

Game-based learning to fight bacteria in cleanrooms

An innovative game-based training tool to promote handwashing and handrub in hospital pharmacies

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Objective

To measure the effectiveness of the **Handtastic Box**[®] created to teach handwash and handrub



Our work explained
in a 3-minute video!

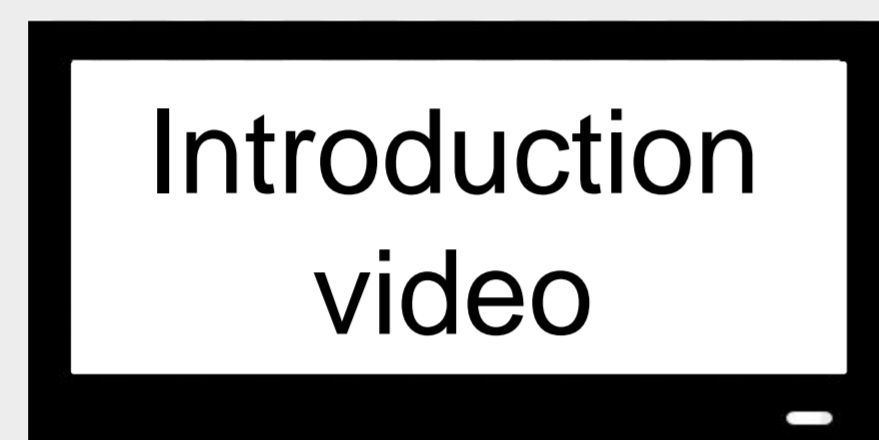
Conclusion

- Practical and deliberately **repeated application** of learning targets promote behavior change and sustained learning
- Memorable, interactive and **playful** training

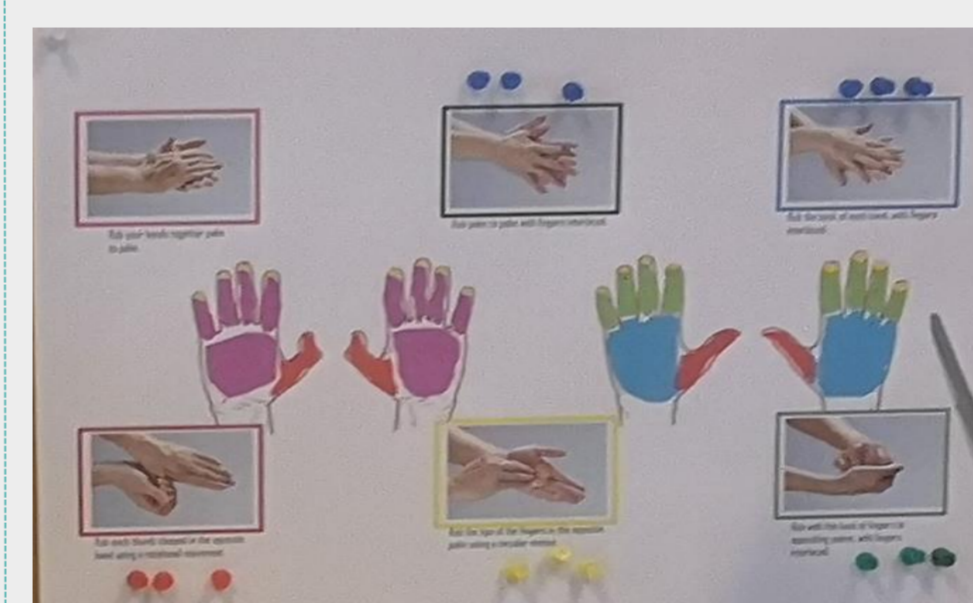
Methods



Recording of real-life handwash (1 month) 24-points scale



Knowledge assessment (9 items) + confidence in answers (0-100)



Knowledge assessment + confidence in answers



Satisfaction survey



Recording of real-life handwash (1 month) 24-points scale

Before the training

Beginning of the training

Training with the Handtastic Box[®] Module 1

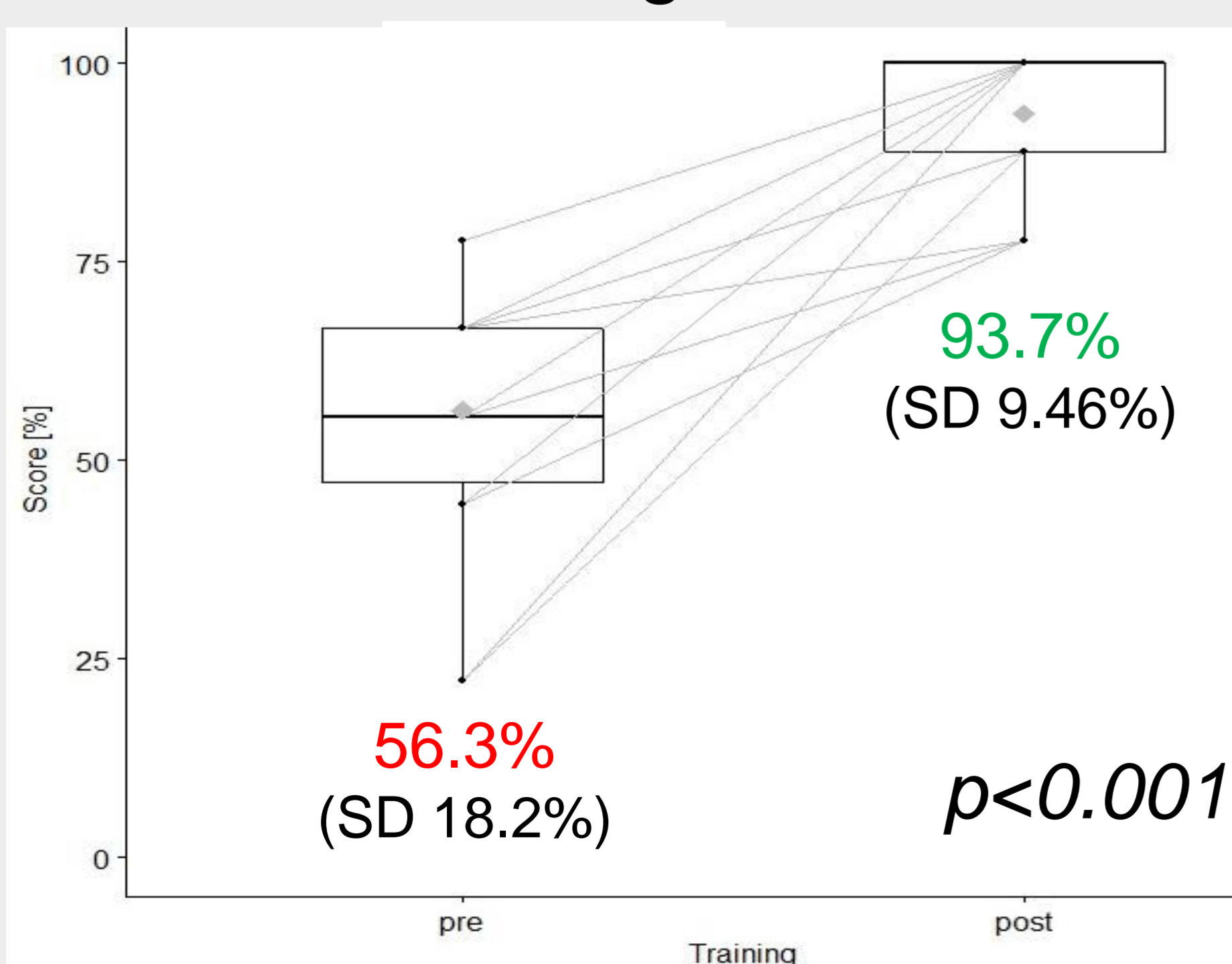
Training with the Handtastic Box[®] Module 2

End of the training

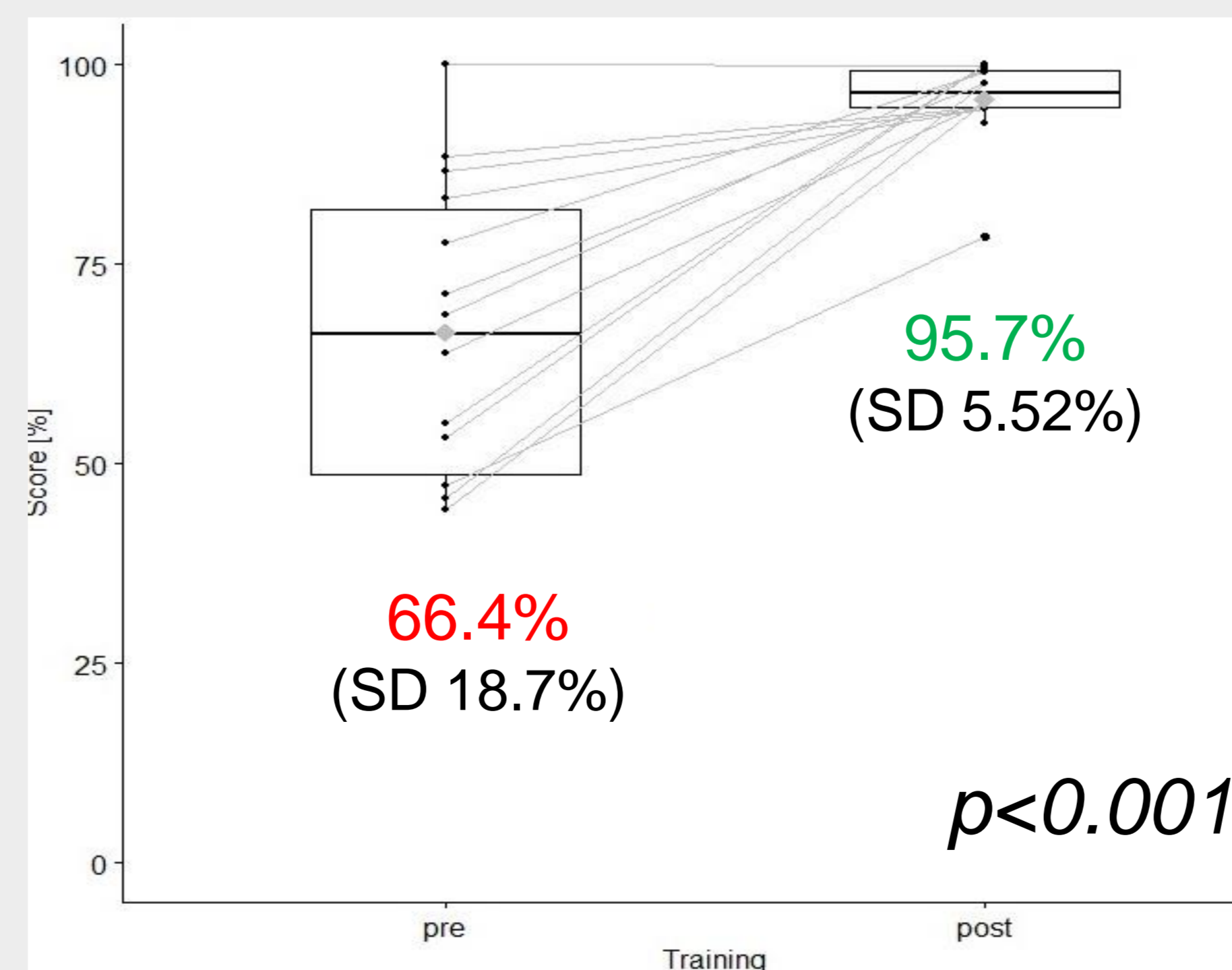
After the training

Results n=14

Effect of the **Handtastic Box**[®] on the knowledge assessment



Effect of the **Handtastic Box**[®] on the confidence in answers



Effect of the **Handtastic Box**[®] on real-life behavior

