. The informal learning setting allows the science centre staff to engage in personalized interactions that can solidify the quality of learning and confidence in employing the new skills developed. **Conclusion:** The NCH exhibit and new strategies for embedding informal curriculum are powerful tools to reach diverse audiences, build knowledge and skills, and have a measurable impact on bCPR and OHCA survival rates. Data is being captured and tracked by Health Sciences North around the City of Greater Sudbury's bCPR and OHCA survival rates to monitor long-term impacts of the NCH community initiatives. Limitations of the study may be found in the focused demographics as well as the nature of self-reported learning. Future research directions include broader geographical surveying to assess improvements in community response to OHCA as a direct result of an interactive bCPR exhibit.

Keywords: bystander cardiopulmonary resuscitation, informal learning, innovations in EM education

MP26

The simulated newsroom: a novel educational intervention to teach advocacy skills to resident physicians

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Innovation Concept: Advocacy is a key competency of Canadian residency education, yet physicians seldom engage with supra-clinical advocacy efforts upon completion of training. Emergency medicine (EM) residency training may not equip graduates with the knowledge and skills required to engage as physician-advocates in their communities. Focused writing workshops may increase the confidence and ability of EM trainees to engage as health advocates. **Methods:** Following a literature review, simulated newsroom workshops were developed by two EM physicians with graduate-level journalism training and workplace experience. Participants were invited to participate in an audio-recorded focus-group and to submit their opinion editorial. Twelve participants registered for the workshops and six attended both sessions and the focus group; four submitted written work. Focus group transcripts and written work were qualitatively analysed to understand acceptability, feasibility, and how students might engage as future health advocates. **Curriculum, Tool, or Material:** The simulated newsroom consisted of participants acting as journalists and the expert facilitator acting as a news editor. The first workshop provided a framework for news judgement in a didactic session, followed by interactive exercises including: prioritization of news pitches, a simulated editorial meeting, and analysis of published news articles. The participants then drafted their own pitches for in situ feedback