

Equilibrium: An Investigative Game Based On Biomedical Evidences Of Crimes

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Investigation and laboratory analyses are the major working areas of graduates from Biomedicine. Studying and recognizing medical symptoms, developing and interpreting clinical exams are some of the desired routines of these young students to their future professional lives. Recent TV series about hospitals daily work and challenges, criminal investigations and modern techniques of scientists from intelligence agencies bring out fantasies of job (im)possibilities. But also, it creates a desire for more study so as to reach the characters brilliance. Based on these interests, we prepared a game based on the classic Scotland Yard[®] game, which is developed over the resolving of crimes. In our version of the game, which was called Equilibrium, the clues hidden on specific sites of the game board are not the common ones, but clinical results or objects that can be related to the medical cause of the death. One can also reach the laboratory on the board and get specific exams to help solving the mystery. The game was developed after a whole semester of Basic Biochemistry classes and was used by the professor as a method of testing students learnings. Developing this showed how much the ludic activities can enhance students' experience with biochemistry and its relation to physiology, pathology and other areas. This game was presented to a Biomedicine class and a board of biochemistry teachers of our college. All the spectators acknowledged the usefulness of this tool to the teaching-learning process in medical biochemistry.