

1 Minute Drill: Gamifying Regulatory Readiness

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Abstract Background Information: In an academic medical center, nursing leaders partnered with regulatory professionals to manage regulatory readiness. Staff preparation relied on emails, online modules, and brief huddles. These one-way methods did not achieve the engagement or lasting recall needed, especially for Instructions for Use and Environment of Care. To address this gap, the Perianesthesia Care Unit adopted gamification to convert passive updates into brief repeated practice embedded in daily workflow.

Objectives of Project: This project aims to strengthen regulatory readiness by increasing staff engagement and improving recall and application of Instructions for Use and Environment of Care. It uses brief, game-based touch points embedded in daily workflow to establish a steady cadence for continuous readiness and consistent compliance while reducing stress.

Process of Implementation: Unit leaders partnered with the hospital regulatory specialist to select high priority topics, emphasizing Instructions for Use and Environment of Care, and developed a concise bank of policy aligned questions. The team created a mobile game cart with a spinner and prizes. During weekly rounding, leaders invited staff to answer one brief question. Correct answers earned a spin, and the wheel determined the reward. If an answer was not correct, staff could continue with additional questions until correct. Each interaction lasted one to two minutes and fit naturally into the daily workflow.

Statement of Successful Practice: Game-based engagement turned regulatory content into an active practice that staff chose to participate in. Nurses sought out the mobile cart during shifts and asked when it would return. Colleagues from departments beyond nursing joined, and it became a shared practice. In mock surveys, staff answered regulatory questions accurately and with confidence. These results prompted hospital wide adoption of the model.

Implications for Advancing the Practice of Perianesthesia Nursing: Gamification moves education from passive updates to active practice in daily work. Game based methods extend beyond regulatory readiness to other content heavy priorities and improve staff engagement and recall. With simple, low-cost materials, the model is easy to adopt, sustain, and scale across units and clinical areas.