

"THE NAUSEA GAME" - AN EDUCATIONAL TOOL IN DAILY CLINICAL PRACTICE

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Introduction

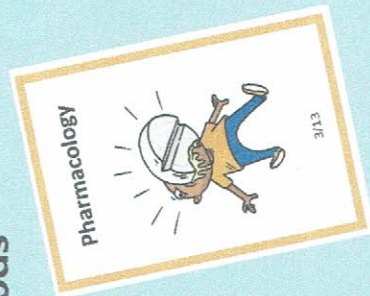
Chemotherapy induced nausea and vomiting (CINV) is a side effect often experienced by cancer patients. Therefore it is important that Oncology nurses gain and retain evidence-based knowledge and skills about CINV. The concept of "serious games" is an educational approach, which has the potential to impart knowledge and skills and offers motivating factors.

Objectives

The aim of present pilot study was to investigate whether the serious game "The Nausea Game" can increase the knowledge about CINV among nurses specialized in oncology and to gather user-feedback on the content of the game.

Materials and methods

"The Nausea Game", consisting of 4 categories:



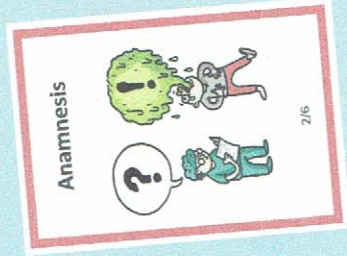
pharmacology

3/13



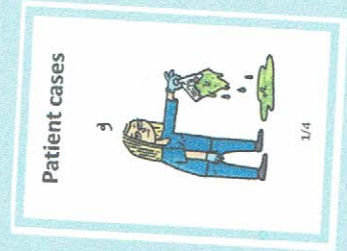
Pathophysiology

5/7



Anamnesis

2/6



Patient cases

1/4

- Game content is consistent with MASCC guidelines for antiemetics, antiemetics product summaries and best practice guidelines
- The game is a physical serious game, designed as a single or multiplayer quiz game
- Visual- and game design were developed by a professional illustrator and game designer

Inclusion criteria: nurses treating patients receiving chemotherapy
Inclusion sites: 6 oncological departments across Denmark

- Participants were instructed to have 3 game sessions during a week, for a period of 3 weeks, during their shifts, for a period that they found suitable, could quiz either single or multiplayer
- Participants answered a 9-item test to evaluate their knowledge about CINV, at baseline and 3 weeks later
- 3 questions were asked to evaluate the experience of playing the game, rated on a 4-point Likert scale
- An optional write in section for user-feedback on the content of the game were provided

Results

Characteristics	Total N=30	
	Mean yrs. (range)	
Gender	F 30	m 0
Age	41 (27-57)	
Working as a nurse	15 (2-35)	
Working with CINV	7 (1 mth. - 28 yrs.)	

Tabel 1

- Number of game sessions were in average 3 times per player, which is less than we aimed for
- The results of the 9-item test show that at baseline the average of correct answers were 5,7 out of 9 possible and this increased to 6,5 at evaluation

The user-feedback from the write in section resulted in:

- Adjustment of the content to make the wordings clearer
- Adding additional cards containing patient cases
- A new type of card was developed to help the understanding of common abbreviations and the link between the generic names and the product names of the antiemetics

Evaluation of the game	Not at all	To some degree	To a considerable degree	To a great degree
Have you refreshed your knowledge using the game about CINV?	0%	10%	63,3%	26,7%
Has the use of the game contributed with new knowledge about CINV?	0%	20%	53,4%	26,6%
Do you believe the game is a useful educational tool?	0%	0%	6,7%	93,3%

Tabel 2

Perspectives

Our ambition is to offer The Nausea Game as an educational tool for oncological nurses in Denmark.



SIG Emesis