

Abstract

As innovation and technology in healthcare advances, it is important that education and training for healthcare providers also advance. Innovations in gaming, virtual and augmented reality, and real-time immersion offer exciting platforms for clinicians to engage in their continuing education. Gaming is often referenced as a new and innovative modality to train and educate, however, there is limited research available that identifies that healthcare providers actually enjoy this mode of education. In this study, a game was developed that allowed the participants to appropriately triage and communicate with patients in an urgent care facility. After completion, the gaming experience participants were asked to complete a short survey to determine the level of enjoyment, play engrossment and overall usability of the game. Results of the study were limited due to a small sample size of only 15 participants. Participants agreed that the game was fun, however, when asked if they wanted to play the game again, participants disagreed.

Keywords: Gamify, Gaming, Urgent Care, Training, Employees