Learning is Serious Fun!
Engaging staff differently

Healthcare staff need to provide safe, effective patient care - learning, continuing education and development are essential to maintain professional practice. How do we persuade people to engage with their self-development when they are experiencing increased pressure on both resources and time? New and innovative approaches are called for to address this challenge. We propose the use of educational games and graphic novels to engage staff differently, focussing on reflective learning, catering for differing learning styles and using time effectively. These resources harness the enjoyable aspects of playing or reading to deliver learning and information and have proved popular with Homerton staff and students. We promote these resources widely and have attracted new users to the library service through the provision of novel learning solutions.

Serious games
Our collection of health-related board games are suitable for all staff. They are easy to play and only require light touch facilitation with a typical games session lasting around 1 hour. The players work in teams and in the course of the game share their experiences, reflect on new information and have fun!
The games serve to reinforce key messages, they encourage teamwork and may also have a role to play in patient education (as yet unexplored).

A unique resource
We believe our growing collection of medically-themed graphic novels (cartoon books) is a unique resource within NHS libraries. The books provide powerful learning opportunities for clinicians and students to gain an illustrative insight into medical conditions from a patient perspective. The visually-arresting images in these novels can also be used to assist patients in the understanding and acceptance of their conditions.

Learning should be fun. & these games are just that - a fun way to learn. By engaging in conversations & discussions with other players as you answer questions to move your counter around the board, not only do you learn something, you also build relationships with colleagues. - (Head of Professional Education, Learning and Development)

I borrowed the Pressure Ulcer game, which the nursing staff enjoyed. Their feedback was that the game encouraged team working & updated their knowledge. As they received the information as such an opportunity to assist learning needs & I was able to reiterate points anterior & later rather than just stated incidents. - (Practice Development Nurse)

I borrowed the book on a patient to use with a group session / and working with. The book gave an insight into what it feels like to suffer with depression. I used it & at a telling point with the group session & able to externalize their experience, I think graphic novels have huge clinical relevance, and have recommended them to my colleagues. - (Junior Psychologist)

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