

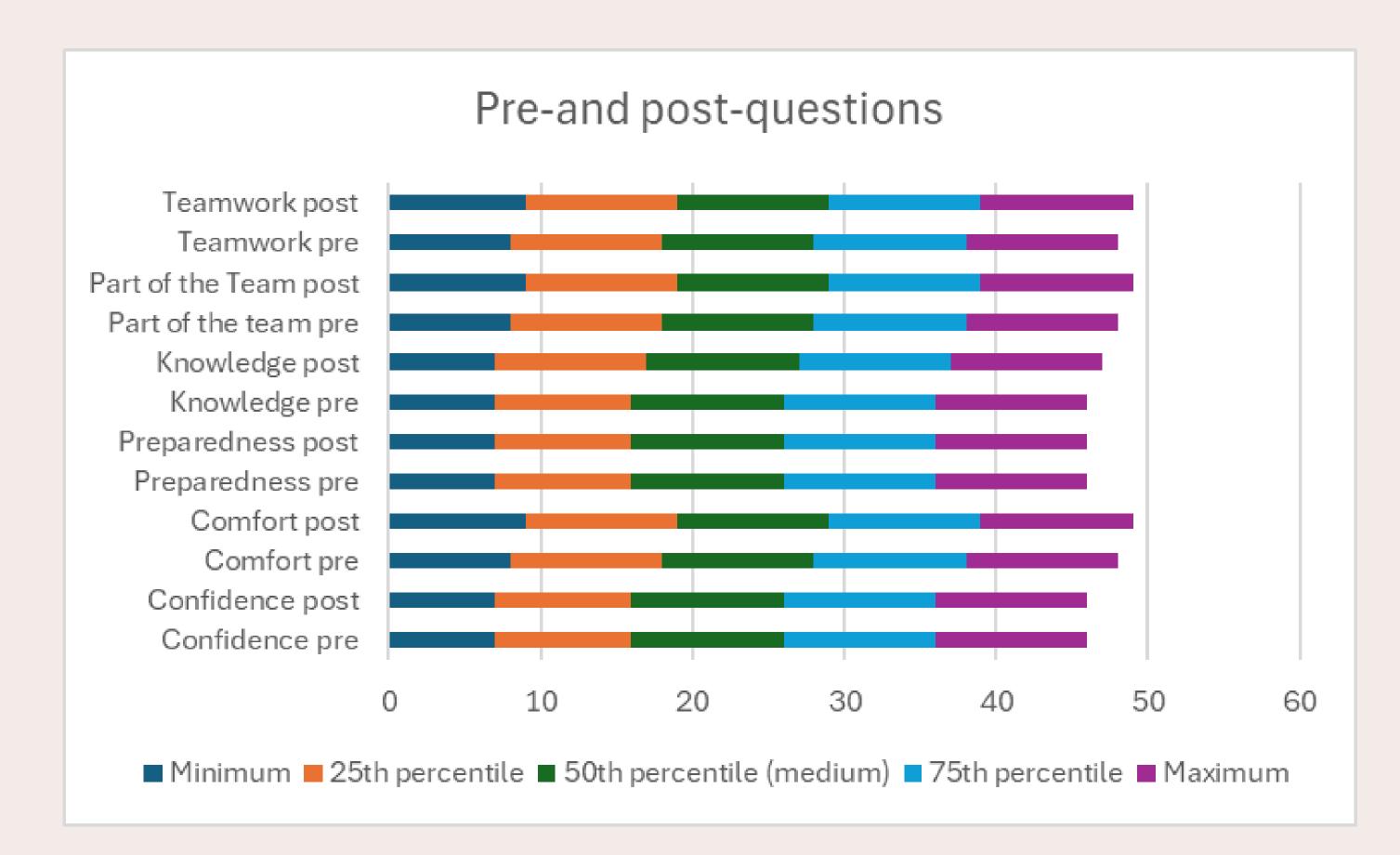
Impact of an Escape Room Educational Intervention for Telephone Triage Nurses

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Purpose - This study examines the impact of an escape room educational intervention on the knowledge, preparedness, and confidence of nurses who work in pediatric telephone triage, as well as examining the effect of the intervention on perceptions of teamwork.

Background- In pediatric telephone triage, nurses assess pediatric health concerns with the caregiver, using guiding documents and algorithms (Milne Wenderlich & Herendeen, 2021). These services have been shown to decrease emergency department and urgent care visits (Poole et al., 2021). However, misinterpreted or absent data could create delayed access to care. This is enhanced in pediatric settings, where the triage nurse depends on a caregiver's interpretation of pediatric health. Ongoing educational efforts are vital to review good catches and missed opportunities and ensure that all team members have access to updated information and algorithms.

This study evaluates the use of an Escape Room educational intervention to encourage participation and engagement. Studies have shown that Escape Rooms are enjoyable and stimulate learning (Gomez-Urquiza et al., 2019; Bright & Ulmen, 2023).







Methods - This study used a quantitative pre-post study. Six Likert-scale questions focused on pre- and post- intervention comparisons, while four questions addressed participant satisfaction.

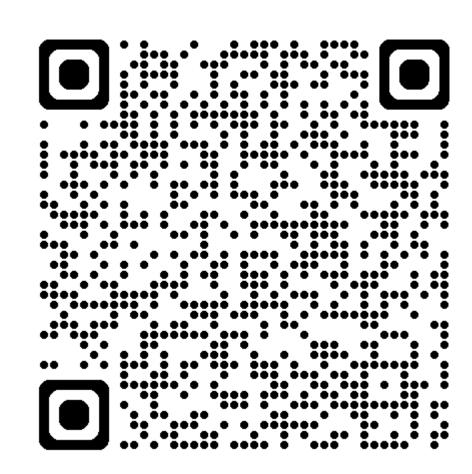
Results

The sample had a long tenure in nursing, with 81.57% having 15 years or more of nursing experience. Length of time working in telephone triage was fairly equally divided between groups who had worked for 0-2 years (26.32%), 3-5 years (23.68%), 6-8 years (21.05%), and 9-11 years (21.05%). Education levels were high with 86.84% of the sample holding a BSN and/or MSN degree.

A Wilcoxon signed-rank test showed that there were significant improvements in nurses' confidence (Z = -2.308, p = 0.021), preparedness (Z = -2.232, 0.026), and knowledge (Z = -2.414, p = 0.016) after the escape room intervention. Positive trends were also observed in comfort with peers, feeling part of the team, and teamwork, although these changes were not statistically significant (p > 0.05). The median scores for all measured aspects were consistently 10 for both pre- and post-intervention.

Question	n	Min	Max	Percentiles		
				25 th	50 th (Median)	75 th
I feel that this activity was a good use of my time	35	1	10	10	10	10
preferred this activity to a ecture format	34	1	10	9	10	10
This activity captured my	34	5	10	10	10	10
l learned additional ways to assess patients over the phone	34	1	10	9	10	10

Questionnaire



References

