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PRESENTATION OF A “PLAY-WOUNDS” GAME TO TEST WOUND AND HEALING KNOWLEDGE

Laurent Chabal¹, Françoise Cinter¹.

¹ *Haute Ecole de Santé (Genève, Switzerland)*

Aim: Propose an interactive and evolutionary computer product that allows players to assess and develop their knowledge on wounds and healing.

Method: The project conceived and developed in 1990-1991 by a stoma therapy nurse, manager of nurse treatment was resumed and developed. Inspired by a type of game, Trivial Pursuit[®], it can be played individually or in a group. The period database has been reviewed and updated. The nursing students were able to test the tool multiple times and their returns were considered.

Result: The first version is proposed during this conference. By the bias of present interactive terminals, 5 main themes were submitted to the participants: anatomy-physiology, wound description, healing process, wound typology and healing factors. It includes true/false questions and other multiple choice questions, with or without a photo to which some are to respond in a given time. The winner is the person who makes the least amount of errors in the 5 proposed items.

Discussion: A development of the tool is planned, notably to propose a version for specialists including the development of a theme on preventative and therapeutic alternatives. The questions/responses must be updated and developed regularly.