Using Games to Implement Recovery Language
Innovative Patient Education

SIGMA THETA TAU INTERNATIONAL, 44TH BIENNIAL CONGRESS
INDIANA, INDIANA USA
27 OCTOBER – 1 NOVEMBER 2017
Speaker has no conflicts of interest or disclosures to make and has not received any financial or in-kind payment related to today’s presentation.

**LEARNING OBJECTIVES** ~ the student will be able to

- Identify a theory associated with use of games in learning.
- Define a benefit of games in integrating recovery-based language into nursing practice.
- Discuss one positive impact of the therapeutic relationship resulting from this pilot study.
Recovery Language is Patient-centered Language

“Watch your thoughts; they become words.
Watch your words; they become actions.
Watch your actions; they become habit.”

~ Lao Tzu, 6th Century B.C.E.
Game-Based Learning Theories

- **Gamification**
  - Turn the world into a meaningful but playful game where learning objectives are met
- **Game-based learning**
  - Interprets or reframes existing games/game worlds to apply and analyze concepts
- **Motivational learning**
- **Self-autonomy**
  - Sense of ‘playfulness’ most important to reinforce enjoyment and retention of learning
Let the Games Begin!

- Problem - to modify employee language and behavior
  - Initial 8.5 hour training of 40 staff
  - Pilot study, unit with 100% participation, nursing single discipline
  - 8-month long, 5-tiered educational game scenario
  - Qualitative & Quantitative analysis. Finished as Lean Sigma project

- Shift in language and thought needed to change 1st in nurses before incorporating patients

- Needed new gamification instructional design, goal-setting, and self-determination theories - combined with motivational learning theory
All joined the Race to Recovery!
Learning, Recognizing, Replacing non-recovery based language
Nurses engaged Patients even in the Med Line!
Environment included word scrambles, recovery language groups, and related prizes!
The Milieu became a True Community
Everyone earned and chose Prizes!
Thank you joining our fun today!

We hope you learned something new to take home and apply.