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