



The Stroke Game Overview

Stroke Journey Learning Tool

www.StrokeGame.co.uk

@TheStrokeGame

Developed With





The Stroke Game

Staff education is vital to the delivery of safe patient care. Small incremental improvements to care delivery can have a significant effect on patient safety and outcomes.

But how do you engage busy frontline staff with new ideas and ways of working when their time and your resources are scarce?

That was the challenge facing Chest Heart & Stroke Scotland (CHSS) and NHS Lanarkshire Stroke Services when they decided to help frontline healthcare staff develop a better understanding of the stroke pathway. They wanted a tool that would be learner-led, engaging, effective and easy to deliver. They really wanted participants to discuss and explore new ideas and concepts rather than being lectured to. Ideally the tool would be self-supporting requiring no specialist facilitator.

What we did

They decided that the ideal solution would be a board game. They asked Focus Games Ltd to develop The Stroke Game to help frontline healthcare staff better understand how patients are managed at the four key stages of the stroke pathway:

- 1. Emergency**
- 2. Acute**
- 3. Rehabilitation**
- 4. Community**

The Stroke Game is a practical group learning tool built around evidence-based scenarios and best practice that stimulates discussions and reflection. The game is easy to play and delivers a highly effective blended and interactive learning experience directly mapped to the stroke pathway. It enables players to discuss, share and reflect on questions and scenarios in a safe and supportive environment.

“The Stroke Game will be a valuable and interactive addition to the portfolio of learning opportunities already available for the multi-disciplinary teams that care for people who have had a stroke. This learning tool allows staff to learn in a fun and interesting way, learning from and alongside each other.” Lynn Reid, Head of Education Programmes, Chest Heart & Stroke Scotland.

The game was officially launched at the Scottish Stroke Nurses Forum conference in 2015. The conference was designed around The Stroke Game and was supported by the Association of the British Pharmaceutical Industry (ABPI). The ABPI has also funded the distribution of 100 copies of the game to stroke centres and universities in Scotland through a medical educational grant.

Campbell Chalmers, Chair of the Scottish Stroke Nurses Forum and Stroke Nurse Consultant NHS Lanarkshire said: ***“The Stroke Game allows multidisciplinary teams to share and learn together aiding communication and team work”.***

The game works in a wide range of health and social care settings including acute, primary care and community. It can be used for informal team meetings, structured study days, symposia and conferences. The game does not require a specialist facilitator which makes it a practical and cost-effective frontline engagement and learning tool.

Why board games?

Persuading people to think and behave differently is a useful skill. You can't improve frontline care delivery and performance without it.

So, if you want your colleagues to make small, but important, changes how do you persuade them to do it?

What would you do with family and friends when important decisions must be made? You'd probably sit down and discuss it with them. Why should the workplace be any different?

We believe that face-to-face collaborative discussions are the most powerful tools that we have for training and change. But group sessions must be structured, engaging and relevant to change thinking and behaviour. And you must replicate the discussions to guarantee consistency. This makes face-to-face engagement sound complex, risky and expensive. But we can make it easy, effective and affordable by developing a customised



board game for you.

We create bespoke games that are 100% relevant to your organisation. It doesn't matter if you've got 5 people or 500,000 people; our games will deliver the same outcomes. Every game played delivers the same messages and stimulates the same discussions across your organisation.

Because games manage themselves specialist trainers and facilitators are not essential to run sessions. Everything you need for a group session is in the box. Games work as standalone activities or can be woven into workshops and blended learning programmes.

***Learn more at www.StrokeGame.co.uk
Twitter @TheStrokeGame***





Scottish Stroke Nurses Forum
Annual Conference September 2015.

About Us

We've been developing educational board games in healthcare since 2004. Our games are built around specific healthcare issues and are easy to play but deliver a sophisticated learning experience.

Games encourage interaction, engagement, teamwork and fun. They are designed to bring people together and change their thinking and behaviour to improve collaboration and performance.

Our games simplify issues into a series of meaningful discussions and decisions that immerse players in a motivational process of learning through experience. Our games can deliver measurable changes in behaviour and performance.

The Stroke Game was developed by Focus Games Ltd in partnership with NHS Lanarkshire Stroke Services and Chest Heart & Stroke Scotland.



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