

Exploring the influence of two learning activities on the anatomy experience of osteopathic students.

Thomas Cornet, Mathieu Ménard, Hakim Mhadbi & Solène Prioul

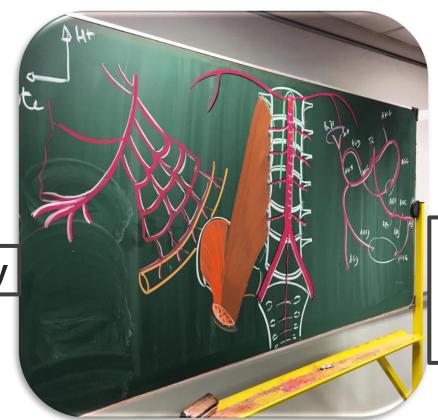


**Semiology** 

**Pathophysiology** 

**Background** 

Introduction



Academic curriculum

#### **Clinical pratice:**

- Reasoning
- Techniques
- Communication





#### Anatomy, the key subject



**Biomedical science** 

**Clinical pratice** 









## Background

Introduction



- 1. Student's engagement (••)
- 2. 3D visualisation



4. Classical VS reinforcement courses



**Issues**Introduction

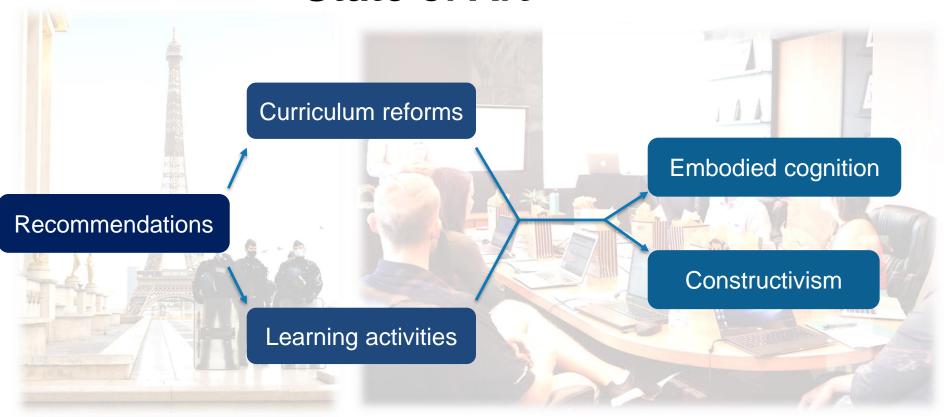
Kerby et al. (2011) doi.org/10.1002/ca.21059

Bergman et al. (2011) doi.org/10.3109/0142159X.2010.536276

Preim & Saalfeld (2018) doi.org/10.1016/j.cag.2018.01.005

Keenan & ben Awadh (2019). doi.org/10.1007/978-3-030-06070-1\_4

#### **State of Art**





#### State of art

- Studies are mainly focus on student's satisfaction
- A lack of understanding the expectations of the students
- Understand how learning activities can have an impact on students



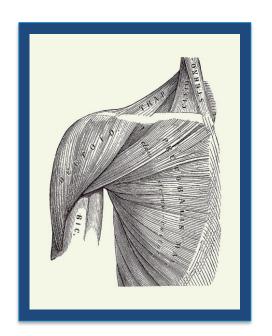
# Aims

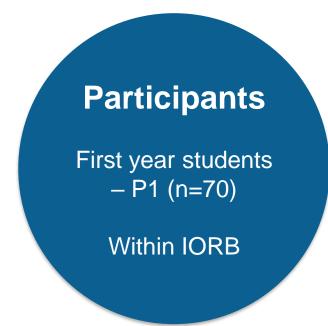
#### To assess:

- 1. the students' perceptions toward the introduction of innovative teaching strategies
- 2. the anatomic knowledge acquisition and its subsequent clinical application

#### Introduction







# Design and participants

Methods



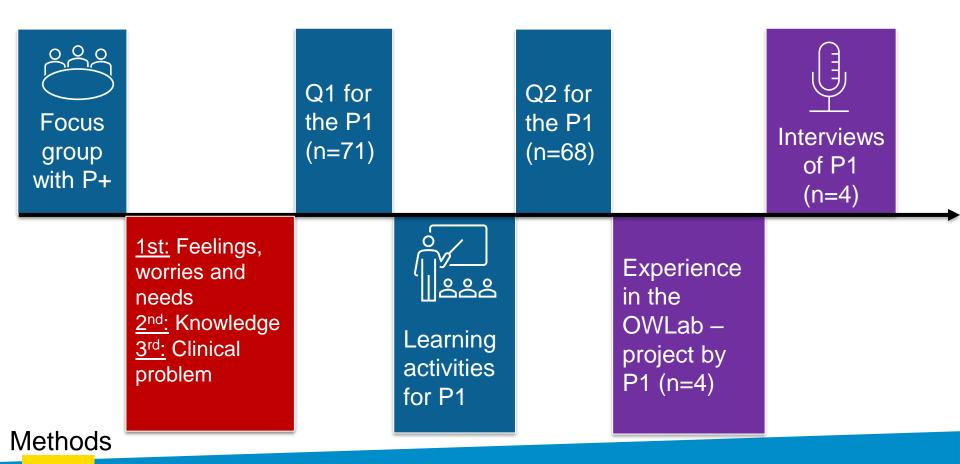
snakes and ladders

per

Bonus: OWLab-Project (VR, 3D prints) 2. Serious game:



#### **Process and assessments tools**



- o Participants: 5
- o Duration: 1hour
- 3 main themes: Anatomy a course of commitment, expectations and stress.



- A critical look at course formats.





- Suggestions for solutions.



## Focus group

Results

#### **Questionnaires**

#### **Evolutions**

#### **Improvement**

- Learning facilities
- 3D Visualisation
- Quantity of information retained
- Need of new learning activities

#### **Decrease**

Exams preparation



#### No change

- Perceived anxiety
- Quantity of personnal work
- Work methods
- Easiness to solve a clinical vignette
- o Etc..

Results

#### **Questionnaires**

#### <u>Knowledge</u>

Level of self-rating knowledge

Before: <10/20

After: >10/20

# Number of correct answer by questions

Before: 46%

After : 65%

#### Clinical reasonning

Percentage of responses with more than 1 anatomical components cited:

- From 54% to 90%

Percentage of answer of clinical reasonning developped:

-From 17% to 7%



- Participants: 4
- Duration: Between 25min and 45min
- 2 main themes: Anatomy a course of commitment,
   expectations and stress.



-New learning activities: tools to **be developed** to **complement** traditional courses.



# Interviews after OWLab-Project session

Results

## **Strenghts and limitations**

## **Strength**



- o 3 assessment methods
- The number of participants for the quantitative part
- Ease of replication of the evaluated activities for an another institution

#### **Limitations**



- Limited transferability and reproducibility.
- Evolution may be due to personnal work.
- Lack of data saturation.

Introduction



## **Previous study findings**

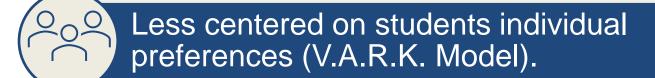
Perception of anatomy

Student engagement

3D representation - clinical transferability

Note on course formats







More focus on the educational objectives.



Incorporate more clinical context within basic sciences.

## **Teaching perspectives**

Discussion

Snakes and ladder

Body painting



3D prints

#### Question 1

D'où provient le nerf cutané latéral de l'avant-bras ? à quel niveau devient-il cutané ? En combien de branches se divise-t-il ?

Réponse : - Branche terminale N. Musculo-Cutané

- Après avoir traversé le fascia brachial face antérieure du coude
- 2 branches terminales (antérieure et

#### Snakes and ladder



Body painting



3D prints

# Thank you For your ATTENTION

