Supplemental Digital Content 1. Piloted data extraction form

**Study reference:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Publication Type:**

□Journal Article
□Conference abstract
□Letter to the editor
□News article
□Thesis
Other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Participants:**

□OT/PT students
□Paramedic students
□Medical students
□Nursing students
□Pharmacy students
□Speech/language pathology students
□Residents
□Attendings
□Nurses
□Paramedics
□Experts, not otherwise specified
□Non-experts, not otherwise specified
Other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**N:**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Intervention:**

□Serious game
□Standard curriculum
□Lecture
□Reading
□Instructional video
□Non-serious games simulation
Other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Comparison:**

□Standard curriculum
□Non-serious games simulation
□Lecture
□Instructional Video
□Reading
□Flash cards
□None
Other\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Data collection method:**

□Interview/discussion
□Observation
□Data from non-serious games simulation
□Data from serious game
□Multiple choice question exam
□Written exam
□Final clerkship grade
□Patient outcomes

**Study design:**

□One-shot case study
□One group pretest-posttest
□Pretest-posttest with control group, randomized
□Posttest-only with control group, randomized
Other\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Randomized:**

□Yes
□No/not specified

**Kirkpatrick’s hierarchy (impact studied):**

□Reaction/satisfaction
□Attitudes/knowledge/skills
□Behavioral change (transfer of learning to workplace)
□Change in organizational practices (patient outcomes)

**ACGME resident competencies addressed:**

□Professionalism
□Interpersonal & communication skills
□Medical knowledge
□Practice-based learning
□Patient care
□Systems-based practice

**Field/specialty:**

□Administrative management
□Geriatrics
□Internal medicine/primary care
□Medical/preclinical education
□Nursing
□Pathology
□Pediatrics
□Radiology
□Resuscitation/life support
□Surgery
□Urology
□Emergency medicine
□Neurology
□Obstetrics/gynecology
□Pharmacy/pharmacology
Other\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Learning goal(s):**
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**Development – team members:**

□Authors
□Computer programmers/game designers
□Educationalists
□Medical experts
□Trainees
□Past software
□Not specified
Other\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Development – technical resources:**

□Adobe Flash
□C++
□Unity
□ColdFusion
□Second Life
□Javascript
□Blender
□Autodesk
□Photoshop
□OpenGL
□OLIVE
□Microsoft PowerPoint
Other\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Genre:**

□Quiz
□Management simulation
□Training simulation
□Adaptation
□Adventure
□Puzzle
□Platform
□First person shooter
□Strategy
□Board game
Other\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**In-game feedback:**

□Yes
□No/not specified

**Web-link:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_