



What did the library do?

Several games were purchased from Focus Games Ltd with support from the Head of Professional Education, Learning and Development. These games were added to the library's catalogue to be borrowed for team meetings and training sessions. The library currently has 13 different games:



The Library staff have publicised the games through targeted communications to key staff, highlighting their use in both formal and informal peer learning and teaching. The library has also hosted several events, with staff and students invited to play a range of games and experience the value of games as teaching and training tools.

The library staff were also invited to lead a student nursing teaching session, and took along several games for the students to play. They enjoyed playing the games so much that they wanted to continue playing them even after the session had ended!

Board games have become a great way to celebrate wider events: for 2016's Fab NHS Change Day, as well as International Games Day, the library invited all staff members to "change the way you learn" by attending drop-in sessions with free food and board games.

Head of Medical Education *“Learned more from other colleagues than specifically from answers. Very good idea to stimulate discussion about communication.”*

Physiotherapy Quality Improvement Lead *“Games are a useful and interesting way of learning in a fun environment... could be used as a mechanism/tool for engagement.”*

Practice Development Nurse, Elderly Care Unit *“The board games were a very interactive and interesting way of learning. Staff felt that the game encouraged team working and updated their knowledge of pressure ulcers. Other participants mentioned that they had retained the information more. The board games have been welcomed very much by the staff, they are a very useful resource which I will definitely continue to use.”*

Staff Experience Lead *“I enjoyed it very much, and I feel it may be worth expanding on and make it a regular monthly session as it would be good for staff to get away from their busy schedules and have some time to attend a fun and interesting event but still be learning at the same time.”*

Lead Nurse for Preregistration Education *“What an enjoyable session, it really highlighted important issues in a fun way. The board game is another innovative way of learning; it makes learning fun, interactive and also helps to test what has been taught in theory. The team work is great; it beats ‘talk and chalk’ any day.”*

Assistant Librarian *“Traditionally you gain knowledge from books borrowed from the library, borrowing educational board games can be just as effective at enhancing the learning process, and reinforcing knowledge! If key Trust staff are made aware that the games are “loanable” from the library, this can raise the profile of the library, and shows that the library is being proactive in fostering new ways of learning.”*

About Focus Games Ltd

We’ve been making educational board games for use in health and social care since 2004. We’ve developed over 50 different games covering a range of clinical, patient safety and organisational issue and we believe that over 1 million people around the world have played our games. If you’d like to learn more about games in education and performance improvement please visit our website at www.FocusGames.com.

With thanks to:

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