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)

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?
   Are there enough cases/cards?
   Is the game easy to play?
   Were the game play instructions easy to follow/comprehend?
   Do you think this game has the potential to improve patient inflow/outflow in the Emergency Department?
   When you play this game do you understand what it is all about?
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.

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

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.*

<table>
<thead>
<tr>
<th></th>
<th>Yes</th>
<th>No</th>
<th>I don't know</th>
</tr>
</thead>
<tbody>
<tr>
<td>Does this game accurately replicate real life scenarios?</td>
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<tr>
<td>Does the interaction between players around the table reflect the urgency/intensity of the case written on the card?</td>
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<tr>
<td>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?</td>
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<tr>
<td>Are the cases reflective of the patients you see in the ED?</td>
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<tr>
<td>Would you have made the same decisions in a real emergency department?</td>
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</tbody>
</table>

8. Clarifying Comments:

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

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