



inDemand: Demand driven co-creation for public entities

CHALLENGE 4: Orientation game for healthcare professionals and students

Pitch

An interactive, digital orientation game for student interns in hospitals.

Motivation and description

The orientation of social and healthcare students demands a lot of resources from multiple actors. Partial digitalisation of general information sessions for students would conserve human resources.

Main objective

The interactive orientation game could motivate students to actively familiarise themselves with hospital operations, and thus conserve human resources.

Requirements for the proposals

The orientation game will feature the contents of the general information sessions. The information content will proceed according to the structures of the hospital's responsibility areas and departments. The game will also contain e.g. a data protection and security exam, pharmacy calculation exercises, a video introduction to the patient record system, an alphabet for documentation, information about collegialism, basic hygiene rules for infection control, a video about hand washing, and a welcome video from the organisation. The application will also have an exam for students and reporting tools, e.g. a printing tool for printing results. Additionally, the game will include checkpoint tasks that must be completed in order to continue to the next section. The application should be available in Finnish and English.

The study coordinators of the hospital will send a personal activation code for the application to all students. The student can display their competence to supervisors through the reporting tool.

Business opportunity

The development need concerns the entire hospital and is applicable to broader use: the elements in the game are uniform, it has a general introductory section for the organisation directed to all users, introductory sections for the different responsibility areas of the hospital, and separate sections for the different departments of the organisation. Each section contains video clips and links to learning materials with exams that need to be completed before the beginning of the internship period. Playing through the game earns the user a printable certificate, which verifies that the user has achieved a certain level of competence and can begin orientation to a department unit.

The orientation game is applicable for social and healthcare actors (five university hospitals, several central hospitals, health centres and service units). It can be easily tailored to different organisations for the orientation of new employees. It is applicable to different industries and occupations as well, e.g. for familiarising enterprise groups. On a national level this could mean introducing regional activities and actors and the actual place of business, where the new employee is to settle in.

With different language versions, the orientation game can serve global needs through the modification and tailoring of content areas to fit different countries and organisations. The training game is a modern tool for orientation, which enables independence to space and time. It saves the time of orientation trainers and trainees. Trainees can familiarise themselves with the materials in advance, when they get the digital key.