



Centre Hospitalier de Lens

# Knowledge of a Chemotherapy Production Unit: « Et toi, Tu te mets combien? » ®

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## Introduction

Training tools have multiplied: videos, digital tools, quiz....

Many of them are designed by pharmacists for pharmaceutical assistant in hospital

## Primary objective

Multi-disciplinary collaboration to create a fun training tool allowing everyone to improve his knowledge

## Materials and methods

Create an new training tool based on the board game« Tu te mets combien ? » TTMC ®, where each player assesses their abilities to correctly answer questions on various topics

Each team member could drop questions in a question box, which enabled us to **develop a database** → by 7PAH,1 QSA, 3 pharmacists (including one intern)

5 themes were defined by the analysis made by a resident and a pharmacist

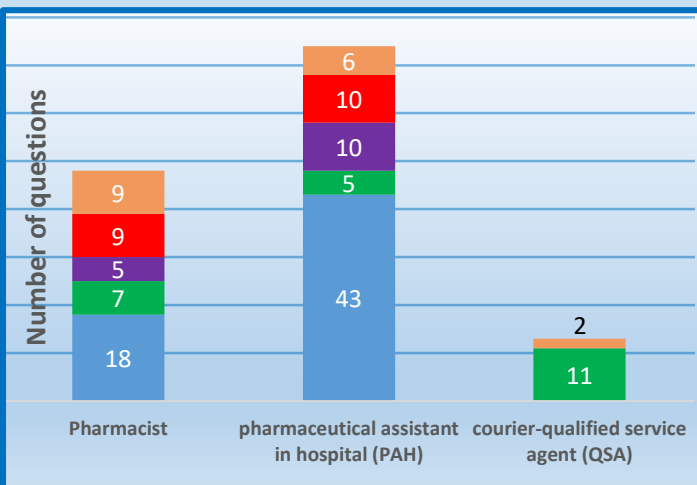
Development of rules by the resident and the pharmacist based on TTMC ®

Development of the board and playing cards by the resident and the pharmacist

## Results

135 questions were created

→ 61 « products», 23 « CAA », 15 « MD », 19 «General knowledge », 17 « Clinical »



### 5 themes :

- **Products**: 44%
- **General knowledge** 17%
- **CAA (controled atmosphere area)**: 16%
- **MD (medical device)**: 15%
- **Clinique**: 8%



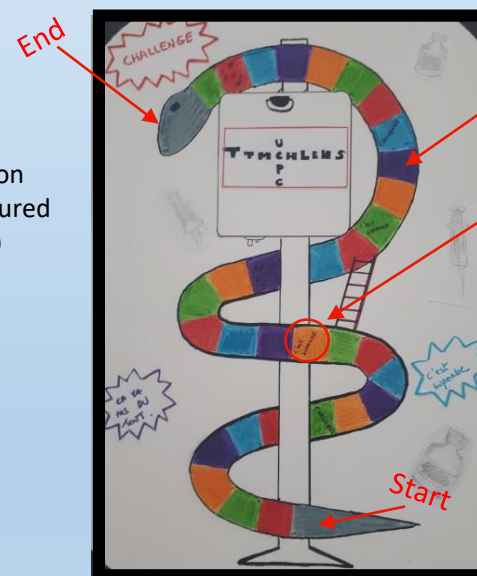
### Rules of the game

Players lands on a square

He has to answers one question written on a corresponding coloured card (worth 1, 3 or 5 points)

Moves forward of the same number of squares if he answers correctly

The first player to reach the last square wins the game.



Each color on the card (or square) correspond to a theme

"Surprise" squares are designed to spices up the game

THEME	
♦ Pourquoi utilise-t-on un connect Z avec filtre pour certains principes actifs? (1 point)	
♦ Expliquer le principe de fonctionnement d'un diffuseur portable? (3 points)	
♦ Quel est le volume maximal de remplissage d'une 250 mL ? (5 points)	

3 questions per card

## Conclusion

The game board will evolve based on evolution in practices and recommendations by creating new cards

This game allows individuals to conduct self-assessment , and to broaden their knowledge to the entire circuit of preparation