



In-person, East Forvie Building, University of Cambridge
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Oral presentation

The abstract format below is for research presentations and can be used flexibly for presentations of course innovations and other material

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Oral / Poster presentation or either?	Either
Title	Keep playing? Are educational board games a sustainable and effective method for undergraduate palliative care teaching?
Background	Educational games are widely used in medical education. They provide an active experience for the learner to conceptualise and apply their learning, and multiplayer games promote communication and team working. Little is published relating specifically to their use in palliative and end of life care (PEOLC): are they another useful addition to the palliative care teacher's tool kit?
Aim(s)	To develop an educational board game in PEOLC, and continue to evaluate it through successive student cohorts to optimise and widen the scope of play.
Method(s)	To play ' <i>Bed Race, The End of Life Game</i> ', learners are divided into four teams who move their 'bed' around the game board to collect 5 key items: a DNAR form; syringe driver; oral balance gel; 'Just In Case' medication; and, a heart (representing communication/compassion). Teams need to correctly answer 'best of 5' applied clinical knowledge questions, or, communication skills scenario questions, to collect all the items.
Results	The game has been played by over 900 medical students in cohorts from 2020, 2021 and 2022. Evaluation has been shown increased 'applied knowledge' and 'confidence'. Thematic analysis of the free text feedback comments from across the cohorts has shown three key themes: that they found the game (1) "engaging and fun", whilst at the same time (2) "relevant learning" and found benefit from the (3) "peer learning and team work" that playing the game involved.
Conclusion(s)	The game has been modified following the feedback from each cohort of learners and facilitators, and we have developed evidence based 'top tips' on the use of games in palliative and end of life care education to share. We have now developed the original game concept into a number of additional applications, including a multi-professional version, which is currently being piloted.