



A game about safety culture

Creating awareness among healthcare professionals about culture and behaviour regarding patient safety through serious gaming

Can you cure the patient?

“You and your team have to cure a patient that is locked into the hospital. You get 30 minutes to show that you know everything about risk management, patient experience and culture and behaviour and can solve the puzzles to cure your patient. By answering questions in these three categories, you can score points. Every two points is worth one puzzle piece of the puzzles that need to be solved in order to get the patient out of the hospital. With each question, you can score more points if you work together with your team and discuss the answers before answering the question. The game master will decide how many points you deserve and how many puzzle pieces you will get for each question. When you acquire all the puzzle pieces, you have to finish the puzzles to get to the solution of the game. The moment you unlock the padlock, the time is stopped and the game is won.”

Master Thesis | Mina Boogaard

MEDD
Improving healthcare by design & development

TU Delft