

Playing games in IPE: a Japanese and Scottish experience.

DIACK, L., JOSEPH, S., HAXTON, J.I. and MCFADYEN, M.C.E.

2014

Produced on the 25th March 2014 for the Great Britain Sasakawa Foundation.

Playing games in IPE: A Japanese and Scottish experience

Introduction

This Anglo-Japanese project was based on the World Health Organisation's recommendations on interprofessional working. Academics in the UK and Japan collaborated and shared good practice to develop an innovative international interprofessional educational tool- kit for health and social care undergraduate students. There is a global shortfall in well educated health workers who need to be adept at coping with today's health issues. Interprofessional working is a significant factor in addressing this.

Methods

This was an applied research project which developed piloted and evaluated an interprofessional tool. The four stages of the project are described below.

Stage 1

During a global meeting of interprofessional experts in Kobe Japan October 2012 discussions occurred relating to gaming as a learning strategy within interprofessional education (IPE). The board game, iPEG (Interprofessional Educational Game) was pioneered in Aberdeen and was identified as useful resource to introduce to Japanese students. iPEG introduced the learning objectives of professional roles and responsibilities in memorable learning style.

Stage 2

Monthly Skype meetings allowed the project partners to create a Japanese version of iPEG taking cognisance of cultural and language contexts.

Stage 3

The pilot phase of the project (October 2013) involved Japanese medical students only practising iPEG as an ice breaker to their interprofessional education (IPE).

Stage 4

The Japanese version of iPEG was amended from the pilot phase and implemented in December 2013. Nagoya University has medicine, nursing, and rehabilitation students. In addition five pharmacy students from Meijo University and five social work students from Sendai University were also present. The total number of students participating was 42.

Evaluation

Multi-factorial evaluation was conducted at both the pilot and implementation stages ensuring stakeholders' perspectives were identified. Results indicated successful outcomes for students and staff.

Outcomes

The project demonstrated a unique Anglo-Japanese collaboration, engendering a successful and effective partnership between academics from two Japanese universities and two Scottish universities. In particular the introduction of the Social work students enhanced the learning from the case study and potentially increased

the students' teamwork abilities. Results show a significant positive attitudinal change by the medical students towards other professions. Both staff and students evaluated it positively.

The project team's communication involved the use of social media tools which created immediate exchanges of expert opinion between Scotland and Japan at all stages of the project. Informal networks developed and the Japanese universities who assisted with facilitation and evaluation, (Hokkaido; Tokyo; Meijo; Kyushu; Teikyo; Kyoto) have also engaged with iPEG. Interest from non-health professionals demonstrated its potential adaptability for different courses. Future educational developments are progressing from this initial project.

Conclusions

This project has enabled academic international interprofessional working in the field of IPE gaming. The development of new and innovative teaching strategies which had been evidenced in Aberdeen has now benefitted future Japanese health professionals. The team have been asked to show case this project at a global IPE conference in June 2014, Pittsburgh, USA.

Dissemination of information to university and practice colleagues:

<http://www.rgu.ac.uk/news/interprofessional-education-experts-share-experiences-in-japan>

Funding

The project was allocated £5000. The table below indicates how this has been spent.

Item	Project Costs
Travel & Accommodation costs for 2 project team members from Aberdeen to Nagoya return	£2,385.76
Travel & Accommodation costs for 5 students and 1 lecturer from Sendai University to Nagoya return	£1,392.56
Translation costs for evaluation data payable to Dr. Keiko Abe Nagoya University	£855.36
	Total £5000
Additional £3192 from Nagoya University for educational materials	
Additional £1000 from Sendai University	
Additional £1688 from Robert Gordon University, Aberdeen for academic staff time, educational resources and research overheads	
Additional £500 from NHS Grampian	