(Choice)

MASINDE MULIRO UNIVERSITY OF SCIENCE AND TECHNOLOGY

MAIN CAMPUS

UNIVERSITY EXAMINATIONS

2020/2021 ACADEMIC YEAR

SECOND YEAR, SECOND TRIMESTER EXAMINATIONS

FOR THE DEGREE

OF

BACHELOR OF SCIENCE IN HEALTH PROFESSIONS EDUCATION

COURSE CODE: HPE 214

COURSE TITLE: INNOVATIVE MEDICAL EDUCATION

DATE: TUESDAY 3RD AUGUST 2021   **TIME:** 2:00-5:00PM

INSTRUCTIONS TO CANDIDATES

Answer all Questions

Sec A: Multiple Choice Questions (MCQ) 20 Marks

Sec B: Short Answer Questions (SAQ)   (40 marks)

Sec C : Long Answer Questions   (LAQ) (40 marks)

TIME: 3 Hours

MMUST observes ZERO tolerance to examination cheating

This Paper Consists of --- Printed Pages. Please Turn Over ▶

SECTION A: MULTIPLE CHOICE QUESTIONS (20marks)

1. Innovation in medical field means
   A. New ideas
   B. Current knowledge and diseases
   C. New ideas and concepts in application
   D. New approaches in practice

2. Evidence Based Learning Advocate for
   A. Student to learn with evidence
   B. Teachers role to be key with evidences
   C. Students learning to learn
   D. Learning with decision regarding patient care

3. To build competence, students require
   A. Analytical ability and decision-making capacity
   B. More teaching and learning for the teacher
   C. Impact on building knowledge and skills
   D. Emphasis should be on competency-based learning

4. An important and basic principle of PBL is
   A. Problem first
   B. Self-directed learning
   C. Receiving formal lectures on the subject matter
   D. Independent learning

5. The following are innovations about audiovisual aids **except**
   A. Instructional video
   B. Multimedia
   C. DVD's, CD's
   D. Power- point presentations

6. In PBL Students develop better clinical reasoning skills
   A. Examinations
   B. For subsequent practice in CME
   C. To cope with using medical information and technology
   D. Learning process

7. Simulation based learning (SBL) main principle is to
   A. Represents a man-made illustration
   B. Demonstrate through experiential learning.
   C. Learn using simulations to mimic real clinical scenarios
   D. Use models as teaching materials

8. Virtual reality can be implicated to
   A. Enhance learning standards and confidence in patient care
   B. Encourage students to learn clinical skills
   C. Continuous application and acquisition of skills
   D. Learn how to learn clinical skills

9. Simulation-based learning should be implemented
   A. At the very start of basic sciences
   B. In large groups for more hands-on pseudo-clinical exposure.
   C. By Lecturers with smaller group sizes
   D. Through peer discussions.

10. The use of SBL into preclinical teaching
    A. Important for freedom for trainees in making and repeating mistakes without harming the patient
    B. Understanding clinical practice
    C. Application of knowledge
    D. Continuous learning
11. The following comprise social learning media platforms
    A. Moodle, Books, teams
    B. Facebook, moodle, wikis
    C. E-books, videoconference
    D. Online blogs, Twitter, facebook
12. Computer technologies have shown greater impact on medical education,
    A. Through face to face and the electronic distribution of videos.
    B. Through online resources as well as asynchronous learning
    C. With Group discussions and face-to- face learning
    D. With online teaching and learning
13. The unique attributes of Individual media is effective in facilitating learning outcomes due to
    A. Innovative ideas on media use
    B. Various Teaching methods
    C. Its Preparation
    D. Expertise in media use
14. Following are innovative teaching and learning strategies except
    A. Outcome – based
    B. Competence-based education
    C. Content oriented learning
    D. Intergrated learning
15. The ideal meaning for effective writing using current technology is
    A. For exploring one's thoughts and recording the developed idea
    B. The act of writing on a paper
    C. The written words for reading
    D. Explaining meaning in text
16. Innovations in ICT have certain elements such as sound and motion or zooming
    A. Teach students
    B. Facilitate acquisition of knowledge
    C. Cover a wide variety of teaching applications
    D. That might serve as sufficient conditions to facilitate learning
17. The effectiveness of innovation in instruction depends on
    A. Electronic mail, world-wide web and newsgroup
    B. Electronic mail, intranets, world-wide web
    C. How its attributes can be exploited within an instructional design framework
    D. Uses of instructional media
18. The use of current technology in managing patients has led to
    A. Telemedicine
    B. Change in practice and knowledge
    C. Changes in teaching
    D. Use of Text materials

19. The use of innovative strategies in teaching and learning has led to all except
    A. Student centred learning
    B. Problem-based learning
    C. PRISMS model
    D. Teacher centred
20. Competence in life-long learning is aimed for in medical education curricula because of
    A. Its suitability for affective learning
    B. The need for professionals to cope with rapid techno-scientific advances
    C. Its help in structuring of instructional content for health professions
    D. Its appropriateness for teaching adult learners in health professions

SECTION B: SHORT ANSWER QUESTIONS (40 MARKS)

1. Explain the following terms
   a) Innovation (2marks)
   b) e-Health (2 marks)
   c) e- content (2)
   d) Virtual learning (2 marks)
   e) Continuing Medical Education (2 marks)

2. Explain any two innovations in health professions (medical) education/training (10 marks)

3. Explain the role of research in innovative medical education (10 marks)

4. Explain the term "competence-based" learning (10 marks)

SECTION C: LONG ANSWER QUESTIONS (40marks)

1. Critically appraise any current innovative practice in medical field (20 marks)

2. Analyze any two (2) innovative methods of teaching- learning and assessments tools used to assess students learning(20 marks)