

X marks the ABG machine

Using a treasure hunt to build familiarity with the clinical environment.

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Aim: Our aim was to use games to help new staff orientate themselves in the Emergency Department (ED) where time can be critical. To achieve this we organised a scavenger hunt in the department with key locations and equipment and tasked participants with finding these and returning the tags attached.

Methods: We produced a list of 14 important items/locations in the department based on our experiences. Participants were split into teams and tasked with collecting corresponding coloured tags. A map with 'X's and a list was given to each team. Teams were timed using a mobile phone timer with the fastest team to return with all fourteen tags given a small bounty (chocolates). Participants were asked to provide anonymous online feedback via Microsoft forms in the form of five 1-5 scale questions and a box to provide text feedback.

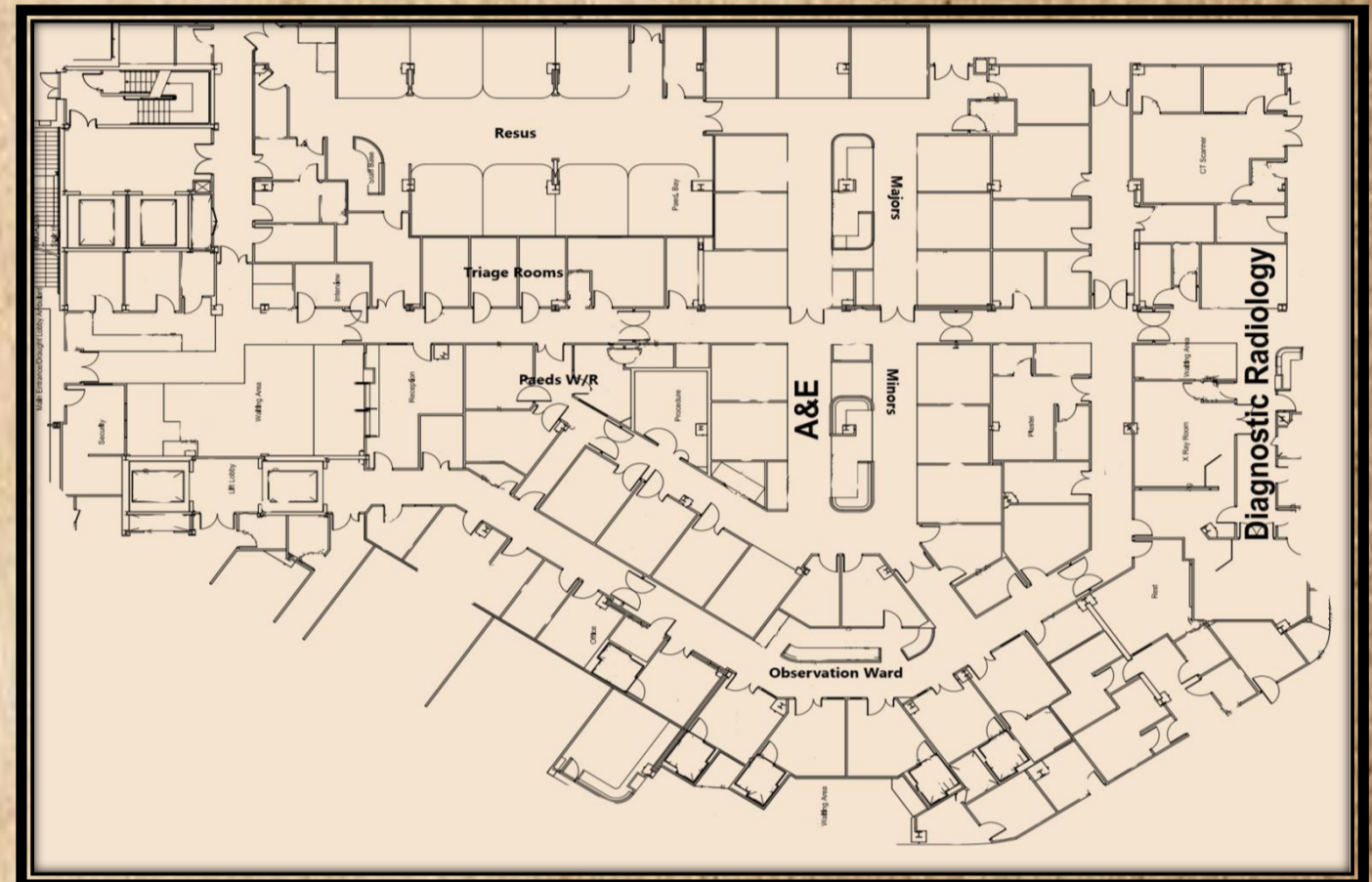


Fig 1. Map used for scavenger hunt.

Outcomes



Fig 3. Responses to feedback questions. N=9. Participants were asked to rate their agreement with statements from 1 (strongly disagree) to 5 (strongly agree).

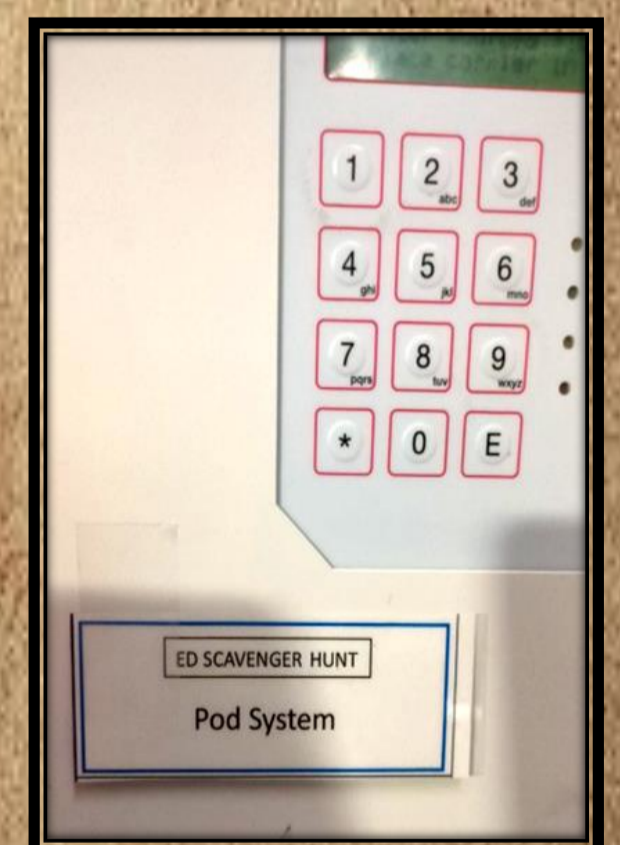


Fig 2. Example of coloured tag to collect (this example is on the ED pod system)

Conclusion and Discussion:

Participants enjoyed the session and engaged well with the novel introduction to the department. Feedback was positive, with comments including 'orientation in a fun way', 'innovative way to learn our way around the new department', and 'well executed'. Improvement suggestions included 'useful to have done it individually, so that it involves more self navigation'. Colleagues informally interviewed after the exercise did not report disruption to their work during the exercise. We suggest that scavenger hunts could be used in other Departmental inductions to help orientate new colleagues.