

Using an evidence-based videogame as a reflexive tool in clinical practice



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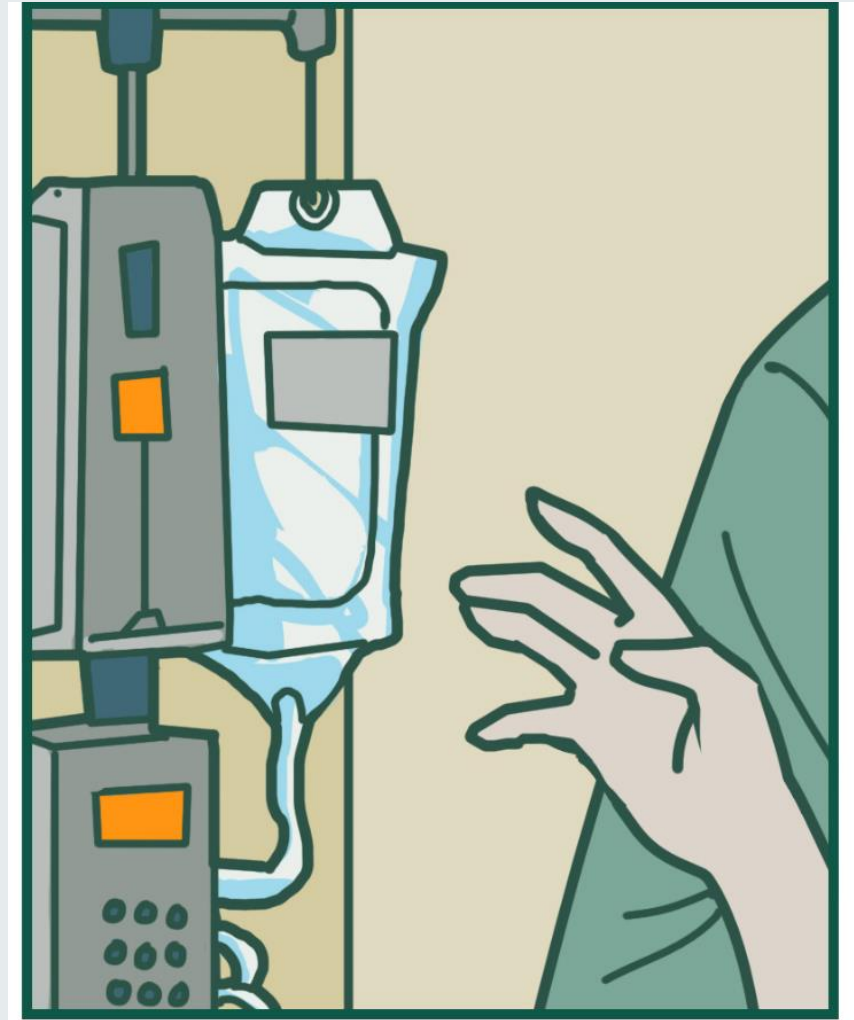
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Resilience Engineering

- Organisational resilience is the ability to adapt safely to pressures in healthcare
- Potential to improve safety in clinical practice
- Lack of knowledge transfer

Resilience Challenge

- Scenario-based game
- Player assumes role of several healthcare professionals
- Guide patient's journey through the hospital



Resilience Challenge

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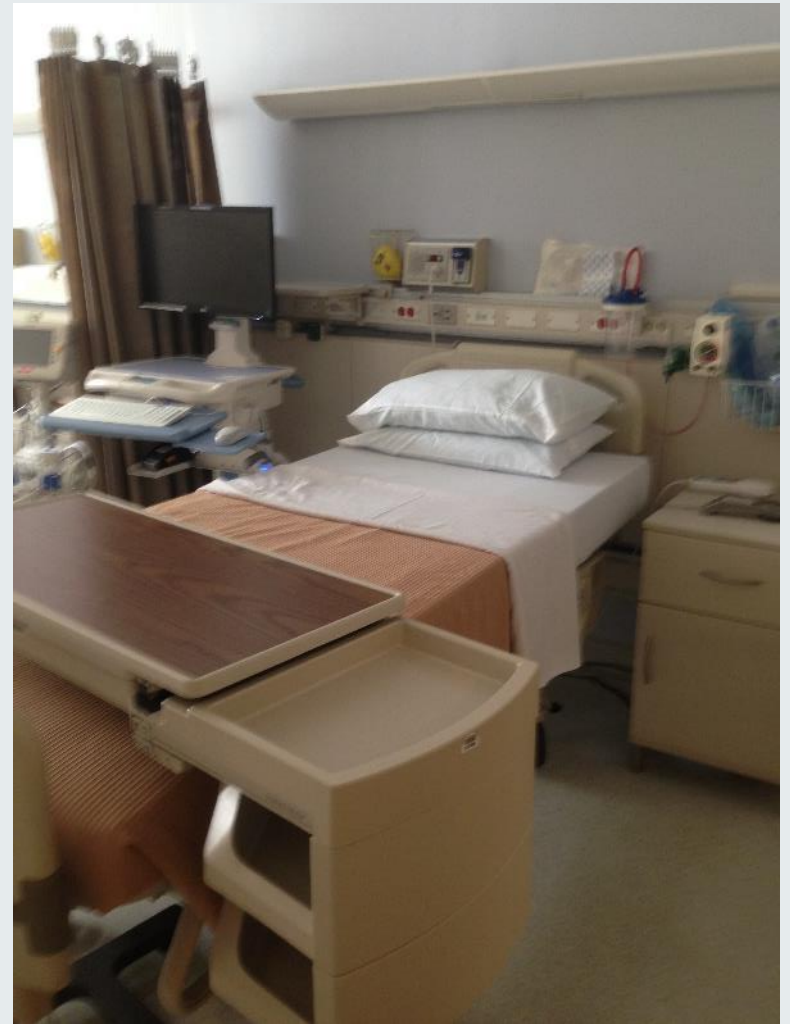
Adapting Safely in Healthcare



Aims of Resilience Challenge

- Feasibility/acceptability
- Effective immersive experience
- Reflection on clinical practice
- Raise awareness of new ideas

Development



Resilience Challenge - launched on 02.02.17!



Trade Offs and Critical Thinking



Your pager beeps and you call the orthopaedic ward. A nurse says she is worried about the patient and fears he may have sepsis. You are in the Emergency Department, in the middle of seeing patients. You have 3 people awaiting discharge, and several patient consultations elsewhere. What do you do?

Leave rounds and go see the patient immediately.

Tell the nurse to wait and you will come see the patient after you finish rounds.



Good choice! You have many factors to consider and this plan will address the patients' needs safely.

Continue

Outcomes

- 3,500+ game plays
- Featured on 9 blogs
- Used in education sessions and conference environment
- Played in UK, North America, Australia, Europe, Brazil

Results of Survey Evaluation

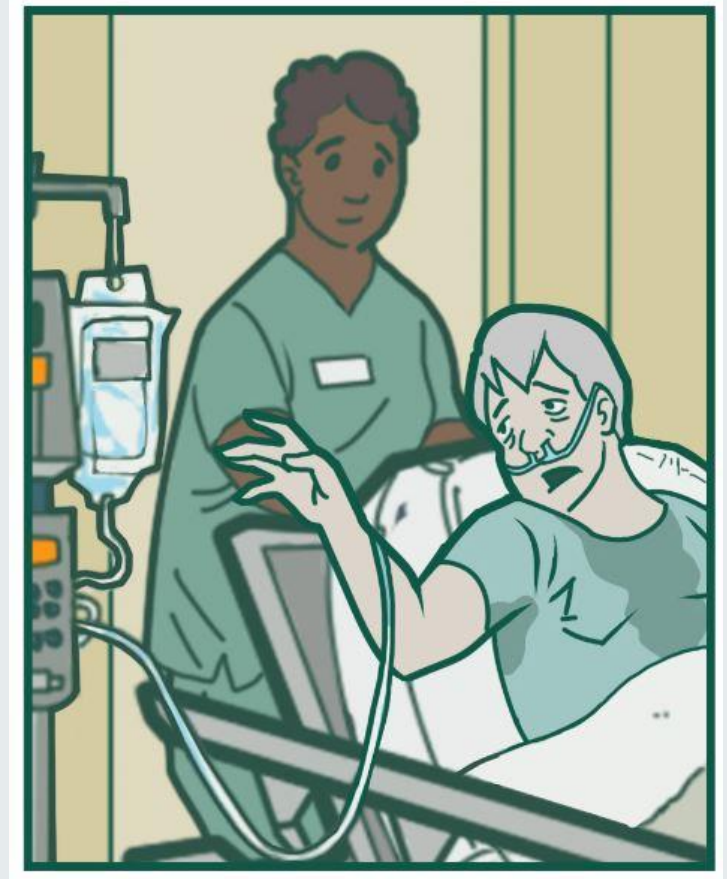
- N=141
- Female 75%, Male 25%
- Mean age 40 years
- 75% work in healthcare
 - 50% of these are nurses

Percentage Agreed/Strongly Agreed

- Playing the game helped me to think through the impact of my actions on patient safety: **83%**
- The game introduced me to the concept of organisational resilience: **64%**
- The game is engaging: **93%**
- I would recommend the game to others: **88%**
- ***Feasible and acceptable, moderate increase in awareness of Resilience Engineering***

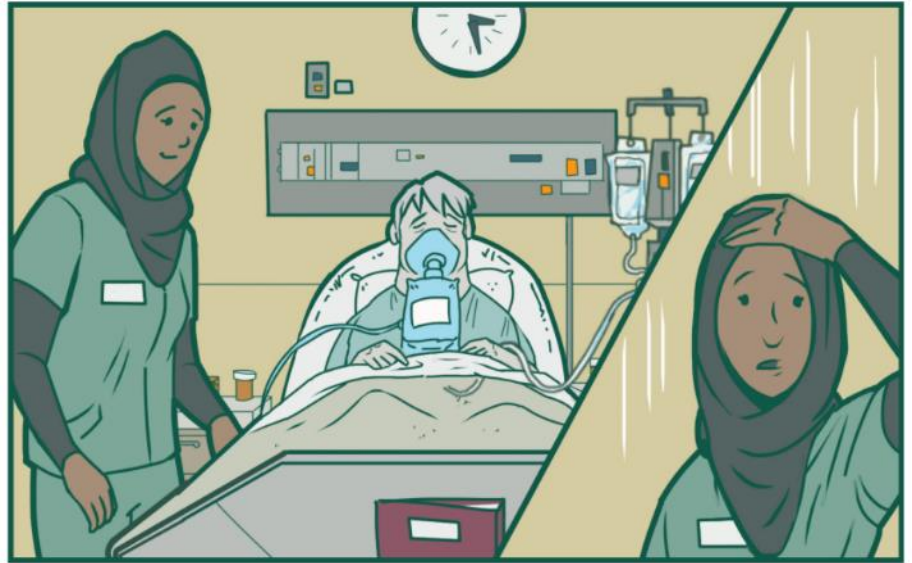
Demand

- **Pressures and challenges**
 - Targets and benchmarks
 - Bed flow
- **On staff, management**
- **Stress**
- **Pressure is universal!**



Resources

- Experience
- Support
- Social and emotional context



Adaptation in Care

- **Value of other roles**
- **Decisions and choices**
 - Difficulty
 - Options
 - Prioritizing



Outcomes

- **Reflection**
 - Participants reported that they would do something differently in practice
- **Responses to answers**
 - Right and wrong vs. nuanced
- **Safety**
- **Impact on patients**
- **Resilience**
 - Other understandings of resilience

Outcomes

- Applicability of novel safety framework for clinical practice
- Innovative technology facilitates reflection
- Potential to impact clinical practice

Take the Resilience Challenge!

<http://bit.ly/ResilienceChallenge>

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Resilience Challenge is a collaboration between King's College London's Centre for Applied Resilience in Healthcare and Karman Interactive, brokered and supported by the Cultural Institute at King's.