Drug Round Game in Mozambique - A Case Study

About Drug Round Game
An educational board game which helps frontline healthcare professionals to understand, recognise and minimise medication errors. The majority of errors are avoidable and it is likely that more effective training can help reduce errors by improving knowledge, confidence and numeracy. The Drug Round Game, developed with City University London and Health Education England, is designed to deliver and test knowledge, especially around drug calculations.

It’s a competitive, team game where players discuss and answer questions designed to encourage reflection, friendly debate and sharing knowledge. It is designed for anyone involved in administering or dispensing drugs, and it encourages discussions about:

- Types of medication errors and their causes
- Administering different types of medication
- Drugs in mental health
- Making drug calculations
- Practical advice to reduce errors

It’s simple to play, and doesn’t require a facilitator or trainer with expert knowledge of medication errors. The game was designed initially for staff in the UK but medication errors are a universal patient safety issue. The opportunity to evaluate the game with nurses in Mozambique suggests that the game can be effective anywhere.

About Beira Central Hospital
Beira Central Hospital is 1 of 3 referral hospitals in Mozambique. It provides a range of healthcare services, from intensive care to neurosurgery, psychiatry and infectious disease treatment. The hospital serves over 8 million people, has 1,000 beds and 27,000 admissions annually. The hospital employs approximately 1,800 staff, of whom 327 are nurses; as well as nursing and medical students.
A partnership between Beira Central Hospital and Ipswich Hospital in the UK allows health professionals to share expertise and learning. The partnership is managed by the UK’s Tropical Health Education Trust (THET) and funded by UK Aid. The partnership is supported by two volunteer behaviour change consultants from The Change Exchange, led by the University of Manchester. Eleanor Bull is one of those consultants and she identified the Drug Round Game as a potentially useful training resource and took several copies to Beira Central Hospital.

Beira’s lead pharmacist immediately saw how the game could help teach nurses about medication safety. He made the game the main activity in a 2-hour training course for 36 Beira nurses, facilitated by him and his more junior pharmacist colleagues.

**What happened?**
The nurses were enthusiastic and eager players of the game and all contributed, taking turns in reading questions and collaborating to answer, as well as asking for advice and help from the pharmacists.

From a behavioural science point of view, this enabled active practice and rehearsal of skills which hopefully makes practice change more likely than more passive discussion-based education.

At the end of the sessions, several nurses asked whether they could play again or show their colleagues, and they were thrilled to hear that the games now belonged to the hospital. The lead pharmacist said that the game had had other positive effects for improving medication safety and multi-disciplinary working and therefore increasing the partnership’s effectiveness:
“Through the games and the refresher, we were able to identify problems, such as that pharmacists need to explain better the medications they deliver to wards and check understandings with nurses. We now have new plans to distribute written information.”

What did the players think?

“The training game was really good, because it opened the mind and so we will remember it always.”

“The drug calculation training was wonderful!”

“After this training I will pay more attention to prescriptions.”

“It was a very interesting and fun day especially with the game. There were a few drug calculations I didn’t know how to do that I now can do.”

“I really enjoyed the drug calculation game: I learned a better understanding of how and why to calculate.”