







PATIENTS' EXPERIENCE WITH SUBCUTANEOUS INJECTION SELF-ADMINISTRATION AND THE ROLE OF VIRTUAL REALITY

Gómez Bermejo M., Vázquez Sánchez R., Onteniente González A., Ciezar Rodríguez JC., García Paraje M., Domingo Buzón A., Delgado López GM., Molina García T. **Pharmacy Service** H.U Getafe, Madrid (Spain)

Background and Importance



The number of patients treated themselves via the subcutaneous administration (SC) route have widely in recent years.

Getting the correct method of administration is essential to ensure the drug's effectiveness and minimize the risk of complications.





Virtual reality (VR), as a safe environment, could improve the performance of patients during self-treatment.

Aim and Objectives

To explore patients' perceptions of their experiences with SC injection self-administration and their willingness to implement VR to improve their learning process of the method of administration.

Materials and Methods



Observational Transversal



All patients over 18 who attended at Pharmacy Service for subcutaneous medicine dispensing were included



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A yes/no survey was conducted regarding to:

- ✓ medication first self-administration knowledge
- √ handling skills
- ✓ administration errors

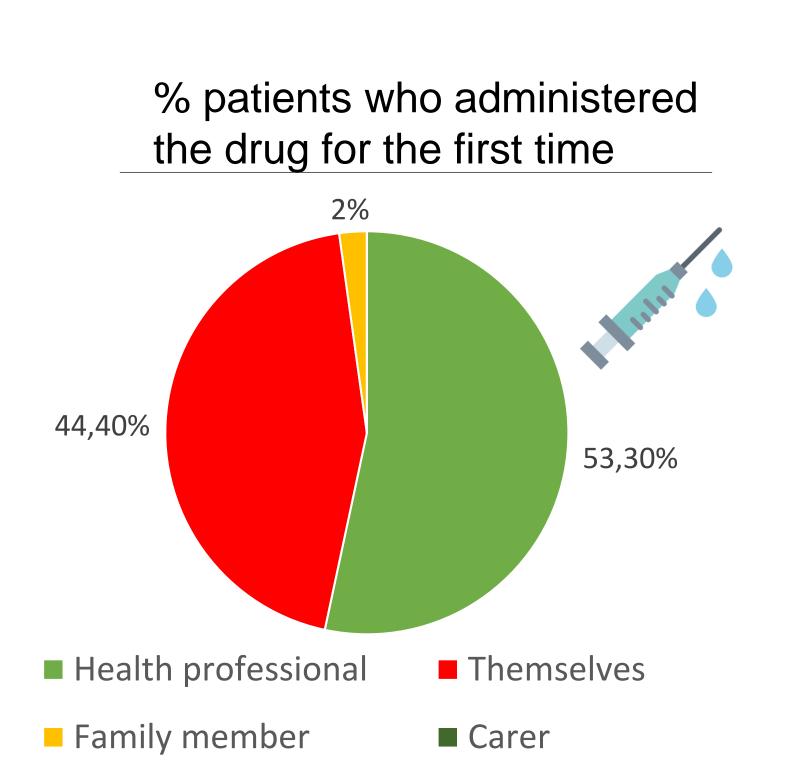
- ✓ risk perception
- ✓ clarity of information received
- ✓ whether a VR environment would help their learning

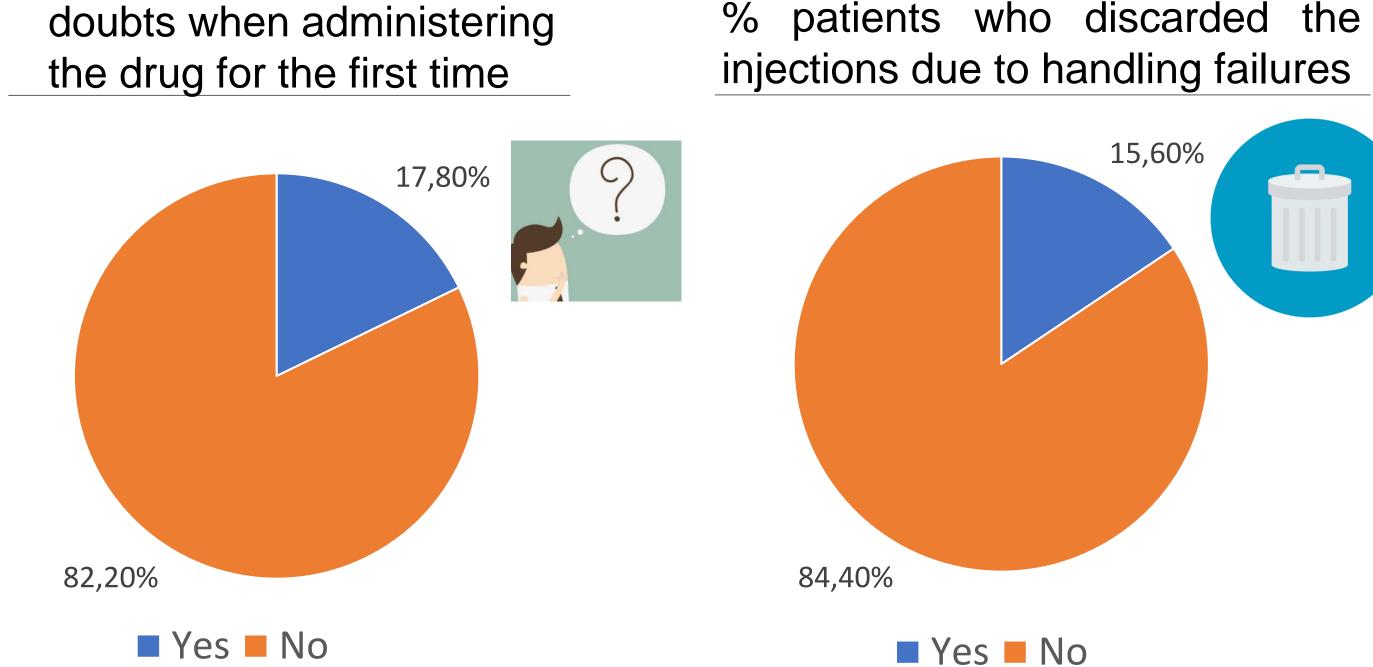
Results

% patients who had any

Age (mean±SD): 51,9 ±12,8 years Patients in treatment with anti-TNFα: 36% Patients in treatment with anti-IL: 40%

84,40%

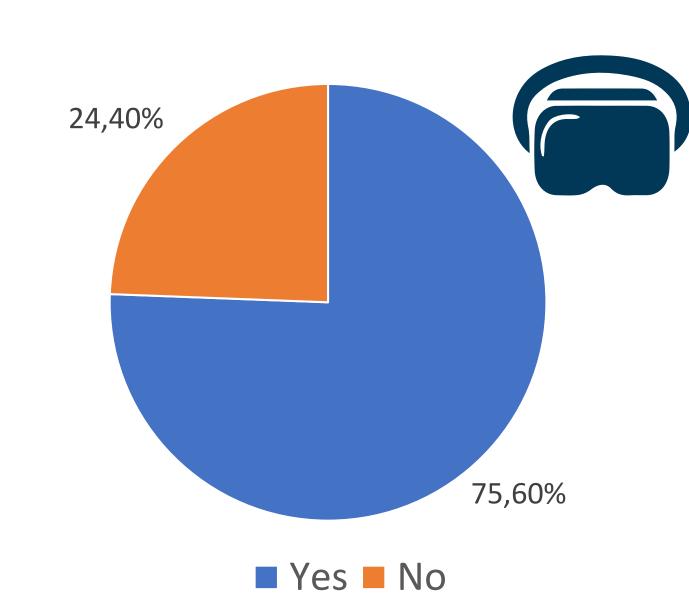




injections due to handling failures 15,60%

■ Yes ■ No

% patients who found useful for your first injection use VR videos for how to administrer the drug at home



Conclusion and Relevance

- > Some patients do not feel confident with their first self-administration: they had to discard the medication due to some handling failures.
- > The VR presents a potential alternative for promoting a safe environment to improve the use of SC injection.

