

## Supplemental Digital Appendix 2.

# GridlockED Electronic Survey (Post-game)

You are participating in a study titled “Testing the GridlockED game: Engagement level, usability, fidelity, acceptability, and applicability of a serious board game for teaching and learning” conducted by Dr. Teresa Chan and her colleagues.

\* Required

## Purpose and Objectives

The main purpose of this study is to assess user’s engagement and their perceptions of usability, acceptability, and applicability of a serious board game called GridlockED for teaching and learning.

### 1. Have you completed the consent form?

Mark only one oval.

☐ Yes

☐ No

### 2. What was your participant code:

e.g. AB-1234-1234. Hint: It was (First two letters of your mother's maiden name)-(Year of high school graduation)-(Year of Professional school graduation)

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## Usability and Acceptability

### 3. Please answer the following questions: \*

Mark only one oval per row.

	Yes	No	I don't know
Do you find the game useful?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Are there enough cases/cards?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Is the game easy to play?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Were the game play instructions easy to follow/comprehend?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Do you think this game has the potential to improve patient inflow/outflow in the Emergency Department?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
When you play this game do you understand what it is all about?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

#### 4. Clarifying Comments:

Please expand upon any point that you feel you need to explain or clarify.

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## Applicability for Learning

#### 5. Please answer the following questions: \*

Mark only one oval per row.

	Yes	No	I don't know
Did you learn something during this game play session?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Did this game prompt you to teach something during this game play session?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Do you feel this game play session made you consider something you hadn't considered before about your own present or future clinical practice?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Do you think this game would be useful as a teaching tool?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

#### 6. Clarifying Comments:

Please expand upon any point above that you feel you need to explain or clarify.

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**7. Please answer the following questions: \***

*Mark only one oval per row.*

	Yes	No	I don't know
Does this game accurately replicate real life scenarios?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Does the interaction between players around the table reflect the urgency/intensity of the case written on the card?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
To the best of your knowledge, is the process flow reflected in the game equivalent to the flow that takes place in an emergency department?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Are the cases reflective of the patients you see in the ED?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Would you have made the same decisions in a real emergency department?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**8. Clarifying Comments:**

Please expand upon any point above that you feel you need to explain or clarify.

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