CCTS Kaizen Education

James Willig, MD, David Redden, PhD, Brian Wallace, Cathy Roche, PhD, Nancy Wingo, PhD University of Alabama at Birmingham



About Kaizen

- Kaizen is an educational gaming platform to provide a fun yet competitive learning environment.
- It is a way to learn or strengthen competencies and test retention.
- You can customize your own game or play established ones like Rigor, Reproducibility & Transparency (R2T).

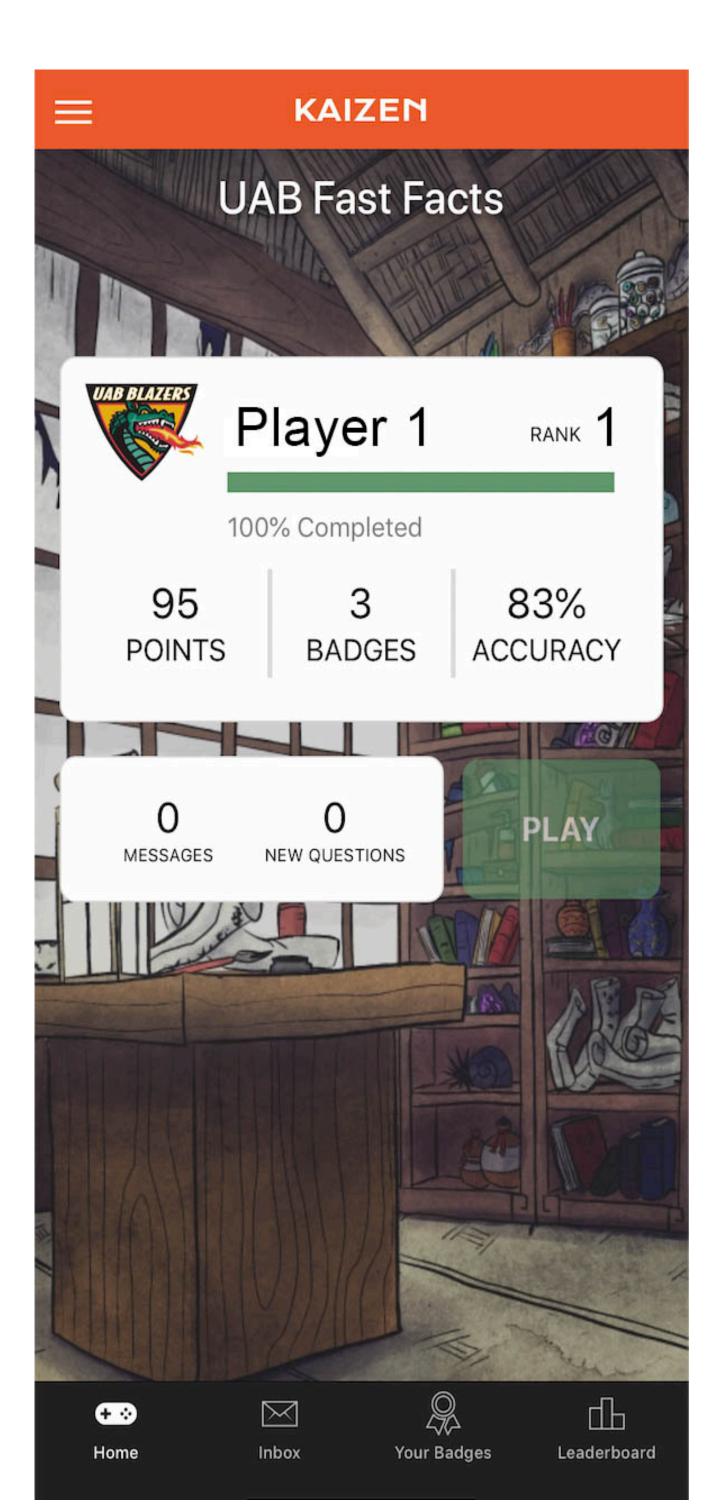
kai·zen - a Japanese business philosophy of continuous improvement of working practices, personal efficiency, etc

58,655 Questions Answered

3,523 Players

15 Institutions

8 States



How do I get started?

- OPTION 1: I have an idea for my own game.
- **OPTION 2:** I want to leverage established games and have my own game dates created. Tell us which game you would like to play: R2T & GCP are the only ones available for this option.
- **OPTION 3:** I want to play a Kaizen game already being offered. We will let you know if there is a game currently available to play or any that may be coming soon.
- **OPTION 4:** I want to kick the tires a little to see what this is or how it works. We can offer a way to play a practice game.
- **OPTION 5**: What I am looking for isn't listed, let me ask some questions.

Then email your option to: jetytrip@uab.edu

Popular Games

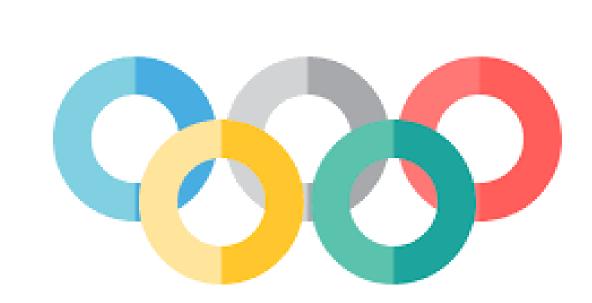


Rigor, Reproducibility and Transparency (R2T)

- This game provides formal instruction in Scientific Rigor, Reproducibility & Transparency.
- Over 300 federally-funded trainees have received this NIH required academic training, but the game is open to anyone.
- Study material is provided ahead of time and during the game.
- 5 questions per week for 4 weeks = 20 total questions.
- The theme of this game is Star Wars.

Good Clinical Practice (GCP)

- This game is designed to help clinical research professionals immerse themselves into applying ICH GCP (R2) guidelines in the clinical research setting.
- This game is a collaboration between UAB and The Ohio State University (OSU).
- A series of brief vignettes followed by game questions are presented.
- 10 questions per week for 10 weeks = 100 total questions.
- The theme of this game is the Olympics and is open to anyone.



Other games available directly through classes: Kaizen Nursing (UAB School of Nursing), Kaizen-Introduction to Clinical Medicine (UAB School of Medicine), Kaizen-SOPH-MPH Orientation (UAB School of Public Health), Biostatistics and CCTS Clinical and Translational Science Training Program (CTSTP).

Want more information? www.uab.edu/ccts/kaizen



www.uab.edu/ccts ccts@uab.edu 205.934.7442

