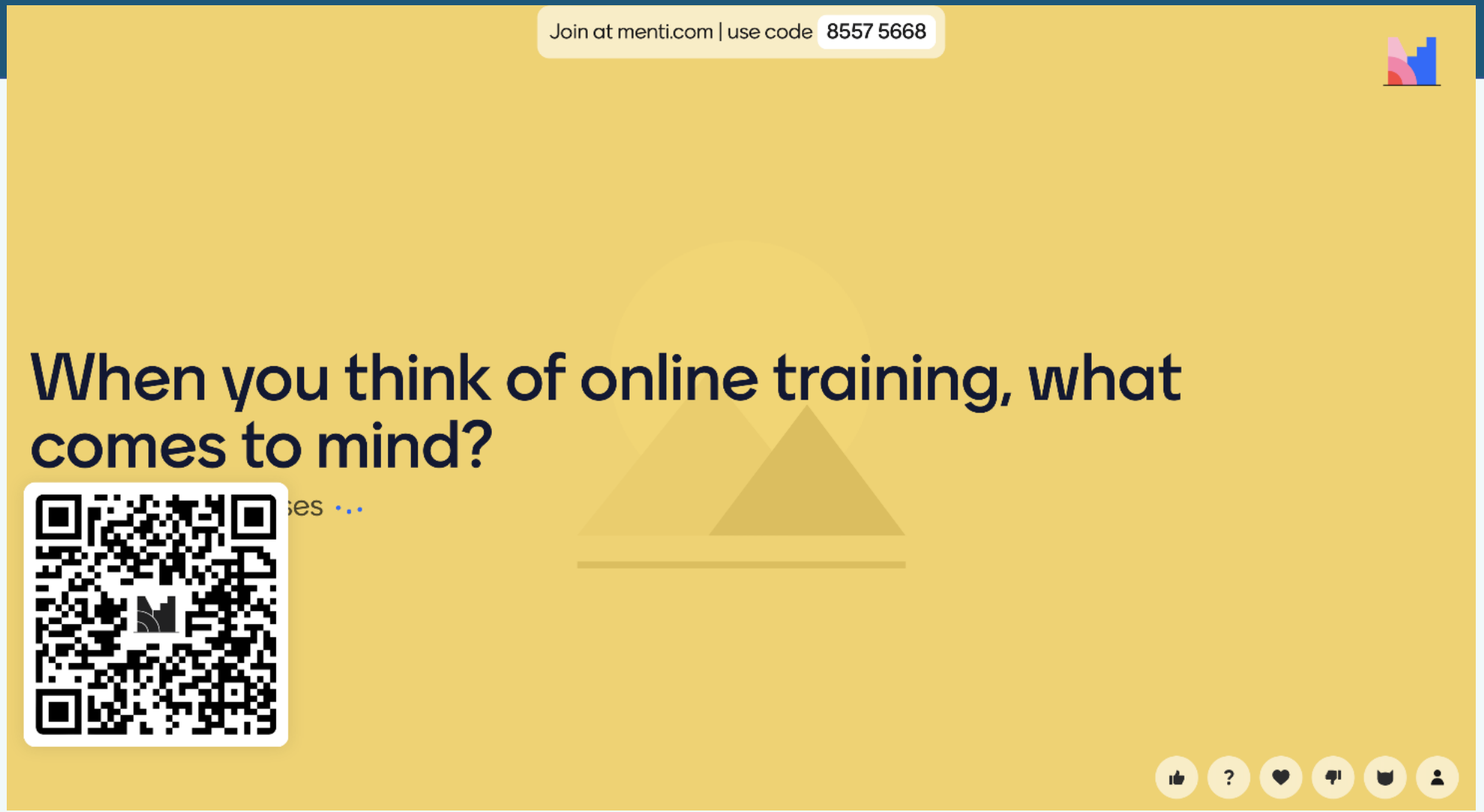
Escape the Norm of Team-Based Training and Education:

How to Create a Healthcare Design Escape Room

15 FEB 2024

12:00 – 1:00pm EST

Warm Up!



https://www.menti.com/aluebi271sr9

Modern Online Modules + Onboarding

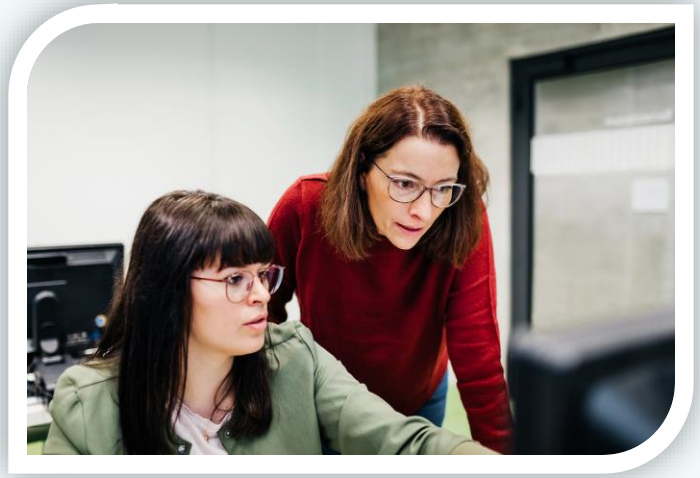
More distractions

Less oversight

Reduced motivation

Lack of continuity in applied learning

Why Escape Room?[1-3]



Increase Engagement

Think Harder

More Active in Learning

NIHD's Workshop Application of Escape Rooms

Use **R.A.I.S.E** to help your design team create a new operating room based on the best evidence based design research.

- **Re-think:** How do we identify problems or ideas to explore?
- **Appraise**: Where can I find reputable information and how do I read it?
- **Inquire**: Who do I include when I am searching for and appraising evidence?
- **Study**: What are things I need to consider when I am looking to conduct research with or without people as participants?
- **Empower**: What are the next steps to help others learn what I have found out?

Place your answers in the Google Form at the bottom to escape the room.

Creating a Virtual Escape Room | The Platform

Google

Versatile and Free!
2-Dimentional Customization

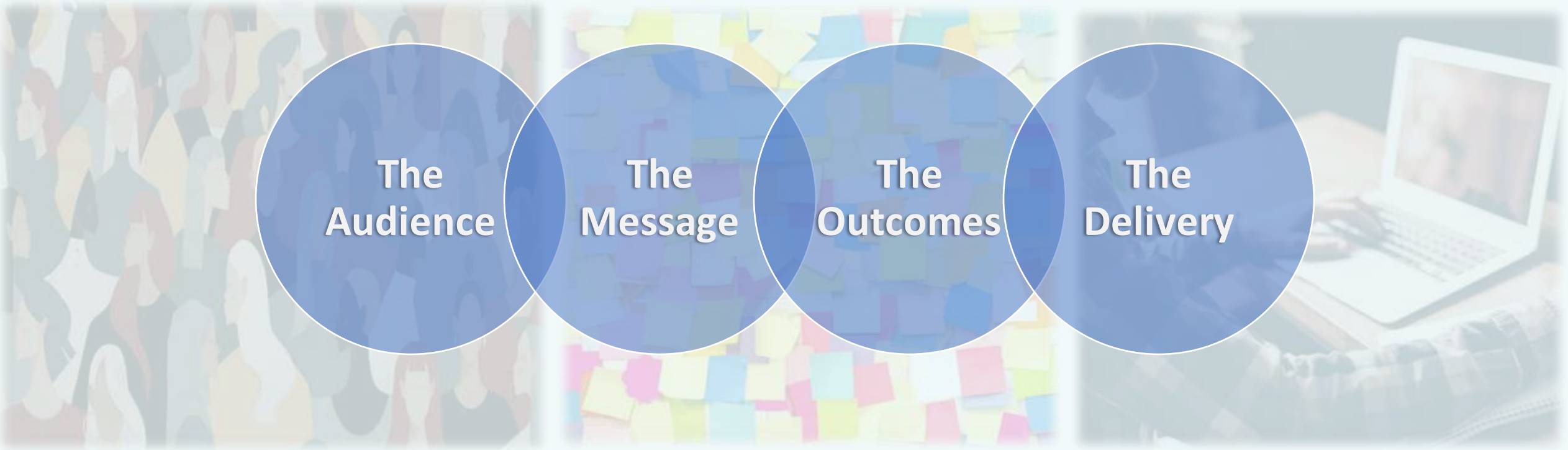
genially

Versatile and Free!
Dynamic with Built-In Features

THE ESCAPE GAME

At Cost
3-Dimensional, Group Exploration

Creating a Virtual Escape Room | The Concept



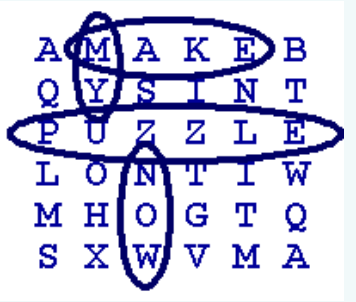
Creating a Virtual Escape Room | Crafting the Challenge

Google Doc

Google Drawing

Google Form

Google Site



External Puzzle

Creating a Virtual Escape Room | Crafting the Challenge

Situational Brief

SCENARIO: Your team has been assigned to renovate Centerville Community Health Clinic which resides in a small town in the Rocky Mountain West region of the United States. This health clinic is over 60 years old, and the last renovation was in 2004. Since then, the population has expanded to 15,000 residents. The clinic currently offers primary care services with rotating specialty clinics supplied by a metropolitan hospital system 3 hours away. Using the R.A.I.S.E. acronym as guidance, search the clinic for clues for unique considerations necessary when designing for community-based health centers. Input your answers in the Google Form at the bottom to 'escape' the room!

Guiding Framework for Exploration

RETHINK [R]: First, RETHINK how to lead your team to determine what is critical to creating a community health clinic design through discussing core concepts of what it 'means' to live in a rural or small town by clicking on the nurse.

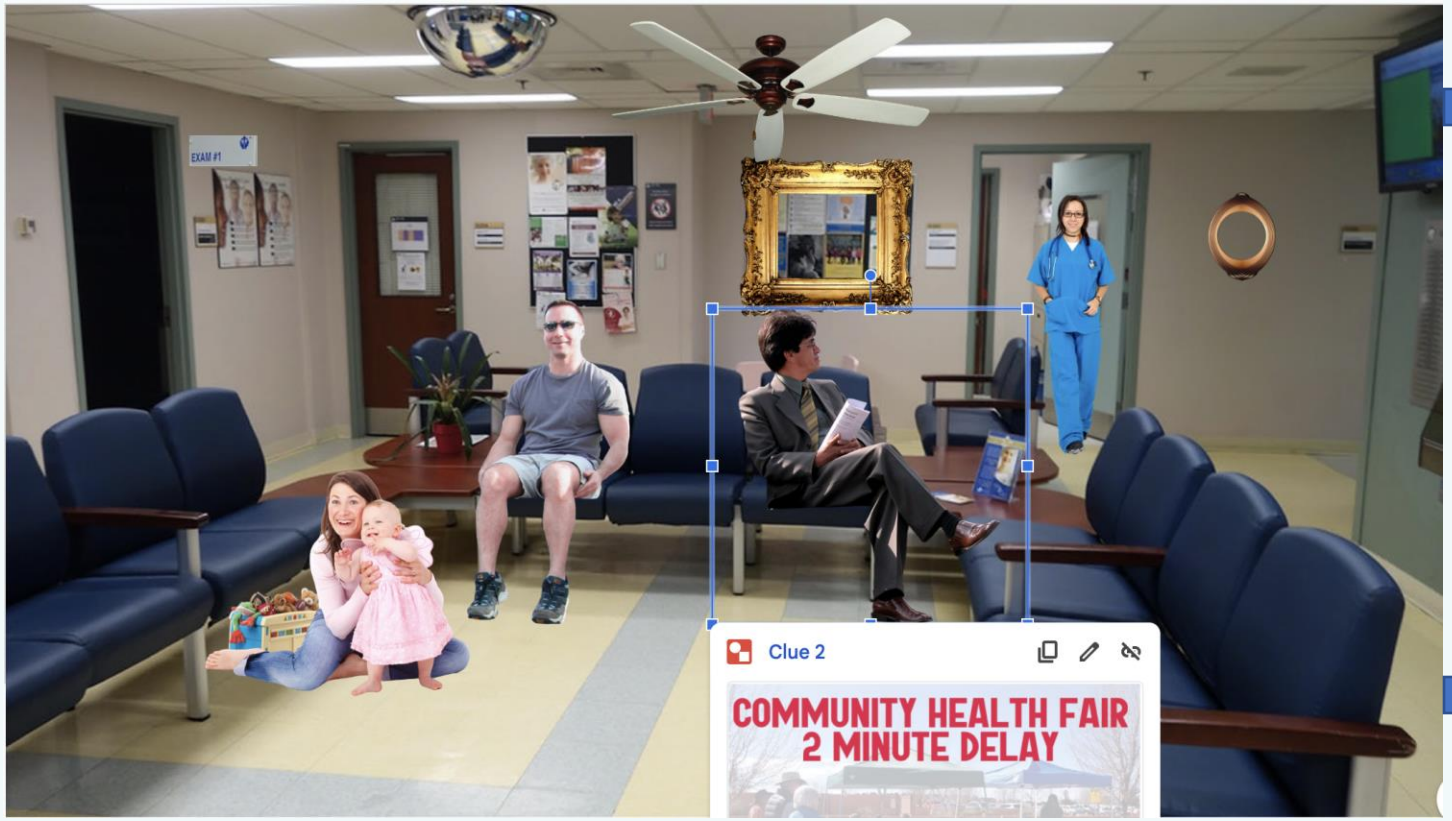
APPRAISE [A]: Second, APPRAISE articles that provide key information from recent research and quality improvement projects.

INQUIRY [I]: Third, INQUIRE who should be included in the design development meeting to help make design decisions from a community participatory perspective.

STUDY [S]: Next, STUDY the input from community members and the important features needed in the design of the clinic based on the interactive components of the room.

EMPOWER [E]: Then, EMPOWER the team to design a research study to evaluate the success of the clinic design. What are the best metrics to study?

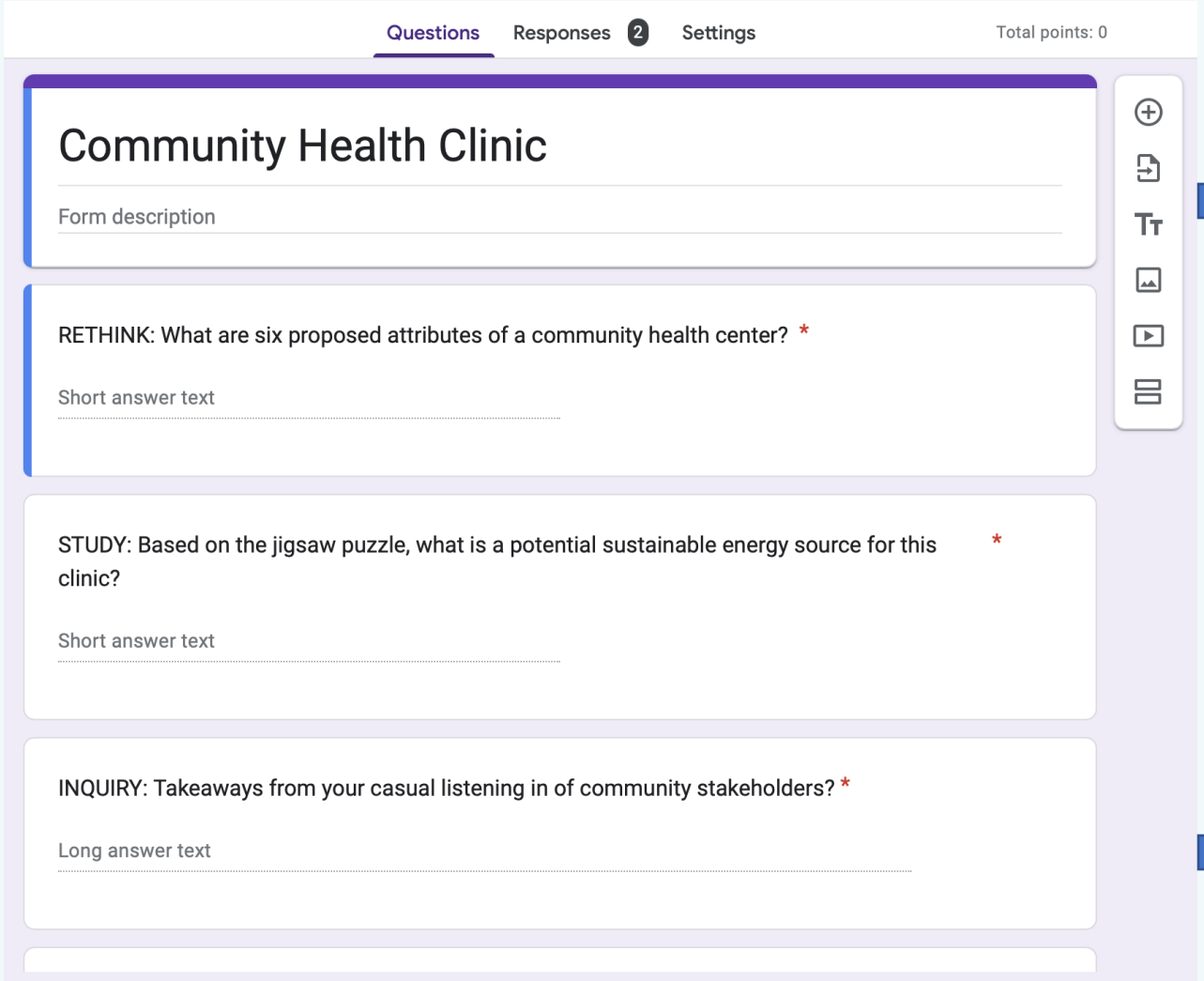
Creating a Virtual Escape Room | Crafting the Challenge



Base photo of appropriate depth

Use other images and link to clues, puzzles

Creating a Virtual Escape Room | Crafting the Challenge

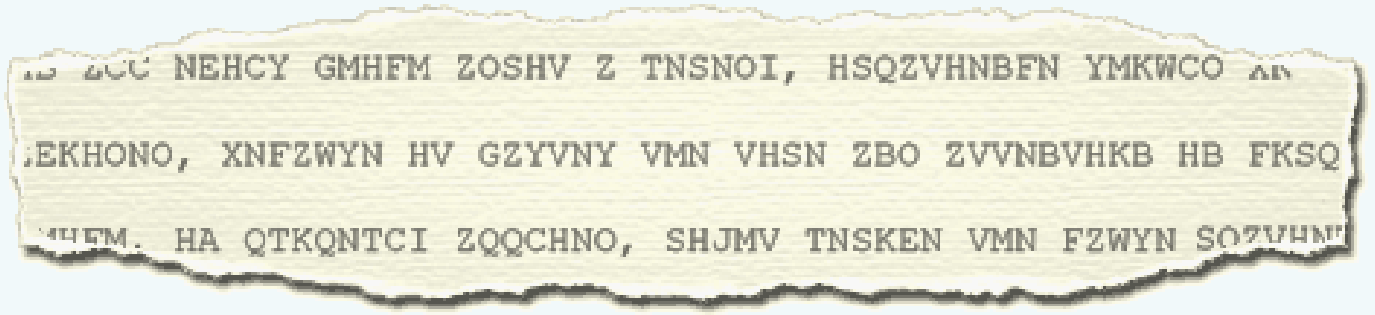


Collate Responses for Group Insights

Short and Long Response Text – Wider spectrum of Thought

Creating a Virtual Escape Room | Crafting the Challenge

False Clues



Cryptograms

Creating a Virtual Escape Room | Crafting the Challenge

The Daily H

Sunday, August 30, 2023

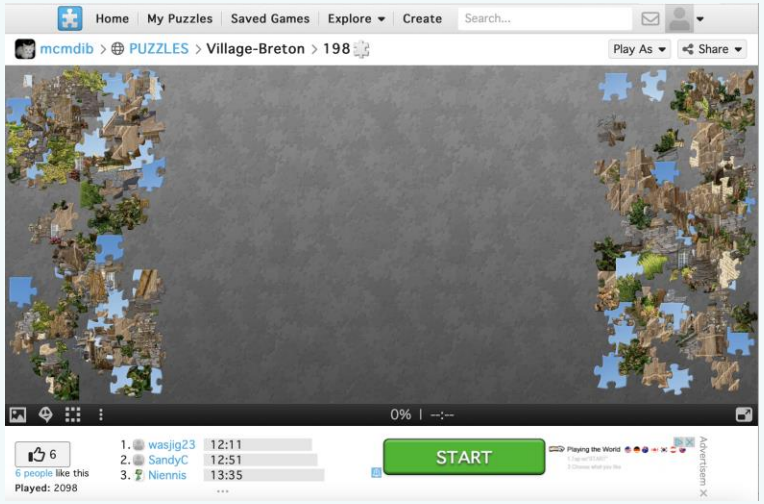
Renovation for Local Clinic

CENTERVILLE- Through a United States Department of Agriculture grant and local donations, the Centerville Community Health Clinic (CCHC) is progressing on a long-planned renovation of its 5,000 square foot facility. With the influx of young professionals in Centerville, CCHC is shifting their approach to types of healthcare services now needed.

Medical Director Dr. Mary Wyatt notes. 'After a declining economy for decades, the increase in a young population is much welcomed as our area enjoys the jobs created from the new technology and research development park,' she adds. The increase in diversity also creates opportunity for local involvement in the clinic's renovation planning.

Newspaper clippings & talking squirrels

www.fodey.com/generators



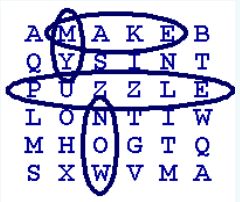
Jigsaw Planet Puzzles

www.jigsawplanet.com

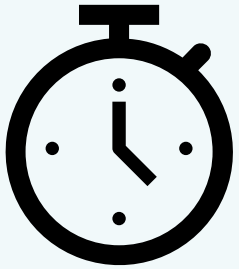
https://www.jigsawplanet.com/?rc=play&pid=1608a6a54bfd

Interactive Clues

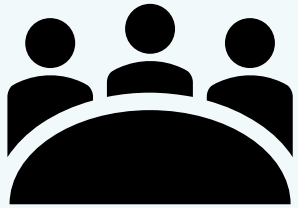
https://view.genial.ly/64cbe8e8c786590019ffa6da/interactive-image-community-health-clinic-escape-room



Creating a Virtual Escape Room | The Evaluation



Time to Completion



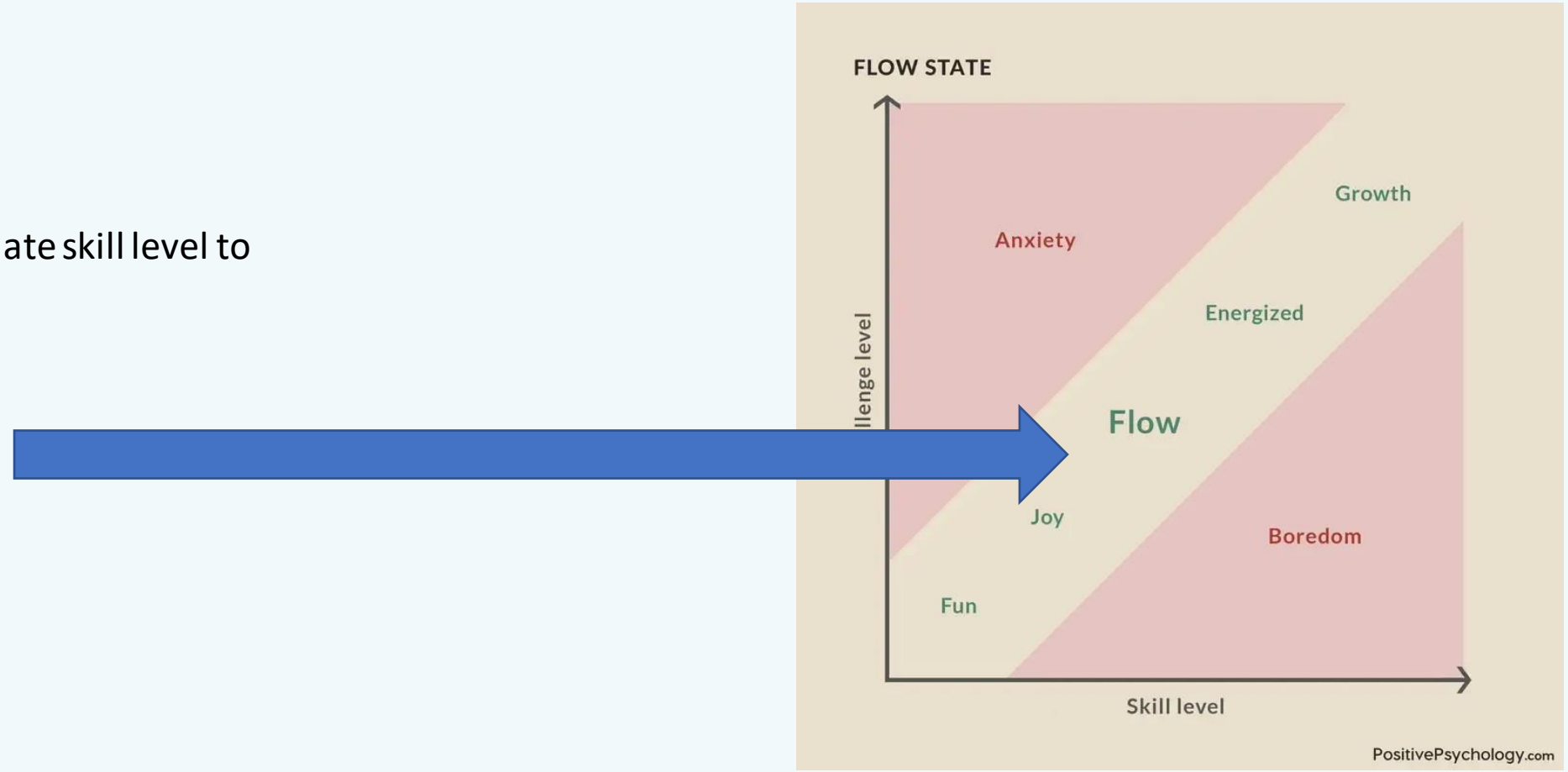
Team Dynamics/Group Behaviors

Plasticity in Thought/Approach

Form Answer Accuracy

Creating a Virtual Escape Room | The Experience

Achieve flow via appropriate skill level to challenge level!



https://sites.google.com/arizona.edu/research-workshop-community/home

Creating a Virtual Escape Room | Putting it all Together

PRACTICE!

https://nursingihd.com/raise-the-bar-for-healthcare-design

References

1. Veldkamp, A., van de Grint, L., Knippels, M.-C. P. J., & van Joolingen, W. R. (2020). Escape education: A systematic review on Escape Rooms in Education. *Educational Research Review*, *31*, 100364. https://doi.org/10.1016/j.edurev.2020.100364
2. Manzano-León, A., Rodríguez-Ferrer, J. M., Aguilar-Parra, J. M., Martínez Martínez, A. M., Luque de la Rosa, A., Salguero García, D., & Fernández Campoy, J. M. (2021). Escape Rooms as a learning strategy for Special Education Master's Degree Students. *International Journal of Environmental Research and Public Health*, *18*(14), 7304. https://doi.org/10.3390/ijerph18147304
3. Veldkamp, A., Knippels, M.-C. P., & van Joolingen, W. R. (2021). Beyond the early adopters: Escape Rooms in science education. *Frontiers in Education*, *6*. https://doi.org/10.3389/feduc.2021.622860

Creating a Virtual Escape Room | Putting it all Together

STEPS

1. Create the scenario [SETTING; POPULATION; TIMELINE/TIMEFRAME; KEY CHARACTERISTICS MATCHING OBJECTIVES]
2. Create your clues [Jigsaw Planet; Genial.ly; Kidzone.ws; Abcya.com/games; fodey.com]
   - Use Google Document to also create false clues or 'static' clues that are in picture only
3. Open Google Drawing [Create your pictures, images THEN click on each item to insert the URL link to the clue]
4. Open Google Forms [Create the 'locks' to your escape room via the questions and answers based on clues]
5. Open Google Sites [Create a site, then title the page and textbox for your scenario; then, insert Google Drawing + Form]
6. Publish the Google Site (top right) and ensure link is shareable with everyone
7. Create a facilitator or trainer guide which has the clues listed and answers to the form