All Work, No Play? No Way! Gamification of Perianesthesia Annual Competency Validation

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Abstract Background Information: The nurse professional development practitioner coordinates annual competency validation for perianesthesia nurses. Traditionally, competency has been validated using skill checklists or exams. Gamification of learning activities can increase participant engagement in learning and can be applied to annual competency validation.

Objectives of Project: The project aims to develop a learning activity that provides a fun and engaging way to validate nurse competency.

Process of Implementation: Annual learning needs assessment data is analyzed to determine perianesthesia competency validation topics. The learning activity development starts with selecting an entertaining theme. Games related to the theme are developed for each competency to be validated. The games are combined into an escape room activity. Education resources for each competency topic are provided in preparation for competency validation with the expectation that nurses arrive prepared to demonstrate their knowledge. One-hour time slots are provided at various times to accommodate the surgical schedule and unit flow. Three nurses work together to complete the escape room activity. A nurse validator is trained to run the activity to encourage staff professional development.

Statement of Successful Practice: Escape room activities have successfully been utilized for the annual competency validation of perianesthesia nurses for three years at a county hospital system. In 2022, an alien invasion themed escape room was used to validate the competencies of documentation, perianesthesia standards of care, pain reassessment requirements, and ventilator management. In 2023, a wizard world escape room was created to validate implanted venous access port de-access, arterial line management, pain/sedation reassessment documentation, safe patient ratios, and perianesthesia documentation requirements. In 2024, a perianesthesia popstar escape room was created to verify competencies of postanesthesia discharge readiness, EKG rhythm identification, malignant hyperthermia, airway emergencies, and patient-controlled analgesia. In 2024, 95 perianesthesia nurses participated in the escape room activity. Feedback was obtained through a survey. Nurses reported overall satisfaction with the escape room activity for competency validation.

Implications for Advancing the Practice of Perianesthesia Nursing: Gamification of annual competency validation is an effective way to validate competency while providing an engaging team-building activity to nurses. These games can increase confidence and knowledge while verifying competency.