Gamification in Dementia Training

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BACKGROUND

Research tells us the gaps in success for dementia education include a lack of staff engagement, experiential learning, and sustainability. Training workshops have limited effectiveness as staff often find the classroom content boring, not practical and difficult to retain. Many are unable to attend due to busy work schedules and staffing shortage. The goal of this project is to increase engagement, motivation, knowledge, and effectiveness of dementia education among hospital staff.

The ART & SCIENCE of person-centred care

This project involves a student in the BCPSQC summer internship program working with the clinical team and learning technology in VCH to develop an online learning module for Communication in Dementia Care. “The ART & SCIENCE of Person-Centred Care”, which is based on an action research to innovate dementia practice in acute care at VGH.

THREE PHASES

The three phases of the 10-week project include: (1) literature review and needs assessment with users (hospital staff), (2) co-design of the content with 70 interdisciplinary staff (e.g., nurses, physicians, occupational therapist, physiotherapist, unit clerk) in medical and mental health programs, (3) testing the games in the learning module by using multiple PDSA cycles.

THE GAME

Learning evidenced-based approach

WHAT IS THE ART & SCIENCE OF PERSON-CENTRED CARE?

10. Embrace the moment

make the interaction positive & fun

The online course resides in the Learning Hub (previously called CCRS) where staff in all health authorities across BC have unlimited access. Staff members not only gain communication skills in caring for patients with dementia individually but also have fun and healthy competition as a social experience to stimulate ongoing engagement and active learning. Ask us how you may get to win this water bottle. by playing the game with us!