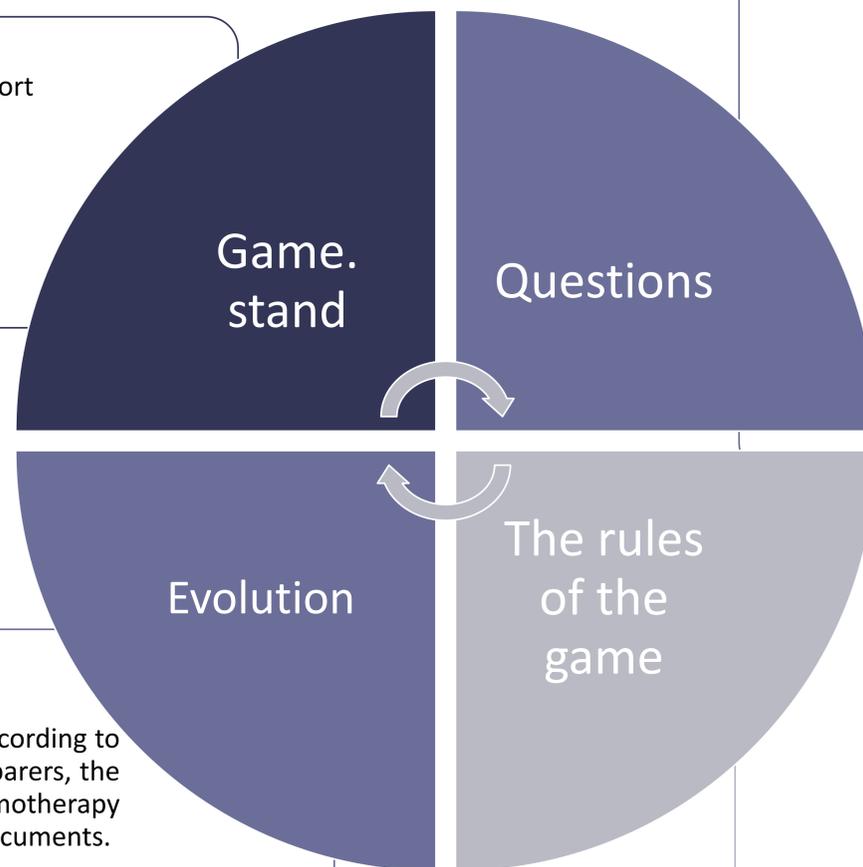


## Introduction and purpose

On their arrival, each preparer and pharmacist of the preparation unit, have an initial practical and theoretical training which ends with an assessment. The objective of our project is the implementation and evaluation of a continuing education tool after one year of use.

## Méthod

- Board game,
- Dématerialized IT support of 154 questions



- The trivial pursuit questions were developed with:
  - Lessons,
  - institutional protocols,
  - the analysis of the nonconformity reporting.
- divided into 6 categories:
  - Safety,
  - Hygiene,
  - Protocols,
  - Preparation process,
  - Medical devices,
  - CHIMIO® software.

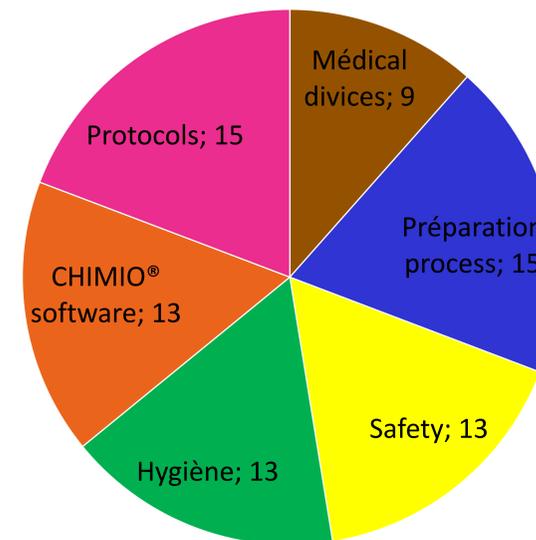
- The game sessions take place every two months and the duration of the game is 1 hour maximum, depending on the speed of the players.
- The questions are asked randomly.

- The questions evolve according to the progress of the preparers, the update of chemotherapy protocols and quality documents.

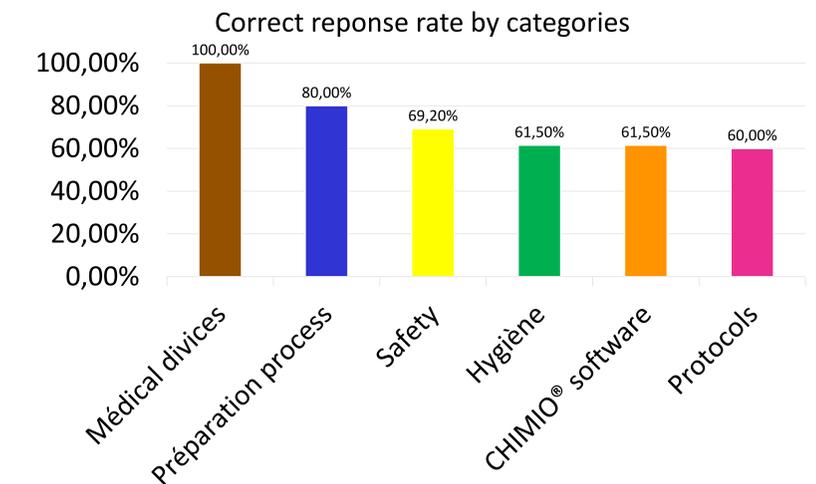
## Résultats

- 6 sessions were done for 1 year.
- At each session, there are 9 players, 81.8% (n = 9/11) of staff assigned to the chemotherapy unit.
- 74 questions asked

- Distribution of questions by categories



- The average correct response rate over all sessions is 69.2% (n = 54/78 questions asked).



- This rate increases from 58.3% to 80% from the first to the last session.

## Conclusion

The design of a game is innovative, easily usable in continuing education.

The trivial pursuit® can be used in initial training because the concepts discussed during initial training are understood and assimilated. The game promotes the interactivity and involvement of participants.

This tool makes it possible to monitor the development of knowledge of each participant individually.

Personalization and inter-establishment transposition is possible through dematerialization.