

Learning for the Fun of It – The Use of Gamification in Educating Pediatric Perioperative Clinical Staff

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Background Information: Previously, the Perioperative (Periop) Services clinical staff received yearly education on department specific topics and clinical skills. The Periop Educators utilized lecture-based learning activities and hands-on demonstration to reinforce knowledge of pediatric patient care. Staff expressed dissatisfaction with the lecture-based format and reported it was difficult to remember pertinent information with multiple topics presented in one sitting. The Educators observed that the content was not well retained and there was limited active participation in hands-on demonstration.

Objectives of Project: Therefore, the Periop Educators introduced gamification to pertinent education topics in hopes of improving staff engagement, knowledge retention, and comfort level of emergencies in a safe learning environment.

Process of Implementation: According to Brull et al., (2017), staff found gamification more enjoyable and retained more knowledge compared to didactic and online modules. To improve staff engagement and comprehension, the Periop Educators designed interactive training strategies that included: Escape Rooms, Family Feud, and emergency drill relay races. The Educators established learning objectives for the Escape Room and designed clues to support the outcomes. Similarly, a Family Feud game was created to review fire and laser safety. Staff were challenged to recall elements of fire and laser prevention strategies, policies, and action plans. A code medication and documentation relay race was developed to mimic the adrenaline rush associated with real code events. Staff demonstrated delivery of code medications using the weight-based code sheet and appropriate code documentation.

Statement of Successful Practice: Post-surveys utilizing the Likert scale (1-5) were used to evaluate effectiveness of format, content and staff's knowledge of the information presented. Post survey results illustrated an increase in knowledge, understanding of resources, and staff satisfaction.

Implications for Advancing the Practice of Perianesthesia Nursing: According to Reed (2020), gaming has a positive impact on knowledge retention, confidence levels, and motivation and engagement. Periop gamification allowed staff to apply critical thinking skills in a fun and safe environment, further building their confidence and knowledge in Periop emergencies. As a result, the educators have continued to utilize interactive game formats such as: airway emergency relay and a house of horrors skills lab. These innovative activities play on fun themes, while reinforcing key clinical concepts for staff (Tassemeyer et al., 2021).

References

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