

Project Title

SingHealth Polyclinics Grade A MSW Board Game

Project Lead and Members

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Organisation(s) Involved

SingHealth Polyclinics

Healthcare Family Group(s) Involved in this Project

Allied Health

Applicable Specialty or Discipline

Medical Social Work

Project Period

Start date: May 2022

Completed date: April 2023

Aim(s)

To improve MSW service uptake and quality of integrated care, it is essential to equip all healthcare professionals in SHP with the knowledge of various MSW services.

Background

See poster appended/ below

Methods

See poster appended/ below

Results

See poster appended/ below

Conclusion

See poster appended/ below

Project Category

Training & Education

Learning Approach; Gamification

Keywords

Medical social work, Gamification, Primary care

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Singapore Healthcare Management 2023

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BACKGROUND



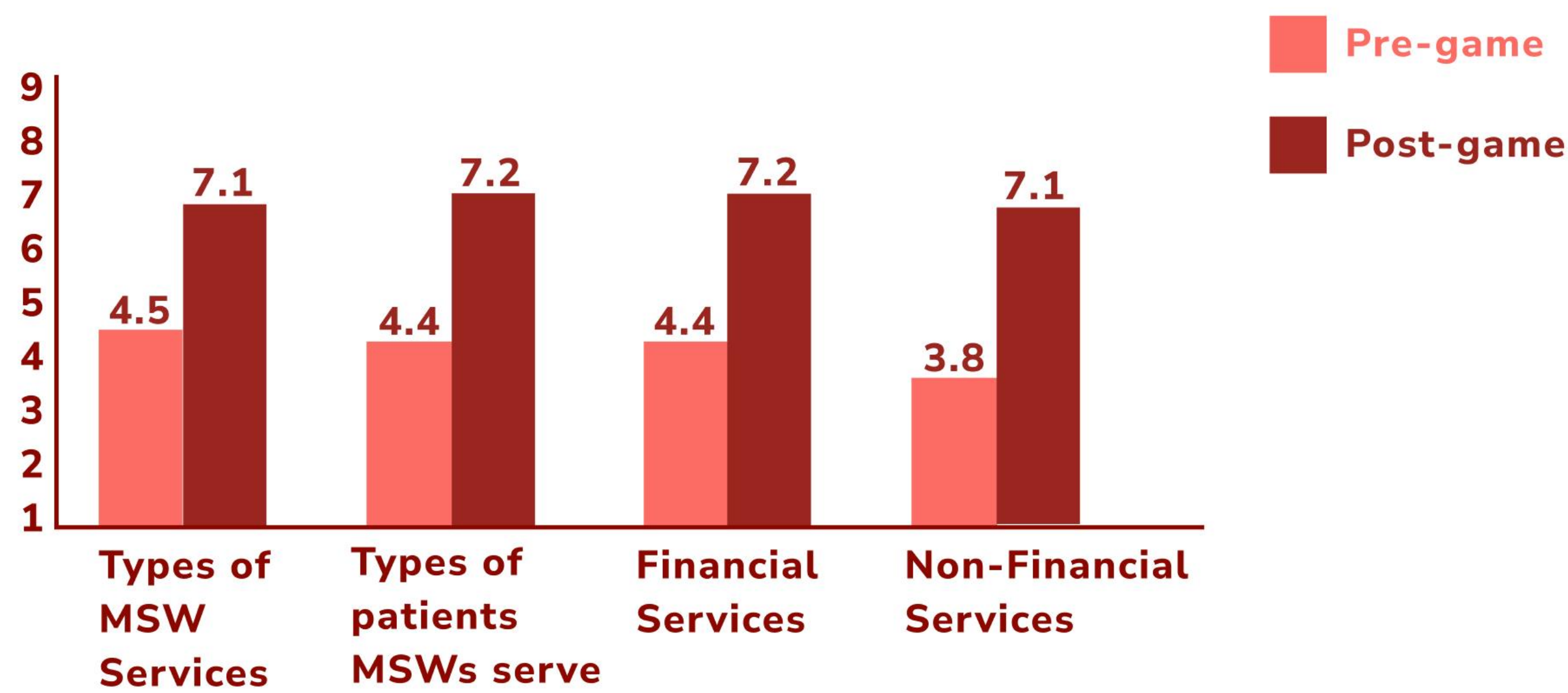
- SingHealth Polyclinics (SHP) believe that all employees have a part to play in providing the best care for our patients.
- This includes proactively identifying patients requiring Medical Fee Assistance, Counselling, Care Arrangement, and Community Referral — services provided by SHP's team of Medical Social Workers (MSW).
- To improve MSW service uptake and quality of integrated care, it is essential to equip all healthcare professionals in SHP with the knowledge of various MSW services.

RESULTS

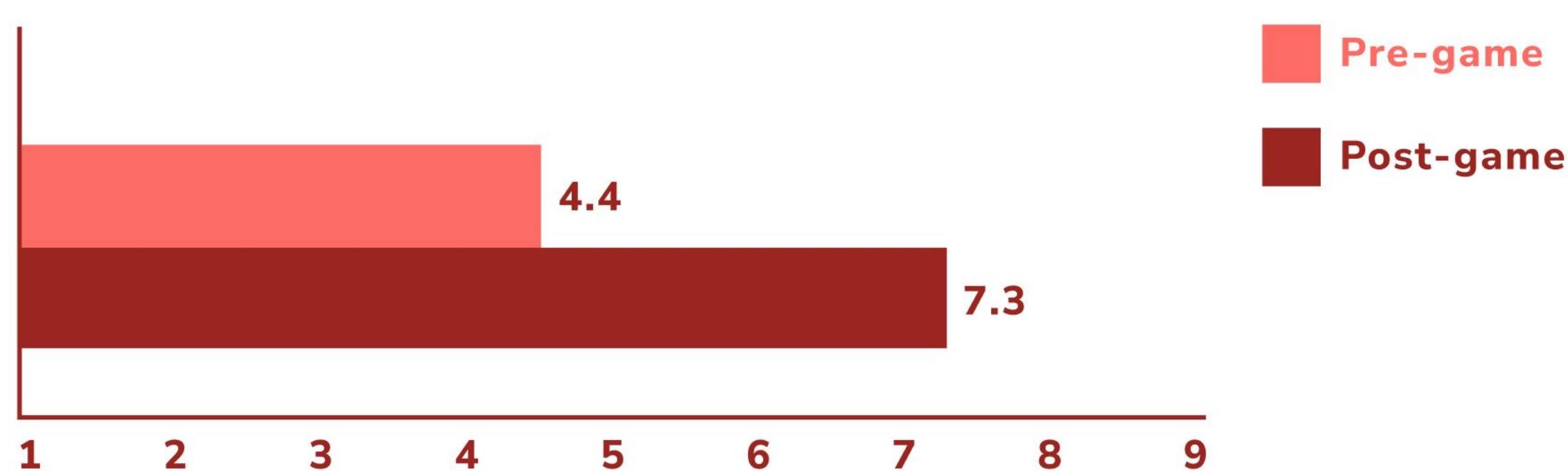


From May 2022 to April 2023, 129 SHP healthcare professionals (medical, nursing, allied health, ancillary and admin) tested the game. Pre- and post-game questionnaires were administered to assess:

1 Change in knowledge (i.e., types of MSW services, patients, etc)



2 Change in confidence - in making appropriate referral to MSW



3 Appeal of the game

- The board game is fun
- The board game is easy to play



- I would recommend this board game to my colleagues
- I would like to play this board game again



METHODOLOGY



Using board game as the medium to facilitate the learning of MSW services fuels curiosity and drives motivation.



This monopoly-like board game simulates the help-seeking journey of patients in SHP. By role-playing as our patients, staff will:

- Gain essential knowledge about MSW services through collecting game cards with bite-size information
- Learn about the psychosocial issues our patients face
- Be reminded that every healthcare professional could play a part in offering Information and Referral to patients who may require MSW services

MEDICAL FEE ASSISTANCE

MediFund covers only treatment related medical expenses, and excludes Emergency Department and Inpatient services.

COUNSELLING

MSWs provide psychoemotional counselling to those who struggle with depression, anxiety, caregiver stress, and other life stressors.

CARE ARRANGEMENT

Elderly aged 60 and above who require residential short term care, MSWs can assist in the application for Home Respite Care.

CONCLUSION



- This ongoing pilot project with SingHealth Allied Health Innovation Challenge (AHIC) leveraging on gamification demonstrated effectiveness in educating staff about the MSW services available in SHP.
- The MSW team also aspires to orientate new staff and facilitate interprofessional education (IPE) using the board game in the near future.