

THE USE OF GAMIFICATION TO EVALUATE PUBLIC UNDERSTANDING OF ADVERSE DRUG REACTIONS

Yi-Nong Lin¹

¹Department of Pharmacy,

Tainan Municipal Hospital(Managed by Show Chwan Medical Care Corporation), Taiwan

Background and importance

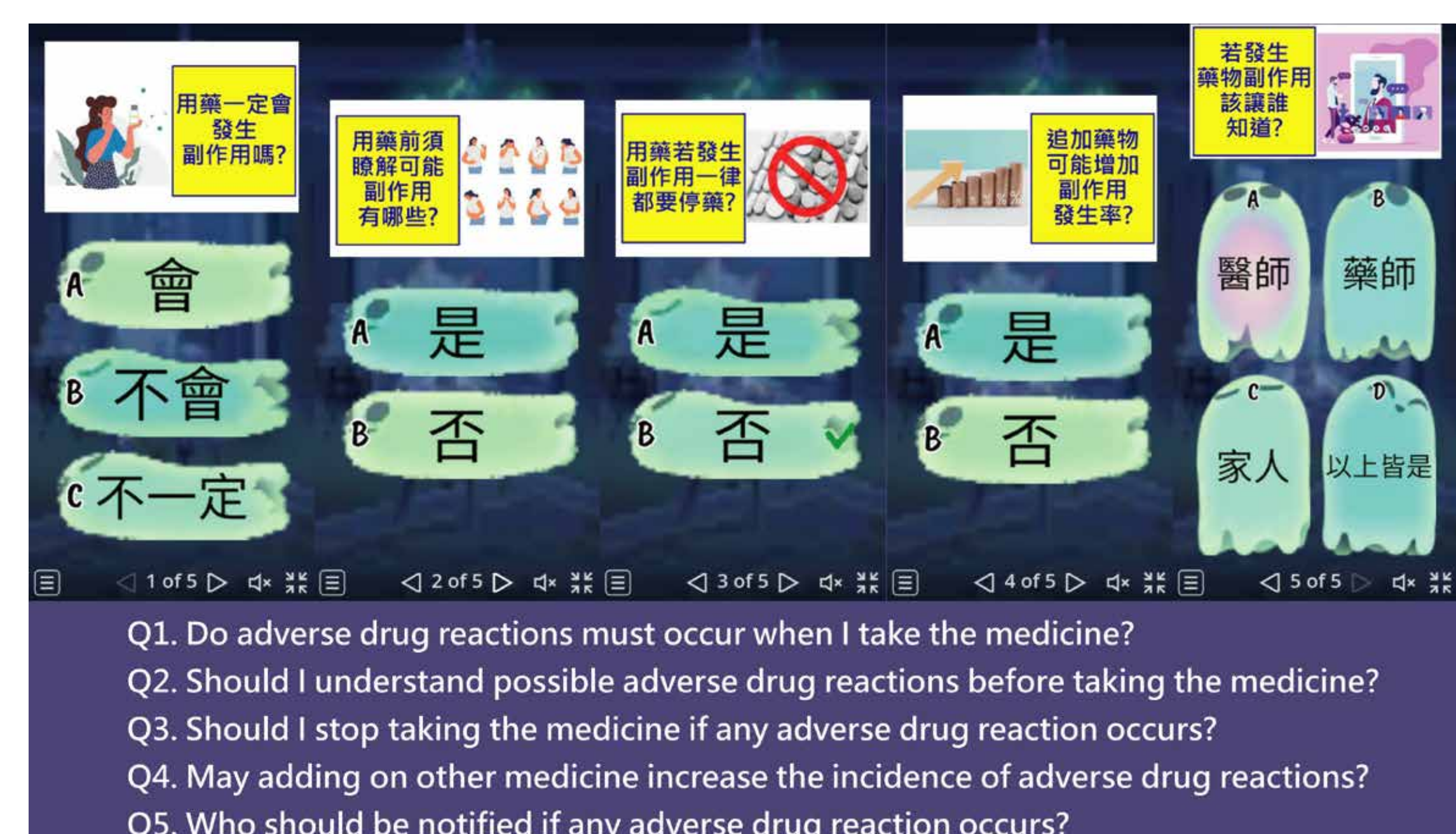
The public was far less aware of adverse drug reactions than the efficacy. Everyone needed to take care of their own medication safety.

Aim and objectives

To develop an interactive game to evaluate public understanding of adverse drug reactions.

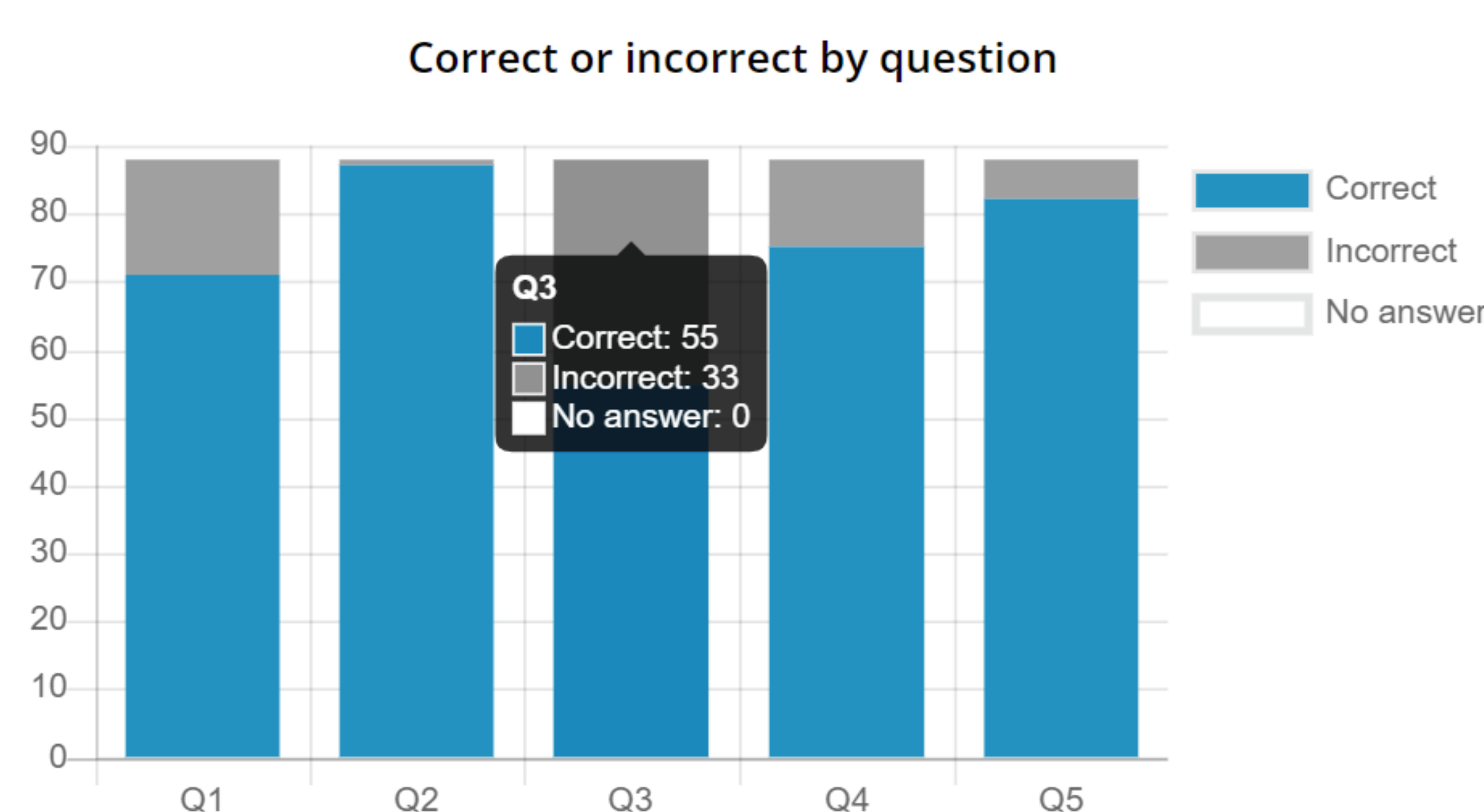
Materials and methods

We designed an interactive game through the use of "Wordwall" online template: "Quiz" for "Adverse drug reactions". The correct answer of each question could be shown automatically at the end of the game. There were 5 questions and the outcomes were collected during July to October 2022.



Results

88 people were included in the game and the total correct rate was 84.09%. The lack of knowledge about adverse drug reactions was found, for example, 19.32% people thought that adverse drug reactions must occur when taking the medicine. Besides, 37.50% people thought that the medication must be discontinued if any adverse drug reaction occurred. 85.23% people agreed that adding on other medicine may increase the incidence of adverse drug reactions. Finally, 6.82% people didn't know they could feed back to prescribing physicians and pharmacists to mark adverse drug reactions in medical records.



Online Poster QR CODE

Conclusion and relevance

"Wordwall" was an easy-to-play and user-friendly game. This game helped us understand what people think about adverse drug reactions.

Keywords Gamification 、 Wordwall 、 Adverse drug reactions



Tainan Municipal Hospital
(Managed by Show Chwan Medical Care Corporation)