

# Game-based learning to fight bacteria in cleanrooms



## An innovative game-based training tool to promote handwashing and handrub in hospital pharmacies

Alexandra Garnier<sup>1,2</sup>; Clemens Haerder<sup>3</sup>; Christian Dubs<sup>3</sup>; Pascal Bonnabry<sup>1,2</sup>; Lucie Bouchoud<sup>1</sup>

<sup>1</sup> Pharmacy, Geneva University Hospitals, Geneva, Switzerland

<sup>2</sup> Institute of Pharmaceutical Sciences of Western Switzerland, School of pharmaceutical sciences, University of Geneva, Switzerland

<sup>3</sup> InTheBox Consulting GmbH, Sandackerstrasse 7, 8200 Schaffhausen, Switzerland

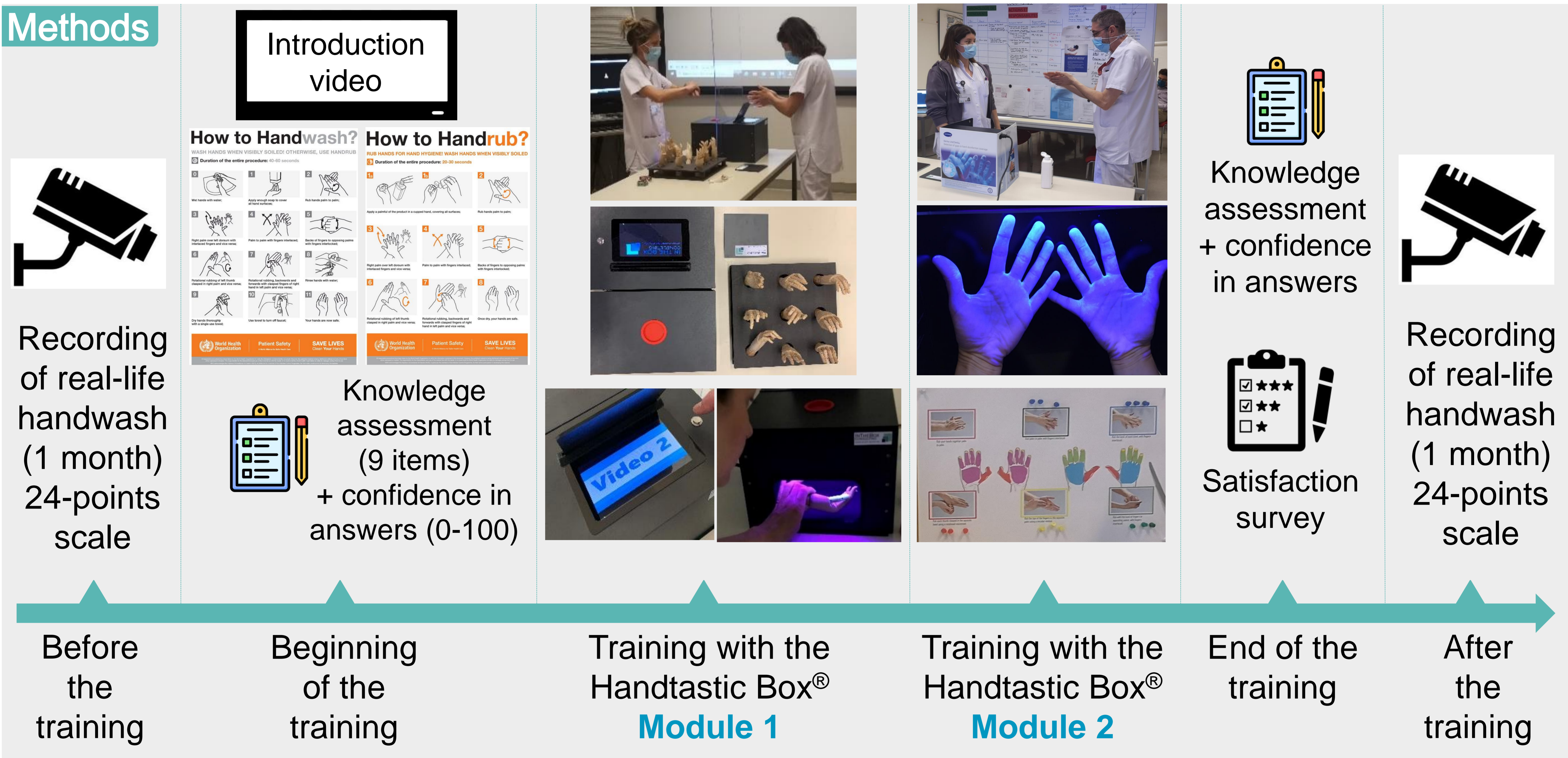
### Objective

To measure the effectiveness of the **Handtastic Box®** created to teach handwash and handrub

### Conclusion

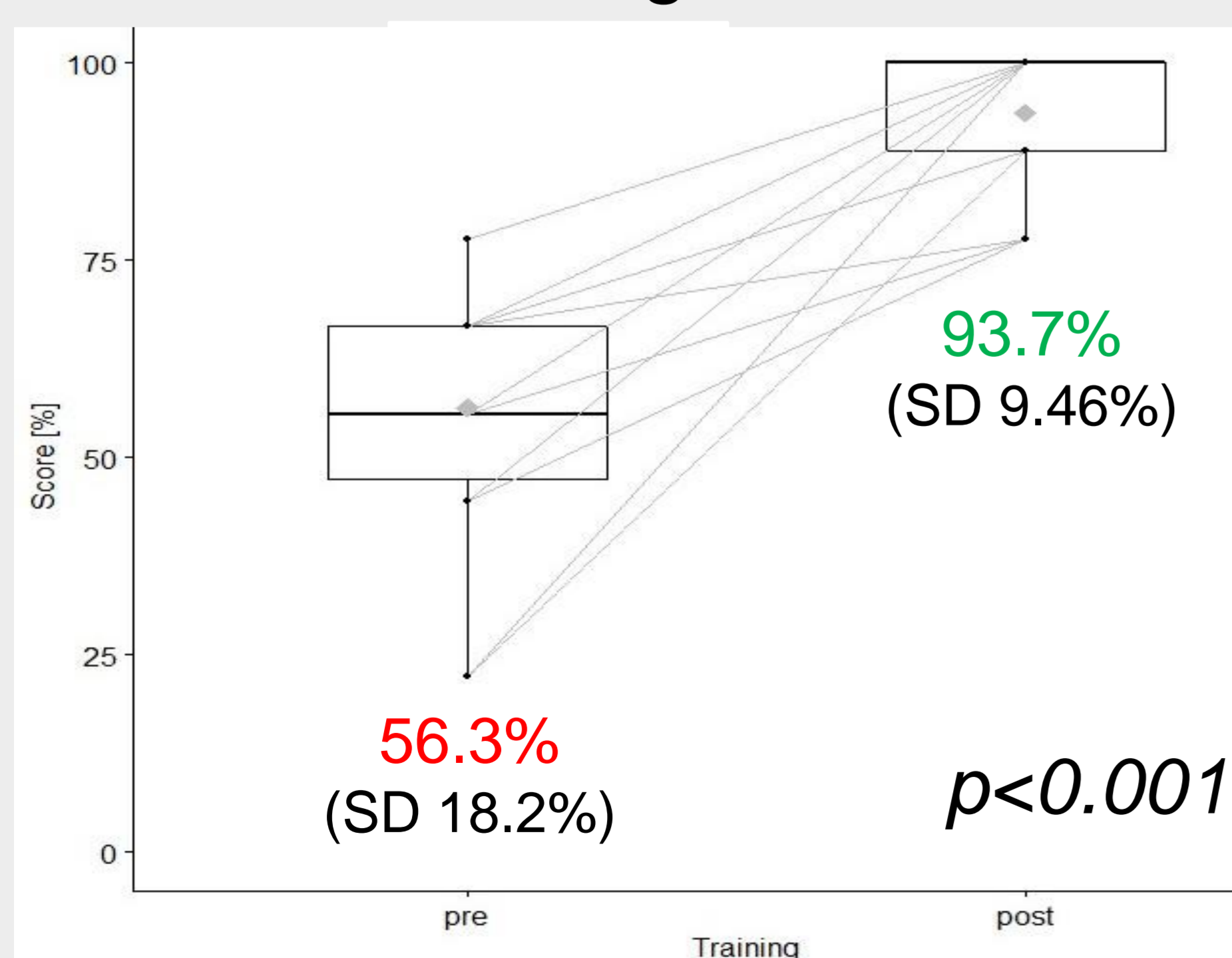
- Practical and deliberately **repeated application** of learning targets promote behavior change and sustained learning
- Memorable, interactive and **playful** training

### Methods

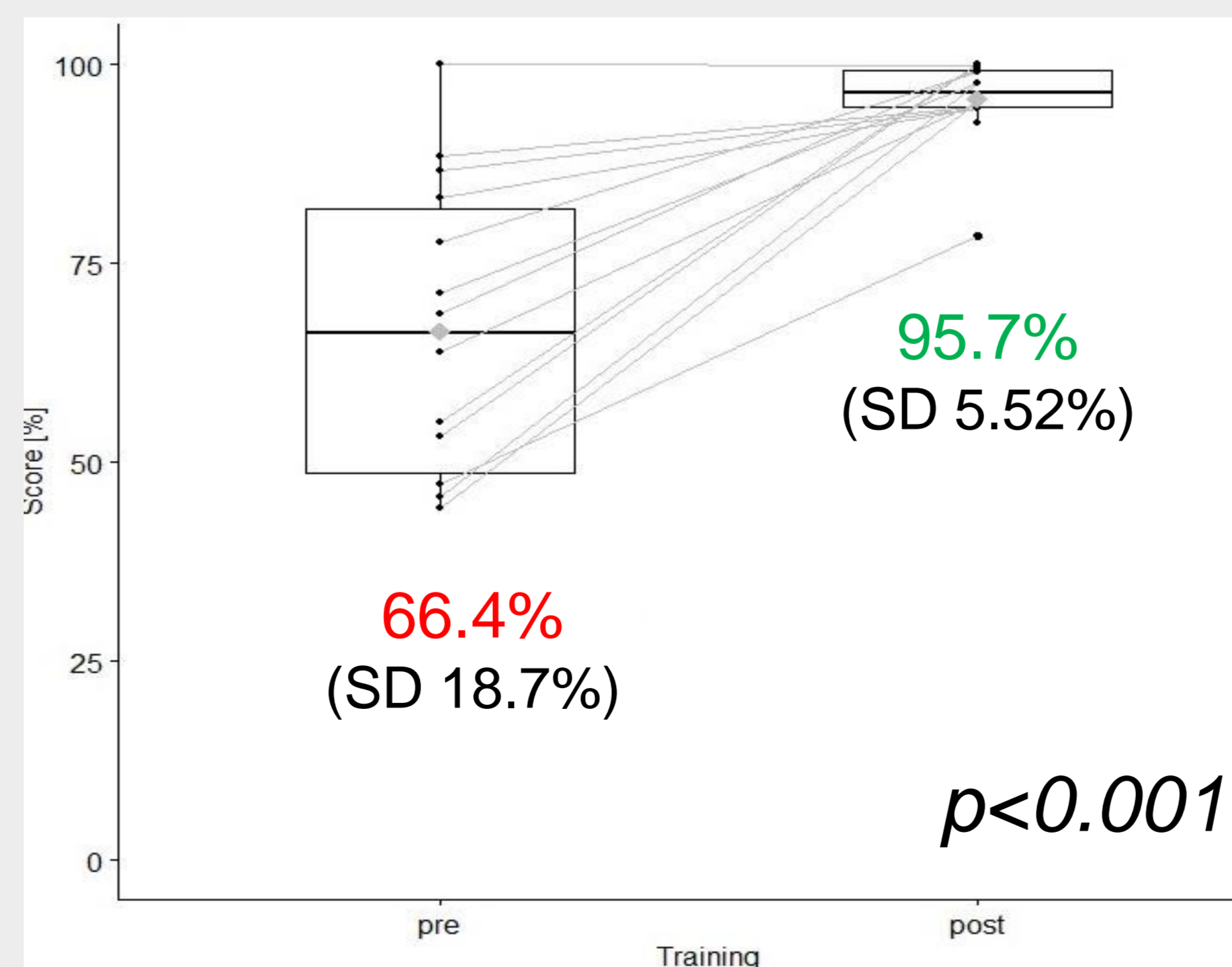


### Results n=14

Effect of the **Handtastic Box®** on the knowledge assessment



Effect of the **Handtastic Box®** on the confidence in answers



Effect of the **Handtastic Box®** on real-life behavior

