

The Amazing Race to Resuscitate

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Background

- Gamification strategies and facilitator consistency enable clinical staff to engage in innovative mock code offerings.
- Environmental scanning identified varying mock code formats, validation objectives, and approaches to learner engagement and debriefing.
- This project offers **evidence-based solutions for the anxiety and inconsistency that often occur during clinical mock code events.**

Methods

- Literature review on adult learning and engagement strategies
- Switched from a narrative/lecture format to a gaming format
- Created a facilitator guide that supported consistency in teaching while keeping the same objectives
- Created a low stress opportunity for small groups to work through an “Amazing Race” framework that was safe and engaging
- Measured the outcomes for both learners and facilitators to ensure success

Application

- Gamification strategies like *The Amazing Race to Resuscitate* increase staff confidence in emergencies, ensuring better code cart navigation, critical care resource initiation, and BLS performance.
- *The Amazing Race to Resuscitate* concept is **reproducible, translatable, expandable** to other environments, topics, &/or teams.

Purpose

1. Develop a mock code game to provide foundational emergency response skills to a team of learners in a safe and engaging learning environment.
2. Develop a facilitator guide to ensure event consistency to achieve:
 - learning objectives
 - support for learner responses
 - guided reflective debriefing

Survey Results

Facilitators N=8 [89% response rate]



100%
Understood activity objectives

100%
Ease of facilitation

100%
Ease with correction/re-direction of learner

Facilitators Report of Learners

100%
Learners engaged

100%
Learner participated in targeted roles per objectives

100%
Learners were responsible for learning

Clinical Staff N=55 [37% response rate]



100%
Felt supported by the facilitator

98%
Felt engaged during the event

78%
Reported no stress &/or anxiety during the event

On your mark, get set, GO!

Join us as we navigate the speedbumps encountered when facilitating mock codes and cross the finish line with learner engagement strategies for mock code events.

Scan for
Game Demo &
References

