

## **Assessing the Impact of a Memory Recall Game on Learning the Top 250 Drugs**

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**Objective:** To assess students' knowledge and confidence with the Top 200 community and Top 50 hospital drugs before and after the use of a review study game.

**Methods:** Second- and third-year pharmacy (P2 and P3) students from the classes of 2026 and 2027 were given the chance to take a pre-survey and post-survey to assess knowledge and confidence in the Top 250 drugs assigned to their respective classes. The post-survey included questions regarding the effectiveness of the review game. The review game included helpful pearls and important information including brand/generic drug names, indications, pharmacologic class, and dosing. All survey responses were anonymous, and the data were compared.

**Results:** The pre-survey and post-survey had a total of 30 completed results, including 26 in the pre-survey and 4 in the post-survey. Increased confidence was found in most of the categories between the pre- and post-survey. The drug dosing and cumulative drug exam were the weakest categories. Most students reported they would likely recommend this learning tool to other students and that the school should continue to provide similar tools to future students.

**Conclusion:** Although post-survey results indicated that students may lack confidence in dosing information, this study demonstrated that confidence increased overall for knowledge of brand/generic, indications, and pharmacologic class for the Top 250 drugs. This review game provides students with another education tool if it fits their learning style needs.