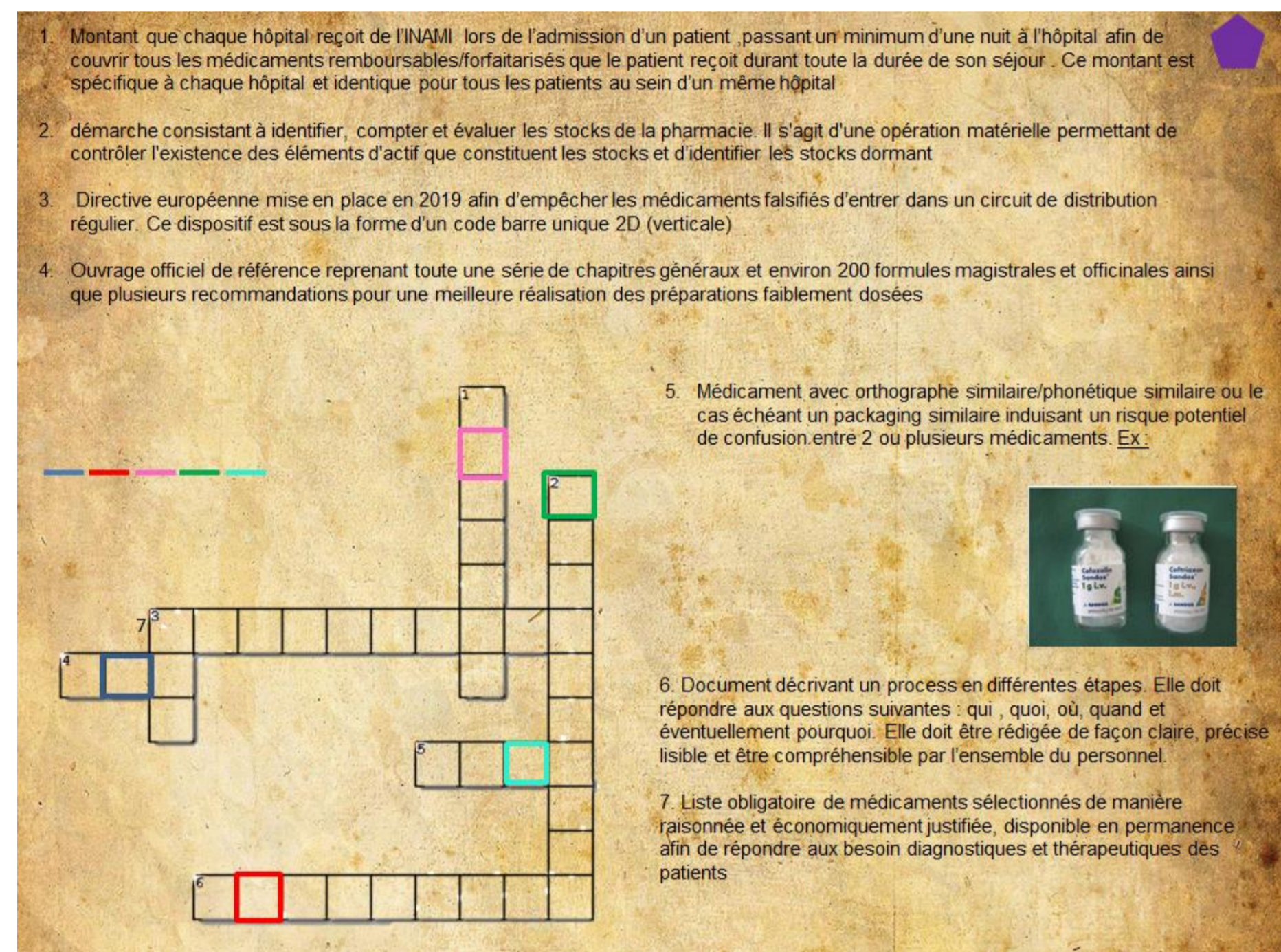


Background

Hospital pharmacy is a constantly evolving field that requires ongoing training. New teaching strategies based on the gamification of educational objectives have been making headlines for several years. These include escape games.

Objectives

- To provide continuing education for hospital pharmacists and pharmaceutical technical assistants
- To improve various cross-disciplinary skills such as communication, team cohesion and critical mind



Example of an enigma

Method



Figure 1. Steps of the project

- Non linear scenario that takes into account the various constraints (dedicated time per session, number of players)
- Creation of **12 enigmas**, some in paper format and others virtual
- « Hint » numbered envelopes containing updated procedures have been provided where necessary
- Pilot test to get an idea of the game's timing, to identify and correct any practical problems

Results

A. Course of a session :

Nine sessions were held for all three Chirec hospitals (Brussels, Belgium) between December 2022 and September 2023 with 39 participants.

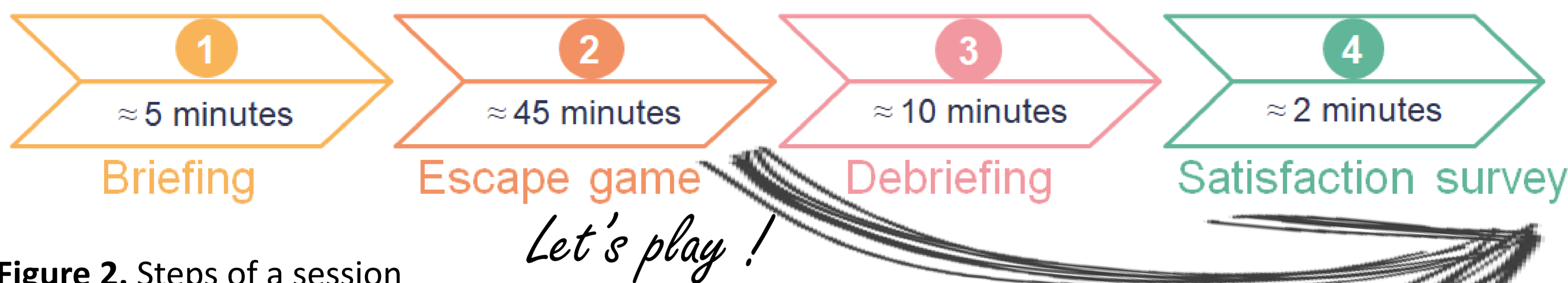


Figure 2. Steps of a session



B. To provide continuing education for hospital pharmacists and pharmaceutical assistants :

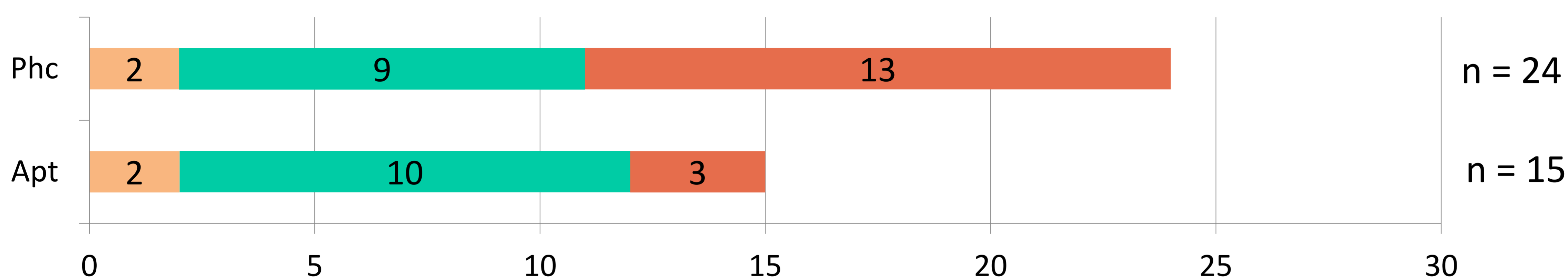


Figure 3. Number of responses (n) to the question "Do you think you gained knowledge from the escape game? "

C. To improve cross-disciplinary skills :

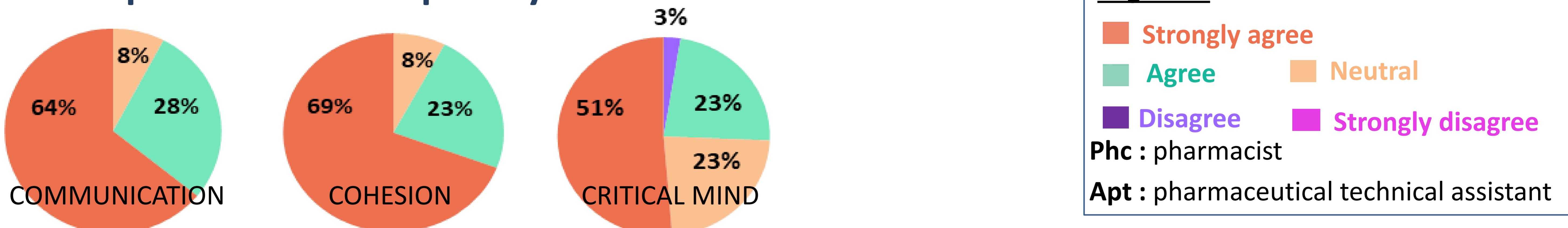


Figure 4. Percentage (%) of response relating to improving communication, cohesion and critical thinking through the escape game

Conclusion

Educational escape games in pharmacy help develop knowledge and cross-disciplinary skills by combining fun with pedagogical objectives.

