



Gamified Teaching Improves the Nursing Knowledge of Transplant Surgery Nurses



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Objectives

- Post-operative care for organ transplant patients involves a wide range of tasks, including guidance on immunosuppressive medications, management of organ rejection, infection prevention knowledge, and care for various drainage tubes.
- Nurses must convey specific knowledge regarding liver and kidney transplants to patients. If nurses lack sufficient understanding of care knowledge, it can lead to disparities in patients' self-care abilities post-transplant, which may affect the survival time of the newly transplanted organs.
- Proper knowledge of post-operative care for liver and kidney transplants enables nurses to effectively and quickly assess patients for related post-operative complications, enhances patients' self-care abilities, reduces healthcare costs, and improves patients' quality of life.

Results

- After the educational intervention, written assessments showed significant improvements. The pre-test average score was 51.5 (SD = 14.6), while the post-test average rose to 91.1 (SD = 3.2)(F. A paired t-test confirmed significant differences (t = -8.501, p < .0001).

COGNITIVE TEST

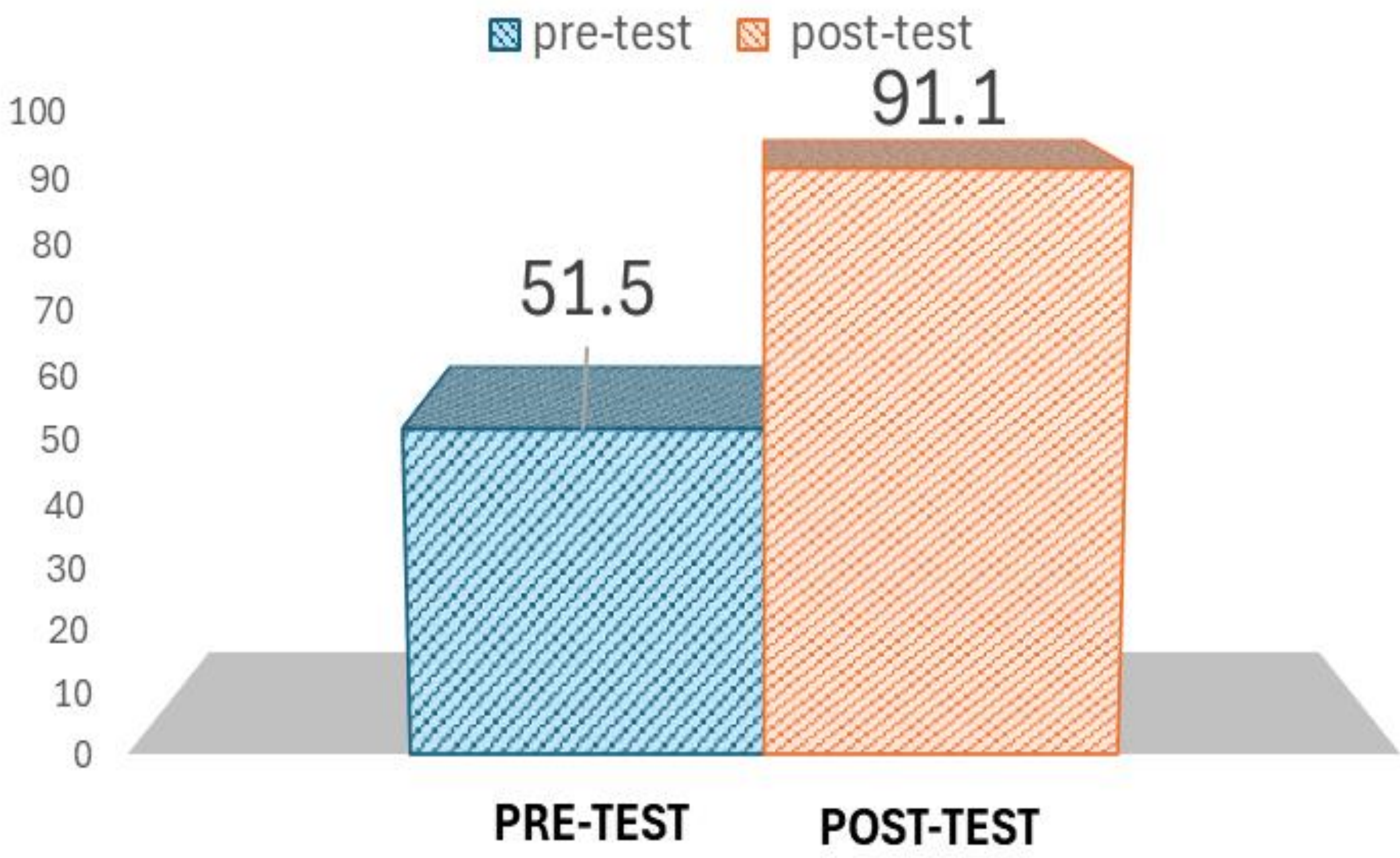


Fig1

Aim

- This study implements a gamified teaching model to explore the effectiveness of nursing staff in guiding immunosuppressive medications, transplant care knowledge, and drainage tube management.

Methods

- From March to June 2024, the author designed a gamified teaching strategy focusing on post-operative care, immunosuppressive medications, and drainage management for liver and kidney transplant patients.
- The approach combined traditional teaching with RPG (Role-Playing Game) simulations, fostering a dynamic and interactive learning environment. This method aimed to enhance engagement and facilitate repeated knowledge acquisition.
- From July to September 2024, 11 nursing staff members participated in a pre-and post-test study using a self-developed questionnaire to measure changes in knowledge. An RPG scoring competition was also implemented to motivate ongoing learning.

Conclusions

- Nursing is an applied science, and its knowledge gains value through practical application.
- The gamified teaching strategy effectively bridges clinical practice and knowledge learning, making the process more flexible, engaging, and beneficial.

