# RETROSPECTIVE OF DRUG INNOVATION DURING THE SARS-COV2 PANDEMIC: DEVELOPMENT OF A GAMEBASED TRAINING



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# **Background and importance**

Hospital pharmacies have contributed to the research and development of remedies against coronavirus disease 2019 (Covid-19), by managing many drugs, off-label, in clinical trials, or in early acces program. Within the framework of continuing education of pharmacy technicians, a retrospective of this drug innovation process, with a short and playful format, was proposed.

# Aim and objectives

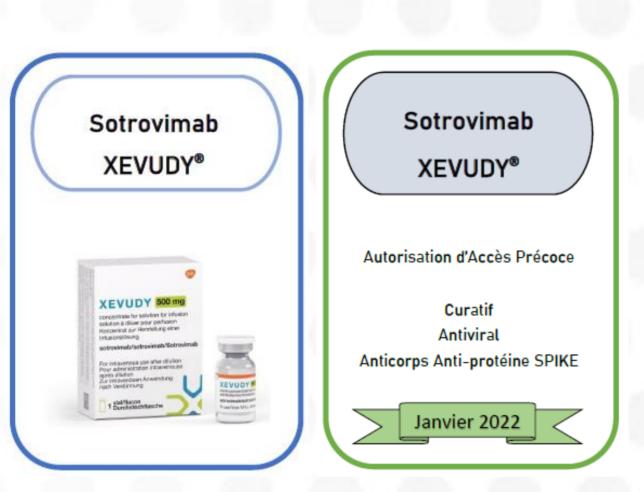
To develop and evaluate a gamebased training, for the pharmacy technicians, in order to understand the drug innovation process, during the SARS-Cov2 pandemic.

## Material and methods

Regarless of their status, 32 medications, used against Covid-19, in our hospital, from March 2020 to May 2022 were identified.

Before Training Right after

Creation of playing cards
 Inspired by Timeline® card game



Creation of pedagogical supports
 Presentation support of the training
 Flyer with take-home message
 Self-assessement
 Feedback form

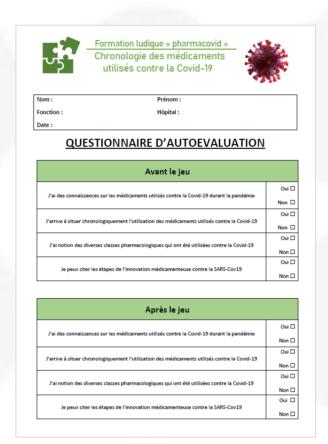
- Pre-course self-assessment
- **Game in teams**



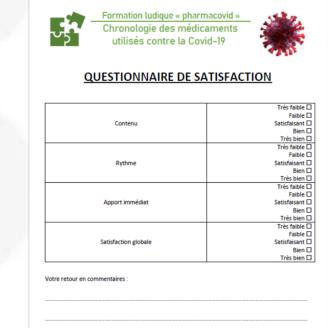
2 teams of 3
players competed
to align the
playing cards, in
chronological
order, by date of
first drug
dispensation.

Debriefing with the trainer
 Overview of the pharmacological classes used against Covid-19 and the different stages of the drug innovation process during the SARS-Cov2 pandemic.

Post-course self-assessment

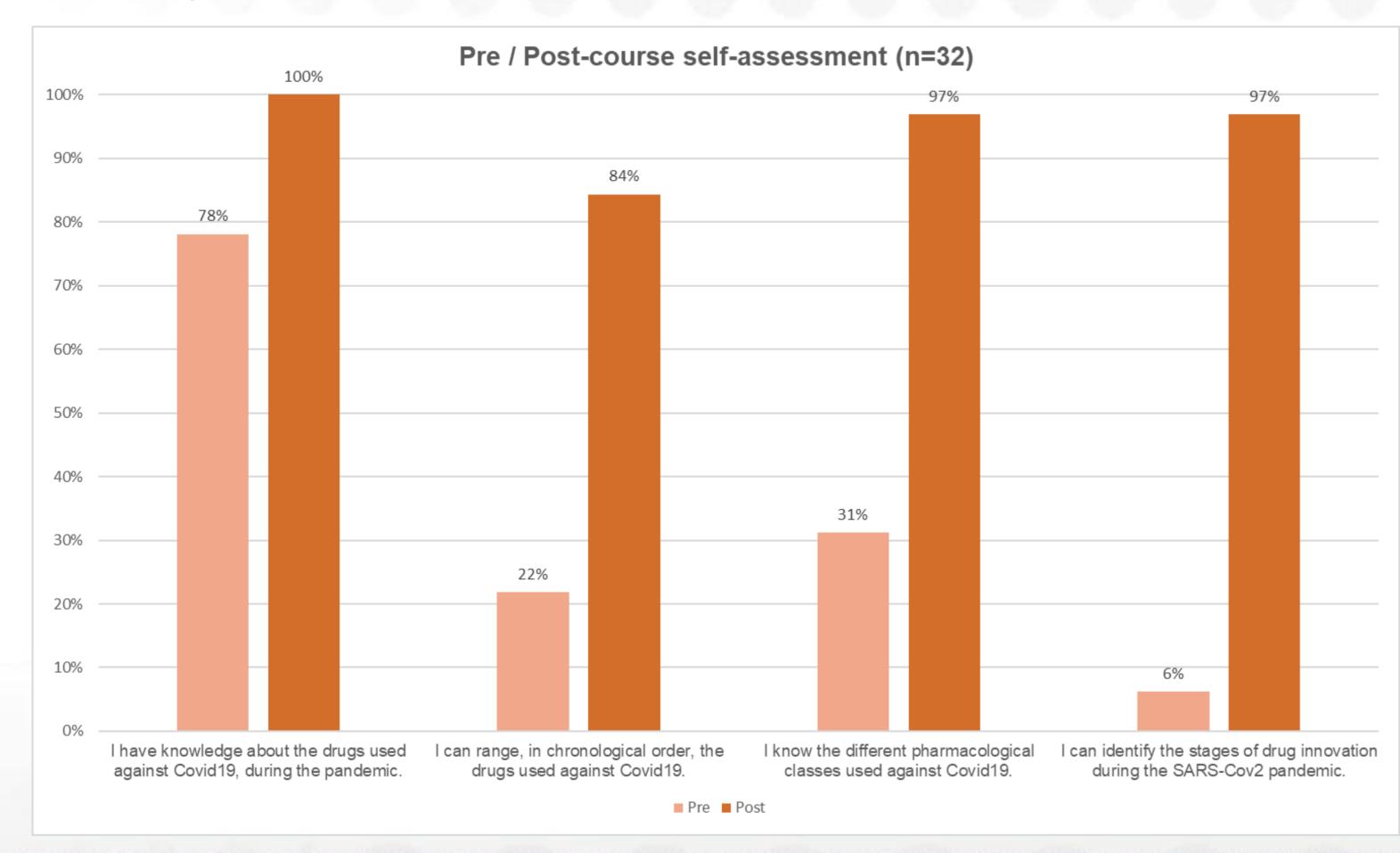


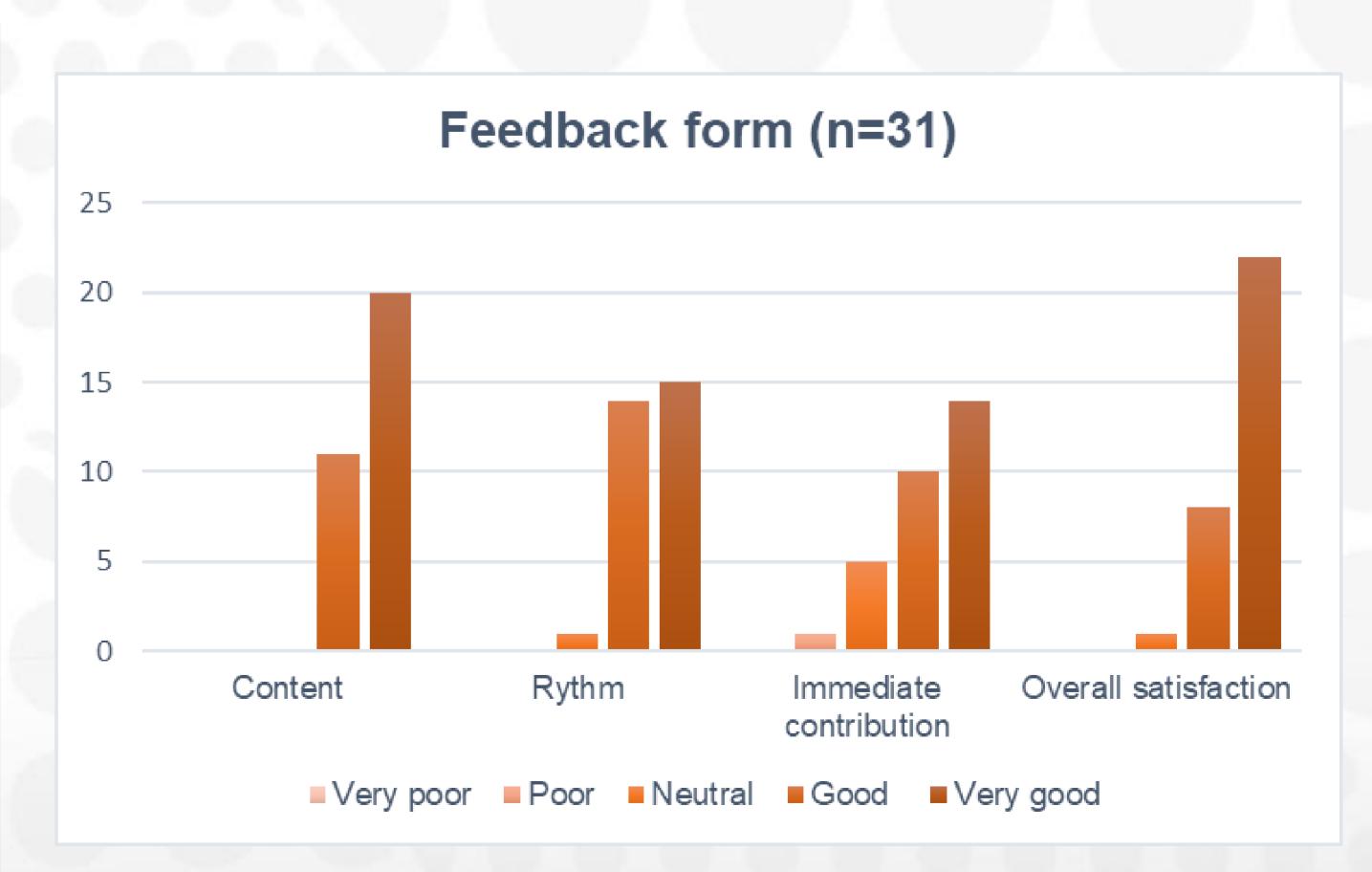
Feedback form



### Results

2 one-hour sessions (30 minutes of play, 30 minutes of debriefing) were conducted. 34 health care professionals, from 14 hospitals, participated in training. 31 participants completed both questionnaires (self-assessment and feedback form).





# Conclusion

- · This gamification of training was very much appreciated.
- The format combines conviviality and cooperation, while providing serious content.
- The experience could be replicated, during continuing education, with other themes.