

Bomb Disposal Game: A novel approach to teaching non-technical skills to undergraduate Medical and Nursing Students

Brian Gilhooly, Vicki McCorkell, Lorraine Close, Alan Gilchrist, Janet Skinner

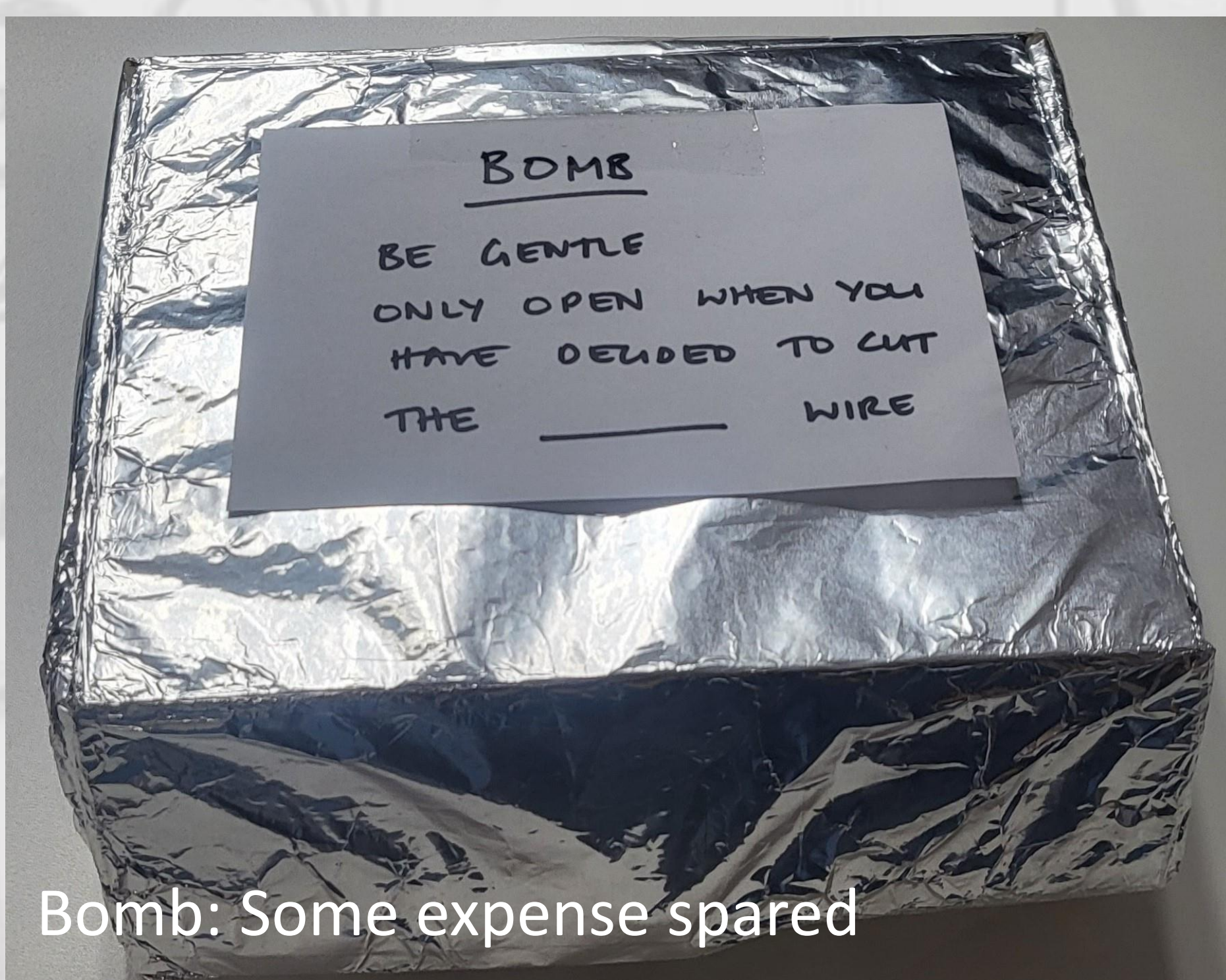
Introduction

It is common to teach non-technical skills (NTS) using High Fidelity Simulation which is resource heavy. We decided to pilot a low-fidelity “Diffuse the Bomb” scenario and assess feasibility and acceptability among students.

Method

Sessions had between 40 and 60 students, split into groups of 4 or 5. Half the groups were given a “Bomb” and the other half a manual with instructions on how to diffuse it. Groups could communicate via audio call. We purposefully used a non-medical scenario as the basis for the game. This allowed the focus to remain on NTS.

Each “bomb” was a simple cardboard box covered in tinfoil

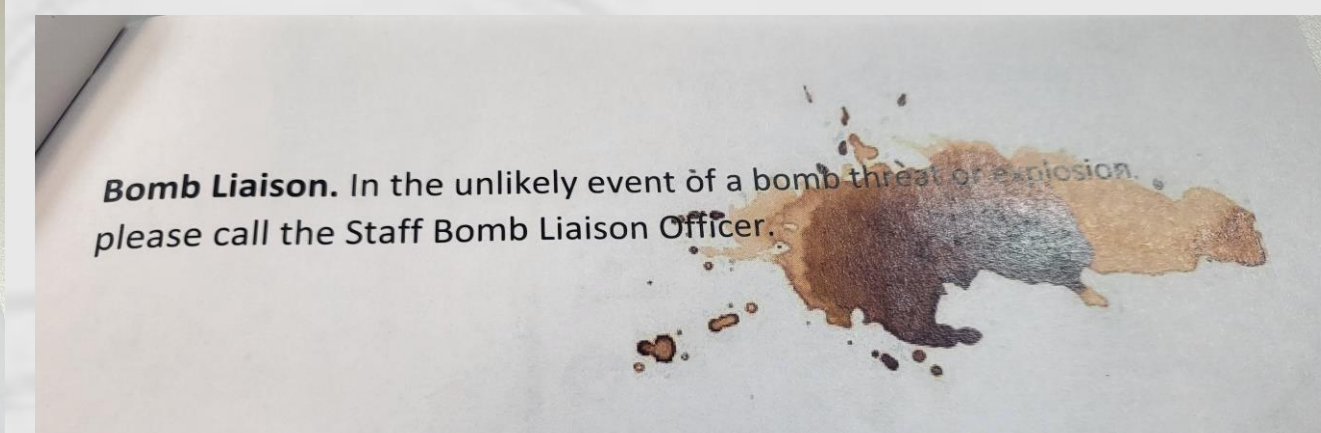


Bomb: Some expense spared

Each session had a mixture of year four medical students and either year two nursing (masters) students or year three nursing (bachelors) students. Medical students outnumbered the nurses in every session by between 3:1 and 4:1.



Who is the bomb disposal expert?



(Above) A spillage on the Manual Hides the name of the Staff Bomb Liaison.

Students need to identify them by describing one of the faces on the left.

Results

Students were given a QR code at the end of the session which linked to a short survey.

34 of 36 responses said understanding of non-technical skills increased during the session.

When asked if they enjoyed the session. The average score was 5.35 out of 6 when (37 responses. 1 = not at all; 6=Very enjoyable)

Asked if the session felt relevant the average score was 5.49 (37 responses. 1 = No; 6 = extremely relevant)

Conclusion

We felt we achieved our objectives and created a useful, engaging, cheap, replicable session with a large student to staff ratio.

Acknowledgements

The manual we created was influenced by a popular game called “Keep Moving and Nobody Explodes” by Steel Crate Games. They were happy for us to take inspiration from them saying “that sounds very cool”.



Bomb-squad : Looking for clues