

The « Escape case »: an educational game on the expected behaviour to adopt when a cytotoxic bottle breaks

J. Touchard¹, JS Giraud¹, M. Friou¹, M. Lafay¹, C.Seara¹, L. Escalup¹

¹ : Institut Curie - site Saint-Cloud, 35 rue Dailly 92210 Saint-Cloud, France



Introduction

Training through a serious game = **better learning**

Breakage of cytotoxic product = **critical incident**



An educational game about the breakage of cytotoxic product was set

Goal

- Acquire skills
- Update knowledge and good practice
- Teamwork

Method



- Health simulation practice : Briefing (5min) - Scenario (15min) - Débriefing (10min)
- **Timed scenario on the behaviour to adopt when a cytotoxic bottle breaks :**
 - Teams of 3
 - **Main step** : Warn – Protect yourself – Get rid and decontaminate
 - **Riddles** : cloze test, odd one out word elimination, padlock to unlock
 - **1 clue** = 10 second penalty
- **Debriefing room**: a participant performs a simulation of the expected behaviour in case of bottle breaking, with his team and manager's help
- **10-question anonymous satisfaction** survey about the game (general opinion, suggested improvements, other topics...)

Contact : justinetouchard@hotmail.fr - COM20-82117 23rd GERPAC European Scientific Days - Nov 23 and 24, 2020

Scenario

When inventorying cytotoxic, a pharmacy technicians drops a bottle of doxorubicin that breaks on the floor and is projected onto him, he designates a team (you) on the expected behaviour to adopt. However while leaving to clean himself he locks the area. The goal is to solve the different riddles in order to find the right key to enter the area to be decontaminated. You have 15 minutes.

Results



18 participants - 6 teams



Mean time : 14"31[8"23-19"35]



4 teams asked for a clue about the safety outfit

1 storekeeper

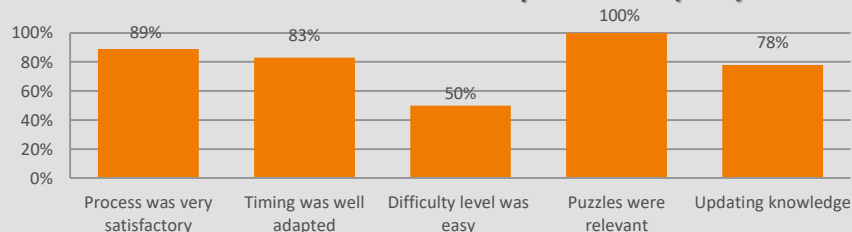
4 pharmacists

12 pharmacy technicians

1 health manager



Results of the satisfaction questionnaire (n=18)



100% : They all wanted to repeat the experience with another topic (manipulations under insulators, regulations, traceability, expected behaviour in case of an incident in controlled atmosphere areas...)

Conclusion

Serious game :

- The participants were satisfied with this new training model ✓
- **Update** and **backup** of their knowledge ✓
- Convey and apply **strong messages** ✓
 - Validating initial training?

