

Another roll of the dice? Can an educational board game facilitate interprofessional learning in palliative and end of life care?

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Abstract

Background

Whilst there is published research around use of board games in healthcare education per se, use for interprofessional learning around palliative and end of life care (PEOLC) is an unexplored territory.

Aim

Develop and evaluate an interprofessional educational board game in palliative and end of life care.

Method

To play, players are divided into 4 teams who collect game items (e.g. syringe driver; 'Do Not Resuscitate' form) as they roll a dice around the game board. To collect each item, teams need to correctly answer clinical scenario questions relating to PEOLC.

The original game was piloted and evaluated with undergraduate medical students. A multiprofessional group revised the game questions for wider multi-professional use, and re-evaluated the game with teams of multi-professional players.

Results

The game ('Bed race, the End of Life game') has been played with over 900 players in total. The original pilot showed a statistically significant increase in applied knowledge relating to palliative and end of life care, and, thematic analysis of evaluation responses derived themes of 'engaging and fun', 'relevant learning' and valuing the 'peer learning and team work'. New evaluation, with multi-professional learners, has similarly shown that players evaluated the game to support 'team working'; 'interaction' (with colleagues); 'constructive learning', and, a better 'shared understanding' of PEOLC.

Conclusion

End of life care is everyone's responsibility. Interprofessional board games around this subject area can support building a collaborative team approach to the challenges of palliative and end of life care in the healthcare setting.

Keywords

interprofessional, palliative, game