

**An inter-university competition for medical students to learn radiology in the Second Life metaverse.
Supplementary Tables and Figures.**

Table S1. Descriptive statistics of the results of the teams that completed the game.

	2020	2021	Both years	2 nd -year	3 rd -year	4 th -year	5 th -year
Number of teams	28	47	75	4	57	5	9
Individual tests ^a							
Mean±SD ^a	73.2±17.3	74.8±13.8	74.2±15.1	49.5±17.8	77.0±11.7	61.7±20.1	74.3±19.1
Median ^a	77.5	76.9	76.9	48.3	78.9	69.4	85.8
Maximum ^a	90.3	92.2	92.2	70.0	91.4	78.9	92.5
Minimum ^a	27.2	31.4	27.2	31.4	37.5	27.2	50.3
Not delivered (%)	25 (3.7%)	45 (4.0%)	70 (3.9%)	19 (19.8%)	19 (1.4%)	15 (12.5%)	17 (7.9%)
Team Tasks ^b							
Mean±SD ^b	69.5±16.6	72.9±13.4	71.6±14.7	59.4±22.2	72.7±14.1	66.0±13.0	73.3±15.4
Median ^b	70.4	73.3	72.5	67.1	72.5	65.8	82.5
Maximum ^b	93.3	95.8	95.8	75.8	95.8	86.7	89.2
Minimum ^b	27.5	38.3	27.5	27.5	34.2	54.2	54.2
Not delivered (%)	1 (0.6%)	6 (2.1%)	7 (1.6%)	1 (4.2%)	4 (1.2%)	0 (0.0%)	2 (3.7%)
Game score ^c							
Mean±SD ^c	78.4±22.6	82.0±17.2	80.7±19.3	56.4±21.9	83.1±17.4	68.5±19.1	82.7±23.3
Median ^c	80.3	85.4	82.5	59.0	85.4	72.3	96.3
Maximum ^c	105.9	109.6	109.6	80.0	109.6	94.8	104.2
Minimum ^c	27.5	34.8	27.5	27.5	33.2	42.7	55.0

SD: Standard Deviation. ^a Percentage calculated on 360 points (15 questions of each test for 4 participants and 6 weeks). ^b Percentage calculated on 120 points (20 questions of each task for 6 weeks). ^c Score calculated on a maximum of 120 points, 20 per week (10 from the individual tests of the team members and 10 from the team tasks). SD: Standard Deviation. The Student's T test did not show significant differences between the subgroups of 2020 and 2021, nor between those of different years

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Table S2: Thematic coding classification of open-ended comments related to the impact of COVID-19 on their participation.

CODES	Frequency		
	2020 n=77 (%)	2021 n=109 (%)	Both n=186 (%)
NO IMPACT: The students responded that the pandemic did not affect their participation in the competition.	31 (40.2)	47 (43.1)	78 (41.9)
VIRTUAL RELATIONSHIP: They pointed out the benefits of maintaining relationships with their peers during home confinement through the game.	24 (31.2)	31 (28.4)	55 (29.6)
MORE PARTICIPATION: They indicated that they participated more due to the confinement and reduction of academic activities.	23 (29.9)	30 (27.5)	53 (28.5)
MORE STRESS: Respondents indicated that the pandemic increased their stress.	15 (19.4)	12 (11.0)	27 (14.5)
BETTER ORGANIZATION: Respondents reported better daily organization to perform game tasks.	15 (19.4)	0 (0.0)	15 (8.1)
WORSE CONNECTION: Respondents indicated that the connection to the platform worsened due to moving to the family home.	6 (7.8)	0 (0.0)	6 (3.2)

Comments answered the question: "How do you think the confinement due to Covid-19 affected your participation in the game? The percentages of codes are provided in parentheses.

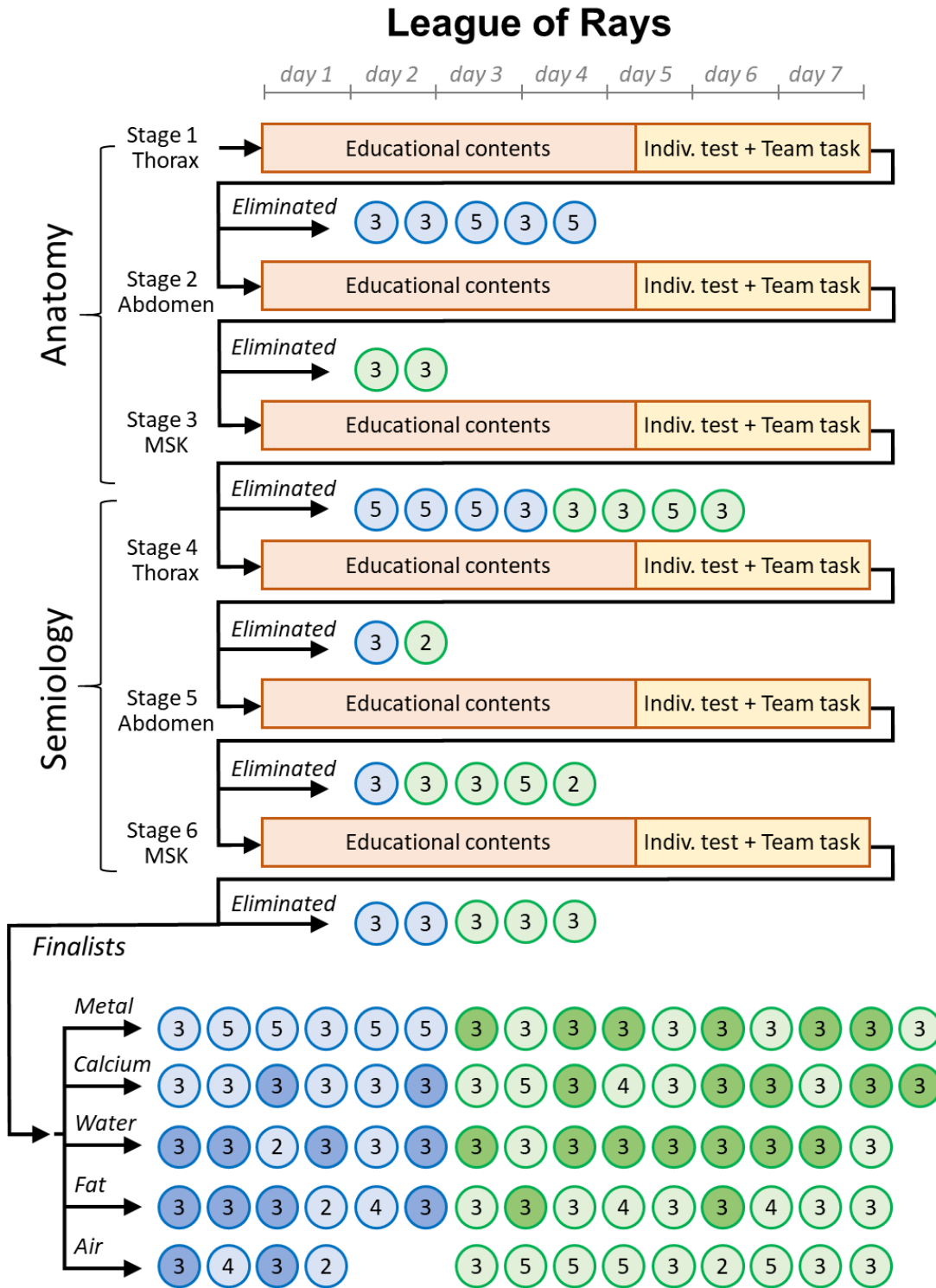


Figure S1.- Flowchart of the development of League of Rays. The teams eliminated in each stage and the finalist teams are shown, distributed in five categories: metal, calcium, water, fat and air. The blue circles correspond to the teams of the 2020 edition and the green ones to those of the 2021 edition. The dark circles correspond to teams from the organizing university and the light circles to those from other universities. The numbers inside the circles indicate the year the students were in.

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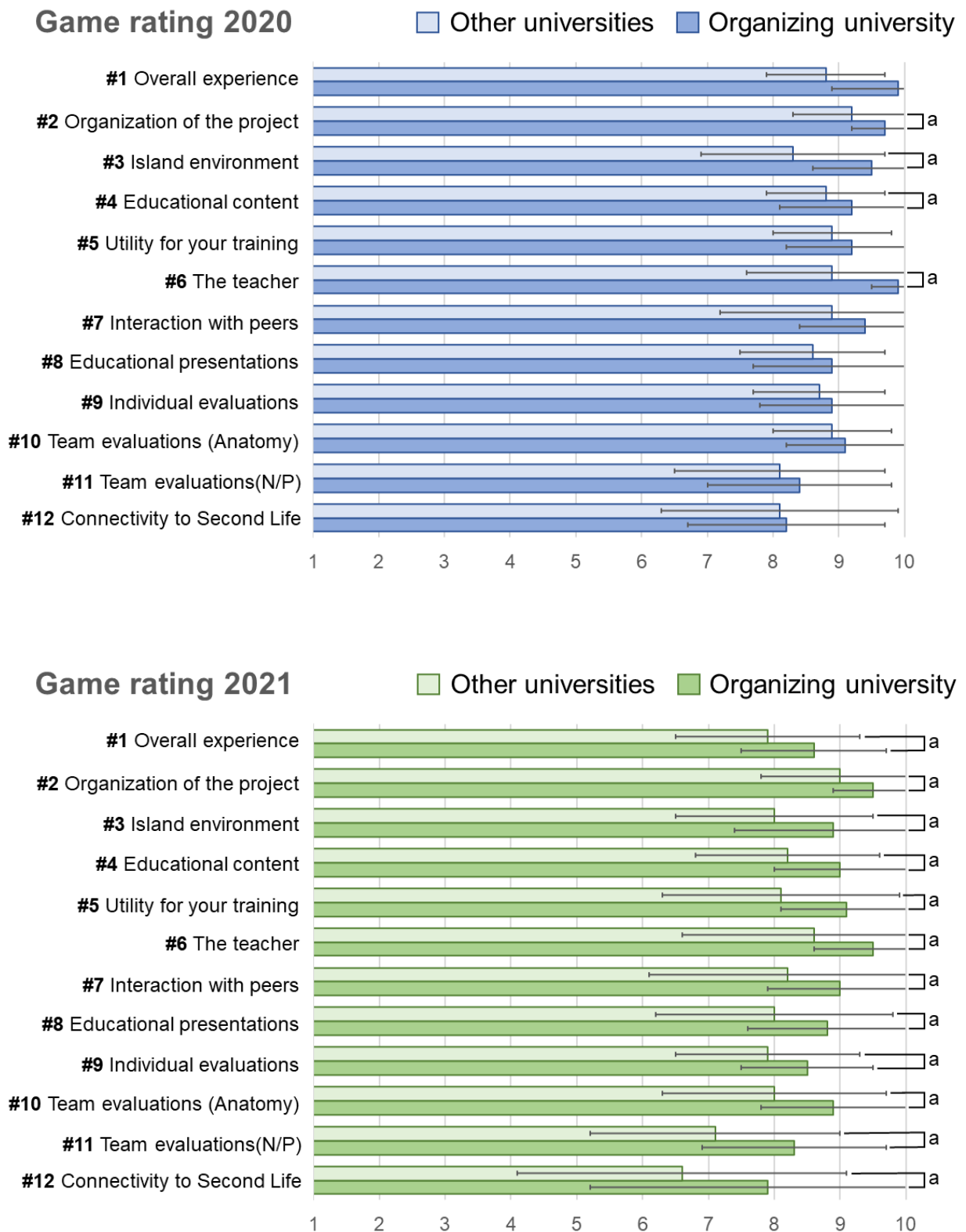
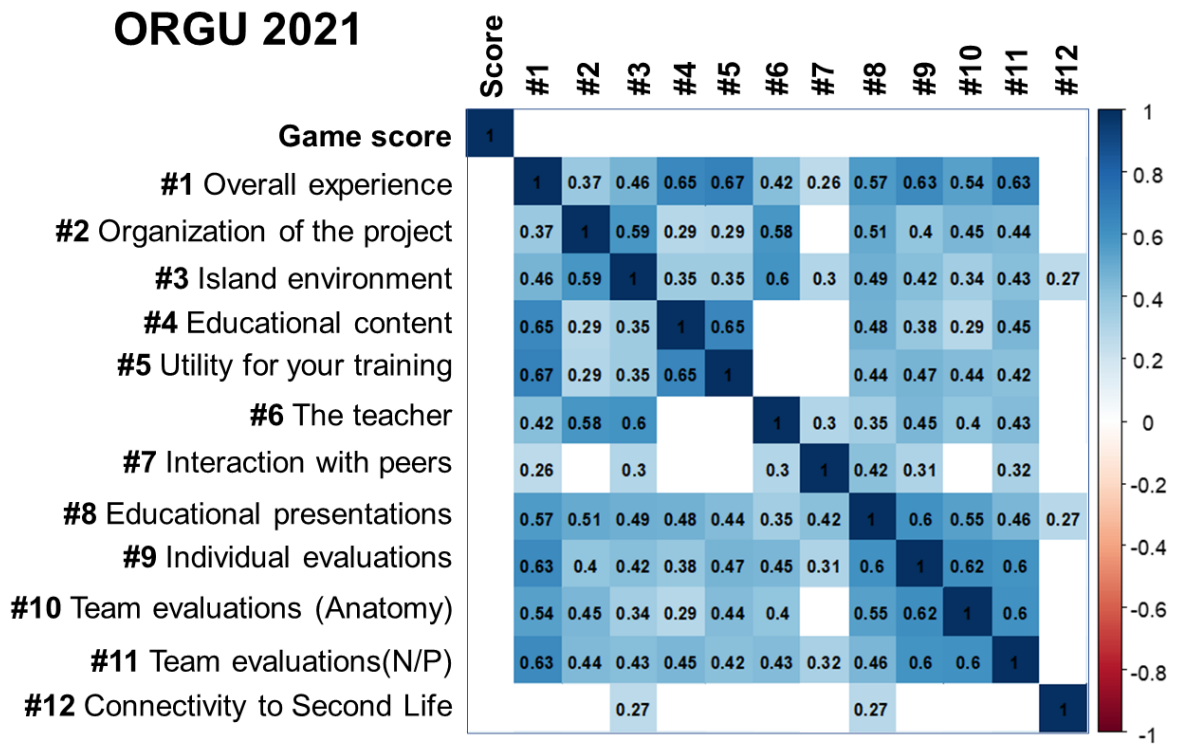


Figure S2.- Bar graphs showing the rating (mean value) from 1 to 10 points for twelve aspects of the experience. Error bars represent the standard deviation. a: significant differences between the two editions. The answers of the students of the organizing university are compared with those of other universities. Error bars represent the standard deviation. a: significant differences between the two subgroups.

ORGU 2021



OTHU 2021

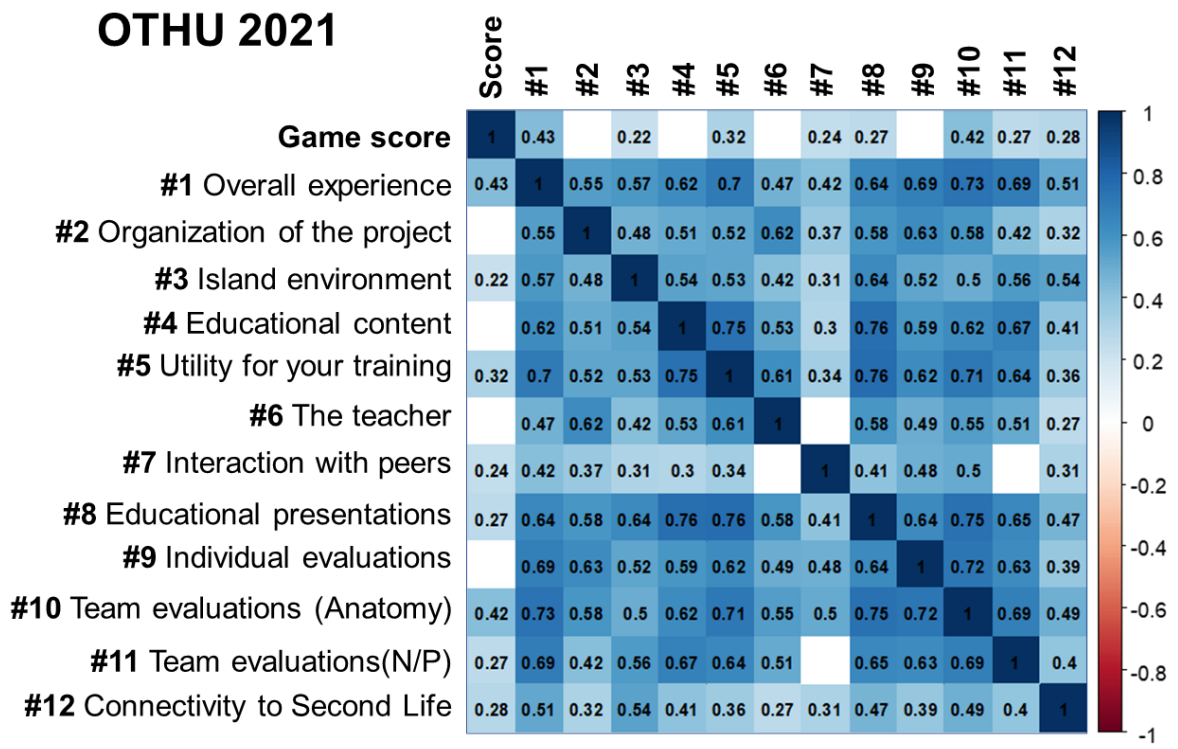


Figure S3.- Correlograms of the scores obtained in the game in 2021 and the 12 experience items rated from 1-10 points. Above, teams from the organizing university (ORGU). Below, teams from other universities (OTHU). Open squares indicate no correlation with statistical significance ($P < 0.05$). The values in the tables correspond to the Pearson correlation coefficients. The color scale indicates the level of positive or negative correlation.