Introduction

The lead author looked for ways to increase staff participation in professional development programs.

Objectives

The purpose of the project was to develop web-based online games to support self-managed professional staff development programs for congestive heart failure, diabetes, and sepsis.

Methods

Nurse Educators developed questions using a Cow Hunter, for congestive heart failure, Adventurer, for diabetes, and Alien Avatars, for sepsis. These characters were used in web-based games and tested in classroom and individual settings.

Results

The team hypothesized that nurses who completed the games will report moderate to high satisfaction using web-based games in a clinical setting.

Since starting the project, other departments have expressed interest in using gaming technology for educational purposes.

Conclusions

We anticipate this teaching method will augment staff knowledge and increase in popularity. The team is planning to produce additional modules with a focus on patient education.

1. James A. Haley Veterans’ Hospital, Tampa, FL
2. Embry-Riddle Aeronautical University, Daytona Beach, FL
3. William Beaumont School of Medicine, Rochester, MI
5. Web site: http://www.kirstenswanson.com
6. Howard University, Washington, D.C.
7. Slichter Middle Magnet School, Tampa, FL.