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Background and importance

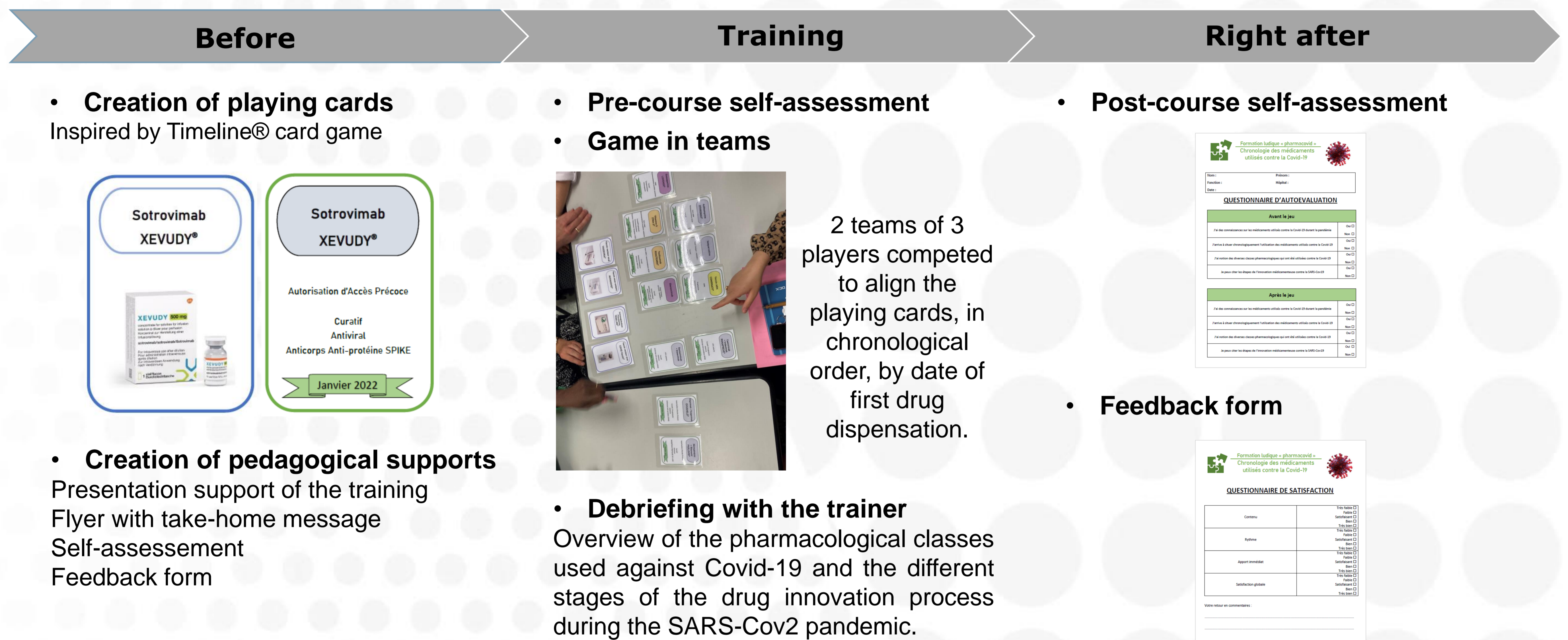
Hospital pharmacies have contributed to the research and development of remedies against coronavirus disease 2019 (Covid-19), by managing many drugs, off-label, in clinical trials, or in early access program. Within the framework of continuing education of pharmacy technicians, a retrospective of this 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.

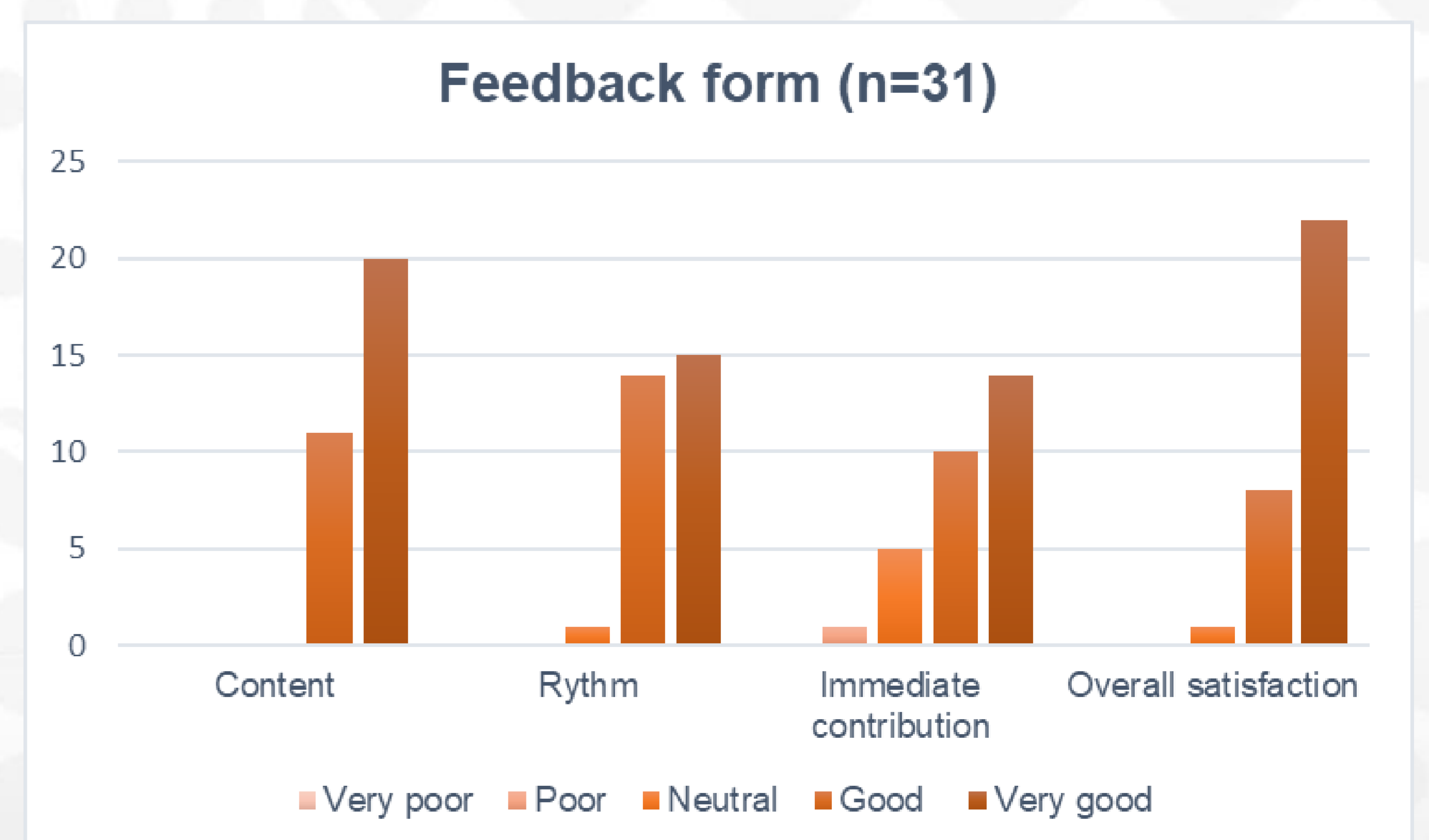
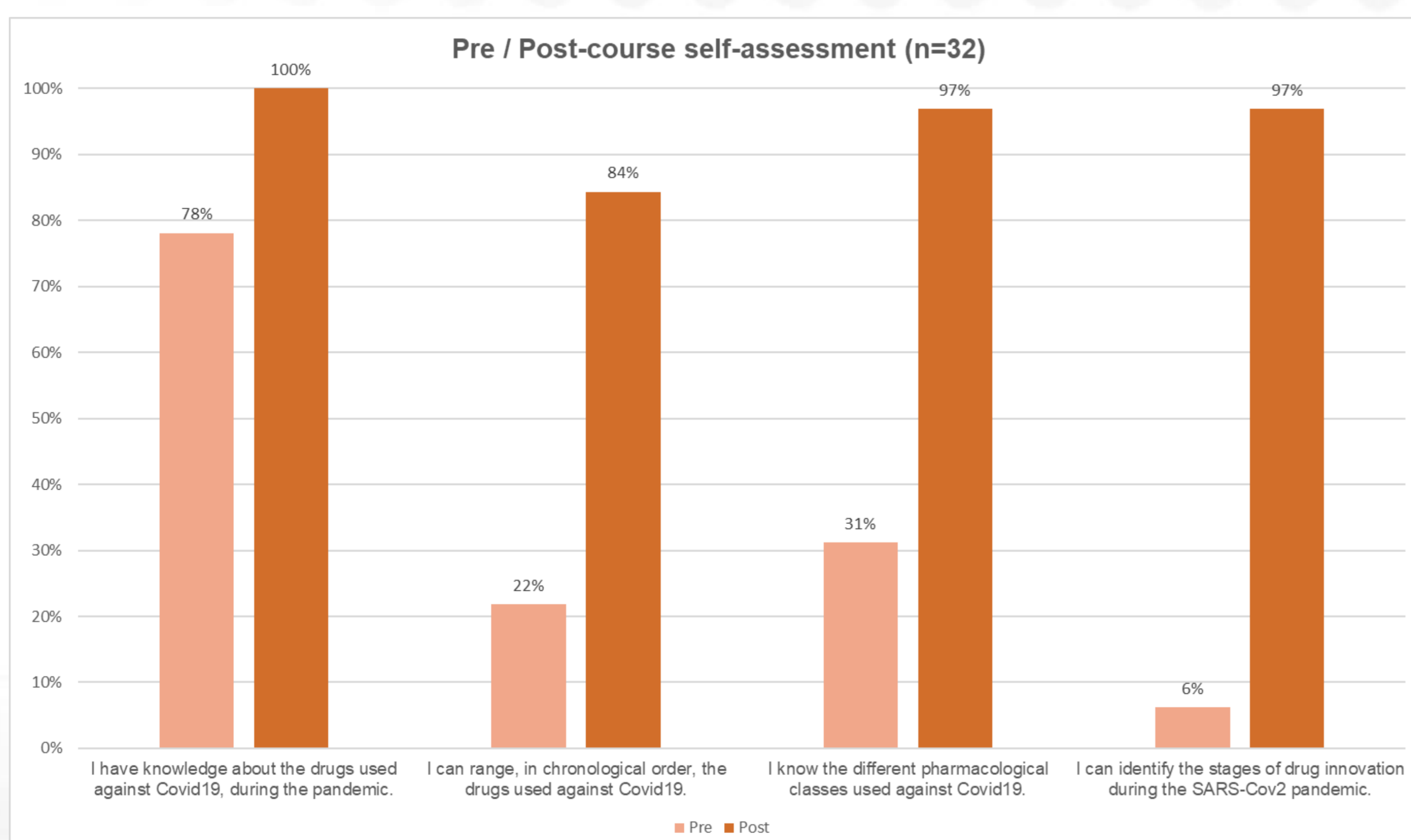
Material and methods

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



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.

