

## OFFICE OF TECHNOLOGY TRANSFER

# AUBURN UNIVERSITY

## The "Age Game": An Active Learning Tool for Students

### Contact

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Reference: The Age Game

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### Overview

Auburn University is seeking a licensee for an educational game that teaches students about the health-related needs of geriatric patients. This educational tool is applicable to all markets that include students of pharmacy, nursing, physical therapy, occupational therapy and other medical related areas dealing with geriatric patients, as well as related areas in the social sciences.

### Advantages

- Provides a practical and realistic method of enabling and teaching students in the various geriatric related health fields about the aging process

### Description

As the senior population continues to rise, there is an increasing need for emphasis on geriatrics in the pharmacy school curriculum. The purpose of the Age Game is to incorporate a geriatric-focused component into an Internal Medicine Rotation on a Skilled Nursing Facility Unit. The objective of the game is to increase the students' knowledge of the health-related needs of older patients, describe the multiple factors that can complicate drug therapy, and enhance their communication techniques with elderly patients.

A set of highly interactive scenarios was created to stimulate discussion regarding age-related pharmacodynamic and pharmacokinetic changes, geriatric disease-related changes, geriatric pharmacotherapy, physical assessment of the older patient, and communication skills necessary to assist in the counseling of older patients. These scenarios were used in a board game format in which students "age" as they progress around the board, experiencing decline in vision, hearing, and dexterity. The scenarios promote active learning while also challenging the student to perceive the functional decline that occurs during aging. There is a need for creative approaches to instruction of pharmacy students in the area of geriatrics. The Age Game actively challenges students to think about their role in caring for older patients and to recognize the limitations and challenges that the senior population faces.

### Status

- The game has been student tested and is ready for commercialization
- A registered U.S. copyright has been issued

### Licensing Opportunities

- This educational tool is available for exclusive or non-exclusive licensing