

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

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## BACKGROUND

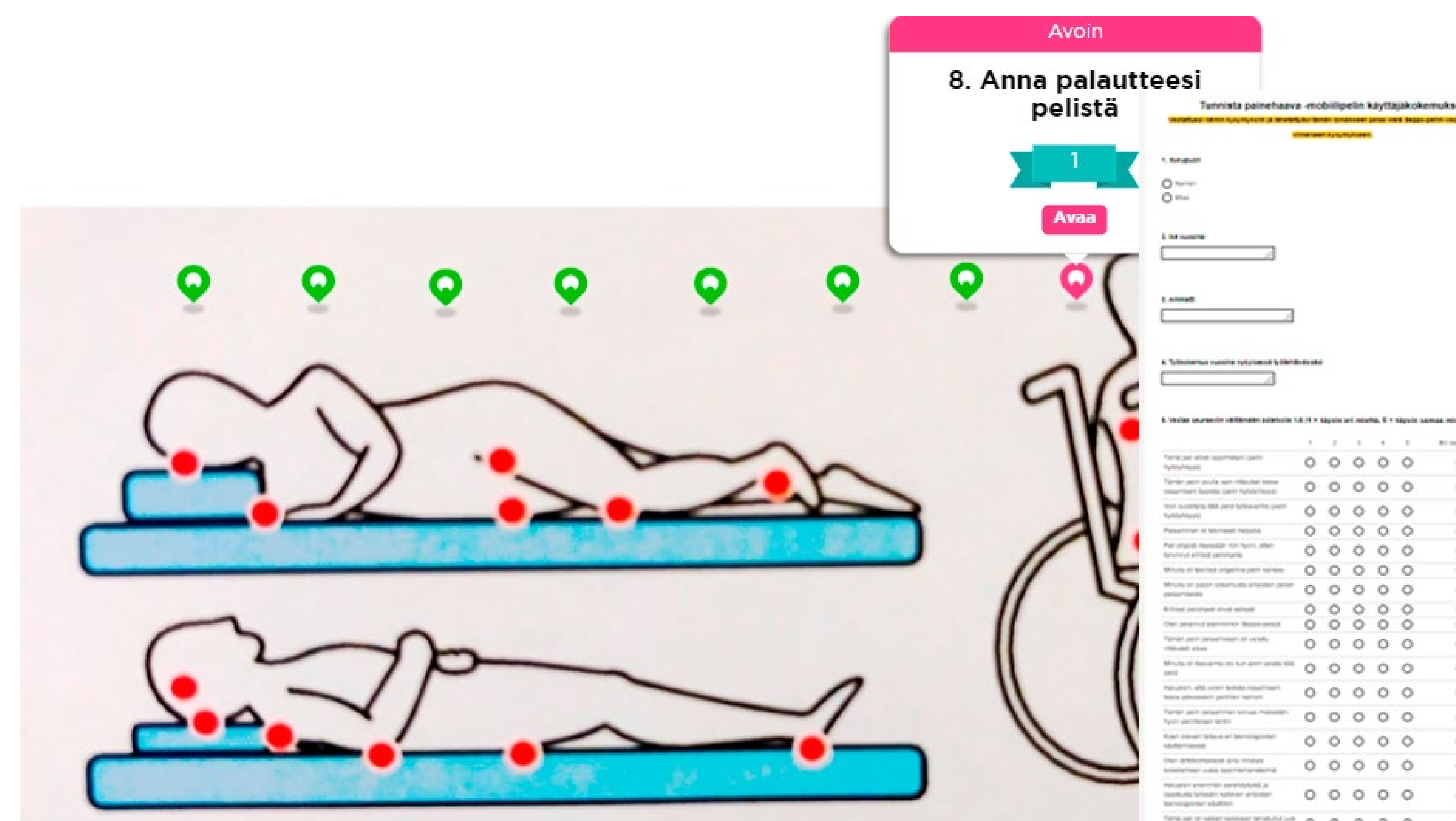
In Wellbeing Services County of Central Finland / Hospital Nova of Central Finland we have developed clinical nursing skills by gamification since June 2020. To success in nurses' job requires continuous development and training of clinical nursing skills and mobile games offer a chance for great number of nursing staff to develop their skills without limiting a certain time or place. The mobile games can operate as a testing skill, as a tool of orientation and to improve several practical nursing skills.

## AIM

In question 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 Seppo platform. In the content production our partners were clinical nurse specialists and advanced nurse practitioners specialized in wound care and pain care. Technical and pedagogical implementation was made by Senior Educational Designer. The content of the mobile games is formed of the essential topics in the needed skills in patient care. Furthermore, the mobile games advance pedagogically towards the needed entity in training nursing skills. In the end of the mobile games the player must successfully answer the test. Finally, the games included a 5-step Likert-scale survey studying 18 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 these preliminary results, the mobile games were useful in training several nursing skills, especially when considering their feasibility and usefulness. According to our experiences, the topics of the mobile games must emerge from nursing practice with collaborating clinical nurse specialists and nurses. Strong pedagogical and technical skills are also required. As a results of our encouraging findings, we have started developing and designing also multiprofessional mobile games.

## KEY WORDS

gamification, learning, nursing skills, hospital, user experience