

# Feasibility and usefulness of mobile games in nursing: the preliminary results of the pilot study

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### BACKGROUND

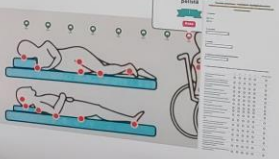
In developing countries, County of Central Finland / Hospital Area of Central Finland has been developing clinical nursing skills by gamification since June 2016. To assess the nurses' perceptions, confidence, development and training of clinical nursing skills and mobile games offer a chance for great number of nursing staff to develop their skills without applying a certain time to class. The mobile games can operate as a training skill, as a tool of education and to improve between practical nursing skills.

### AIM

In addition of a new technology, we studied the feasibility and usefulness of these mobile games.

### METHODS

These mobile games have been designed and made on the Finnish hospital operations in the current production. Our partners were clinical nurse specialists and education nursing professionals specialized in wound care and self care. Technical and pedagogical implementation was made by Service Educational Design. The content of the mobile games is focused on the essential topics in the needed skills in patient care. Furthermore, the mobile games advance pedagogical theories for needed ability in training nursing skills. In the end of the mobile games the games included a data sheet tool for studying different user experiences of gamification.



### RESULTS

As a result, 23 respondents in age 23 years to 60 years answered in the survey. Most of the respondents were women (19) and their working experience varied from none to 36 years. Prior experience of playing mobile games was 50%. However, experience of playing Seppo-games was low (22%). Feasibility and usefulness of these mobile games was excellent (4.2 and 4.2 respectively).

### CONCLUSION

In the light of those preliminary results, the mobile games were useful in training general nursing skills, especially when considering their feasibility and usefulness. According to our experiences, the topics practice with collaborating clinical nurse specialists also required. As a result of our encouraging findings, we have started developing and designing also multiprofessional mobile games.

### KEY WORDS

gamification, learning, nursing skills, hospital, user experience

