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Back to basics: using a board game to engage students in learning about medicines management

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(GSeL) Conference Nov 17

www.city.ac.uk

Background

- Medicines management
- Safety and risk
- Preparedness for practice
- Games as an educational tool
- Enterprise



Research project

Project aimed to formally evaluate students' experiences of playing the Drug Round Game and their perceptions of its impact on their learning.

Ethical approval for questionnaire post learning activity

Nursing students n = 221 Adult n = 182 Mental health n = 39

Method : Questionnaire

Quantitative- Likert scale

- experience of playing game
- questions
- confidence and competence

Qualitative- free text

Results : Experience

- 89% of adult and 90% of mental health students agreed that they had the opportunity to apply learning from other modules during the game
- 93% of adult and 87% of mental health students felt supported by their team mates during the game
- A relatively small number (adult 27% and mental health 18%) felt anxious when playing the game

Results : Questions

- 75% of adult and 85% of mental health students agreed that the questions were easily understood
- 75% of adult and 95% of mental health students felt the questions were pitched at the right level
- In comparison 60% of adult and 54% of mental health students felt that there were enough opportunities to answer drug calculation questions

Results: Confidence and competence

- Overall playing the game did improve the students' confidence (adult 78%, mental health 87%)
- However, 43% of adult students stated that they knew most of the answers to the questions as compared to 69% of mental health students
- 82% of adult and mental health students felt comfortable to make mistakes during the game

Theme	Code	Example
Experience	Positive	Great game to learn about medication It was amazing and very educative Fun and competitive game amongst my colleagues
	Negative	I dislike board games I'm sad I lost
Learning	Teaching	Excellent opportunity to teach It encouraged the team to work together and share knowledge
	Opportunities/approach	Very interactive way of learning, enhances self learning as opens discussion way to consolidate/expand knowledge
	Team	A good opportunity to work as a group to discuss areas I found difficult Team mates got a bit too competitive!

Theme	Code	Example
Process	Instructions	Rules of the game worked Have an extra go after landing on a tablet and getting it correct
	Colleagues	I felt some of my team mates could have been quieter
	Opportunity	Would love to play again
	Timing	Didn't get through all questions More time to finish the game
Knowledge	Assessment	I found it a good opportunity to test my knowledge It highlighted areas of improvement
	Gaps	Helped me to evaluate areas I need to read more to increase my knowledge I know my strengths and weaknesses by playing the game

Theme	Code	Example
Questions	Clarity	The questions were clear I found some of the wording for the questions a bit confusing
	Level/specificity	Too much emphasis on mental health questions There was a large variation between the easiest and hardest questions
	Answers	Answers were specific I feel like the answers were too long
	Drug calculations	It was good to get drug calculation questions More chances to do drug calculations
	Hints	For questions about specific drugs should have a hint in case you have never heard of it before

Theme	Code	Example
Design	Board	Very appealing game to the eye. Good use of visual stimulus
	Timer	Not sure about the timer, sometimes we used it, most of the time we didn't
	Purchase	Would purchase myself I cannot wait to purchase my own to take home
	Dice/counters	A second dice would make the game faster and more exciting
	Whiteboard	Whiteboard for drug calculations
	Cards	Cards could be smaller as it is hard to move it around

Implications for education and future developments

- Students were positive about the use of the game as a learning resource and were enthusiastic about using it again
- It has signposted to us the need for parity of esteem across fields of practice in relation to medicines management
- Piloted in a more inter-professional environment in Mozambique. Potential use for pharmacy and medical students
- Room for other 'editions' e.g. paediatric and midwifery

Thank you for listening

Any questions?

<http://www.druggroundgame.co.uk/#/>