

HEART-OPOLY™: A Cardiac Nursing Game for Enhancing Clinical and Leadership Skills

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“Empowering Nurses Through Innovative Learning: Mastering Skills for a Healthier Future!”

BACKGROUND

Healthcare is constantly changing, and nurses must continuously improve their clinical and leadership skills to navigate complex healthcare systems.

Continuing professional development is a lifelong process where nurses engage to maintain clinical competencies and achieve career goals.

Traditional education methods, such as lectures and case studies, often fail to replicate real-world decision-making scenarios, showing the need for innovative educational tools that incorporate active learning.

PURPOSE

This quality improvement (QI) project aimed to improve clinical skills, promote leadership, and encourage connection to unit culture for Cardiac Stepdown Unit (CSDU) nurses by implementing an innovative approach to professional development through gamification called HEART-OPOLY™.

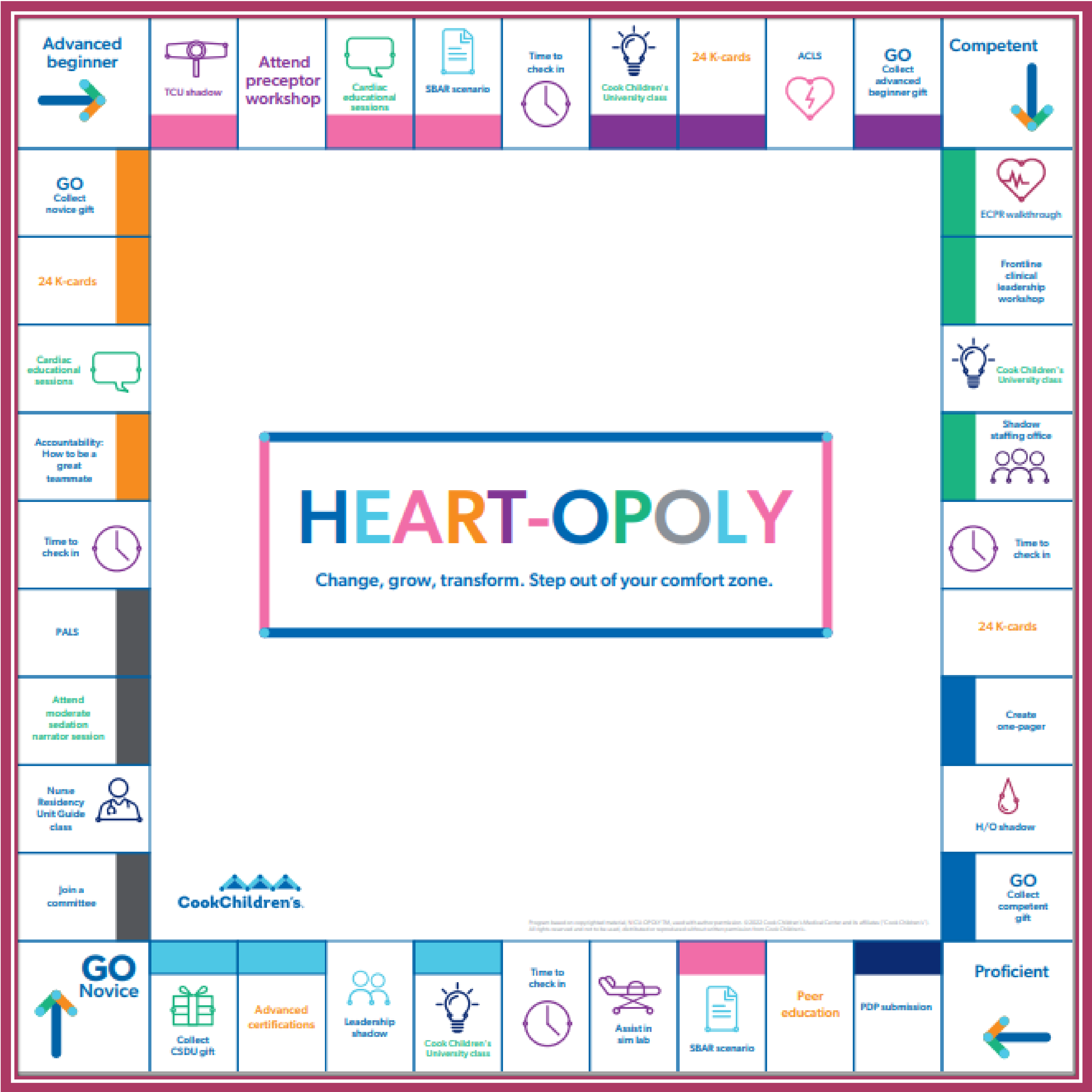
IMPLEMENTATION STRATEGIES

Plan: The clinical nurse leader (CNL) collaborated with unit managers and the educator to identify gaps in unit nurses' leadership and clinical skills that impact quality metrics, such as surgical site infections and central line associated bloodstream infections.

Do: Developed HEART-OPOLY™, which was not just a game but also a comprehensive guide to help nurses master critical skills. Incentives were introduced to motivate and support nurses.

Study: Nurses will complete a post-survey after level achievement, Novice, Advanced Beginner, Competent, Proficient. Surveys are a crucial assessment of the skills learned and provide feedback to leadership. The CNL will also track other metrics, including certifications and class participation.

Act: Analysis of survey responses and check-in feedback will provide insight for improvement and sustainment efforts.



OUTCOMES AND CONCLUSION

- Anticipated outcomes include:
- Enhanced clinical skills
 - Satisfaction within the nursing team
 - Engagement on unit initiatives

Healthcare systems must provide nurses with opportunities to learn new skills and ensure safe patient care.

Creating a monopoly-style game to guide nurses in mastering unit-specific skills may help them achieve career goals, enhance satisfaction, and improve overall professional development.



References

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