Addressing Knowledge and Practice Gaps in HIV Management with Engaging Continuing Education

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1 Background

Needs assessment of current practice in 2017

- HIV treatment guidelines were rapidly evolving1
- New HIV therapies were being approved at a rapid rate2-4
- Physicians were relying heavily on older regimens4-5

Identified Knowledge/Competence Gaps that Defined the Educational Needs

Treatment Selection and Individualization
- 46% of providers do not use simplified regimens appropriately2
- 42% of providers lacked knowledge of DDIs with ART and medications for common chronic comorbidities3
- 37% of providers would not use appropriate treatment for a patient with M184V5

Knowledge of Emerging Options
- Infectious disease providers scored an average 45% on pretest questions related to emerging options.4

2 Program Content and Design

Program Goals and Content
Harness gamified learning to promote engagement, transfer of knowledge, and application of learning to practice

Use of simplified regimens
- Drug-drug Interactions
- Individualizing treatment based on comorbidities/preference
- Treating patients with resistance

Live CME/CPE Symposium Held at IDWeek™ 2018

Inclusive of didactic, case-based, and gamified learning

Web Posting

December 13, 2018

3 Overall Demographics

<table>
<thead>
<tr>
<th>Degree</th>
<th>Specialty</th>
<th>N=627</th>
<th>N=642</th>
</tr>
</thead>
<tbody>
<tr>
<td>PharmD/PhD</td>
<td>Family Practice</td>
<td>6%</td>
<td>11%</td>
</tr>
<tr>
<td>NP/PA</td>
<td>Infectious Disease</td>
<td>11%</td>
<td>11%</td>
</tr>
<tr>
<td>RN/BSN/MSN</td>
<td>Pharmacy</td>
<td>7%</td>
<td>6%</td>
</tr>
<tr>
<td>Other</td>
<td>HIV/AIDS</td>
<td>10%</td>
<td>22%</td>
</tr>
<tr>
<td>Other</td>
<td>Internal Medicine</td>
<td>75%</td>
<td>45%</td>
</tr>
</tbody>
</table>

4 Overall Impact of the Education

Educational Efficacy

Overall there was a 43% relative increase in knowledge and competence

- 46% relative increase in competence relating to ART regimens and drug-drug interactions
- 78% relative increase in competence relating to treatment of a patient with HIV and tuberculosis
- 53% relative increase in knowledge regarding simplified ART regimens

Potential Patient Impact

>3,000 Potential number of patients with HIV seen per month who are 29% more likely to receive evidence-based care

5 Audience-Driven Learning – Impact of Engagement on the Education

Vindico harnessed gamified CME/CPE and learner-driven case discussions to

Engage attendees
- Reinforce learning
- Support knowledge retention

- Facilitate robust discussion
- Apply knowledge
- Promote practice change

98% noted that the gamified format promoted engagement and retention of learning

97% of web learners who started the gamified segment completed it

6 Conclusions & Opportunities

Gamified and Learner-Driven CE

- Engages learners in live and web settings
- Reinforces learning for enhanced knowledge retention
- Promotes practice change

Opportunities

- Gamified and learner-driven education can be adopted across specialties
- A web-playable version of the gamified segment may further enhance engagement rates

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