



GLOBAL SKIN HEALTH

## DERMATOLOGY AND VENEREOLOGY SCHOOL «TRIP WITH SKIN»: LEARN BY PLAYING

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One of the properties of modern education is the digitization of the scientific and theoretical content. The development of remote technologies and the use of virtual forms of interaction, including gaming, is currently one of the leading trends. Digitalization of education contributes to the development of intercultural communications.

The goal of the project is to create an interactive educational environment for students of medical schools and universities.

The idea of the medical travel was chosen for the project implementation. Scientific tourism is important for the formation of an international professional community. The chosen form assumes the student's interest in the historical aspects of dermatovenereology. At the time the virtual school started working, 15 modules on dermatovenereology were developed. Each module is placed in a particular country whose history is associated with the prominent scientists who lived in it, who contributed to the study of the disease. This information is contained in a block called Tour. Each lesson includes theoretical material (Lesson), set out in a clip format, which allows to study the theory in a more memorable form. Block Hospital included clinical cases from the practice of NSU professors with comments on the features of the clinical picture of the disease. Block Practice comprises of test control, that contains questions of five main aspects: pathogenesis, clinical manifestations, diagnosis, treatment, disease prevention. After completing the assignment, the the following module is opened.

The virtual school project provides for continuous improvement of educational content, introduction of new topics and assignments, which will help to maintain interest among the students.

