

Utilizing Gamification to Improve Learner Engagement among Massachusetts School Nurses

Zapata, Lesly, BA; Davis, Katherine, MPH; Heinze-Lacey, Beverly, MPH, BSN, RN; Sivak, Erin, MSN, BSN, RN;
Franchi, Susan, DNP, FNP-C, RN; Elliott, Patricia, DrPH

Introduction



Massachusetts school nurses must know the laws, regulations, and best practices for administering medications in schools.



Medication Administration in a School Setting: School Nursing Practice in Massachusetts (a self-paced mandated course) asked learners to read a lengthy eBook.



Gamification can increase and promote learner engagement in remote learning environments (Krishnamurthy et al., 2022).

Objectives

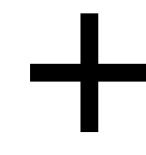
- **Boost interactivity** and learner engagement
- Encourage the **effective use of the eBook**



eBook
only



eBook
Game



eBook

Background

This course is offered by the BU SPH's workforce training center School Health Institute for Education and Leadership Development (SHIELD).

Methods



Learners refer to the eBook to answer game questions.



The game includes **five levels**, each related to a specific medication practice topic.

70%

Advancement in the game requires **a success rate of at least 70%** at each level.



Knowledge gained and learner experience are evaluated.



"...the Ebook game made learning and recalling the content a bit more entertaining and engaging than traditional reading and testing."

"The eBook game was a great way to make reading the book interactive."

Results

- **524 learners** took the course in July – December 2022
- **Game Feedback Themes:**
Engaging
Interactive
Easy to Use & Understand
- **18% increase in test scores**, consistent with early course versions
- **92% of learners** noted that the game aided their learning.

Conclusion

- Fun and interactive activity → improved the learning experience.
- Learners reported playing the game was beneficial to their learning.
- The knowledge check requirements for game advancement prompted users to reference the eBook.

Acknowledgements

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References

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The eBook Game



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