

# **GAMES FOR HEALTH EUROPE**

# **2026**



**GAMES FOR HEALTH**  
EUROPE

**DISCLOSURE SLIDE**  
for presentations at the

**GAMES FOR HEALTH EUROPE 2026** CONFERENCE

I herewith confirm that there is not any conflict of interest with the conference organization or any of its sponsors.



Oxford Health NHS  
Foundation Trust  
Learning & Development

# High Impact, Low Fidelity: Designing an Elderly Care Escape Room through Gamification & VARK



**Sophie May**

Learning & Development Lead for Urgent Care



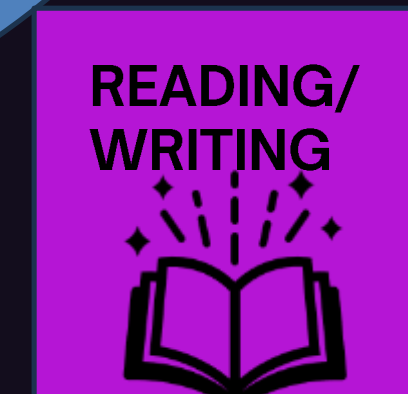
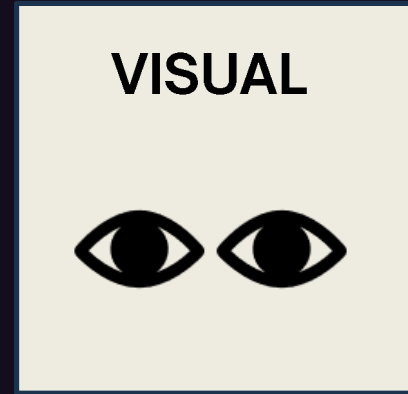
# THE CHALLENGE & THE CONCEPT



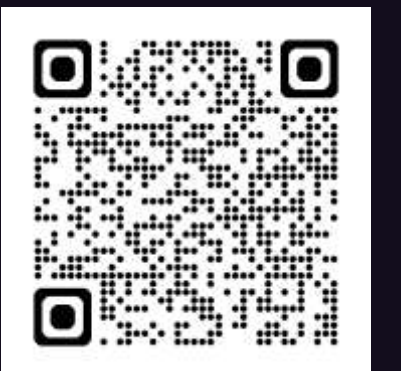
- The Pressing Need: Effective Elderly Care Training
- Limitations of Traditional Approaches
- Our Innovation: The Elderly Care Escape Room

# CRAFTING THE CHALLENGE

*“Learn to see, learn to hear, learn to feel, learn to smell, and know that by practice alone can you become expert” – William Osler*



QR CODE TO CGA ASSESSMENT



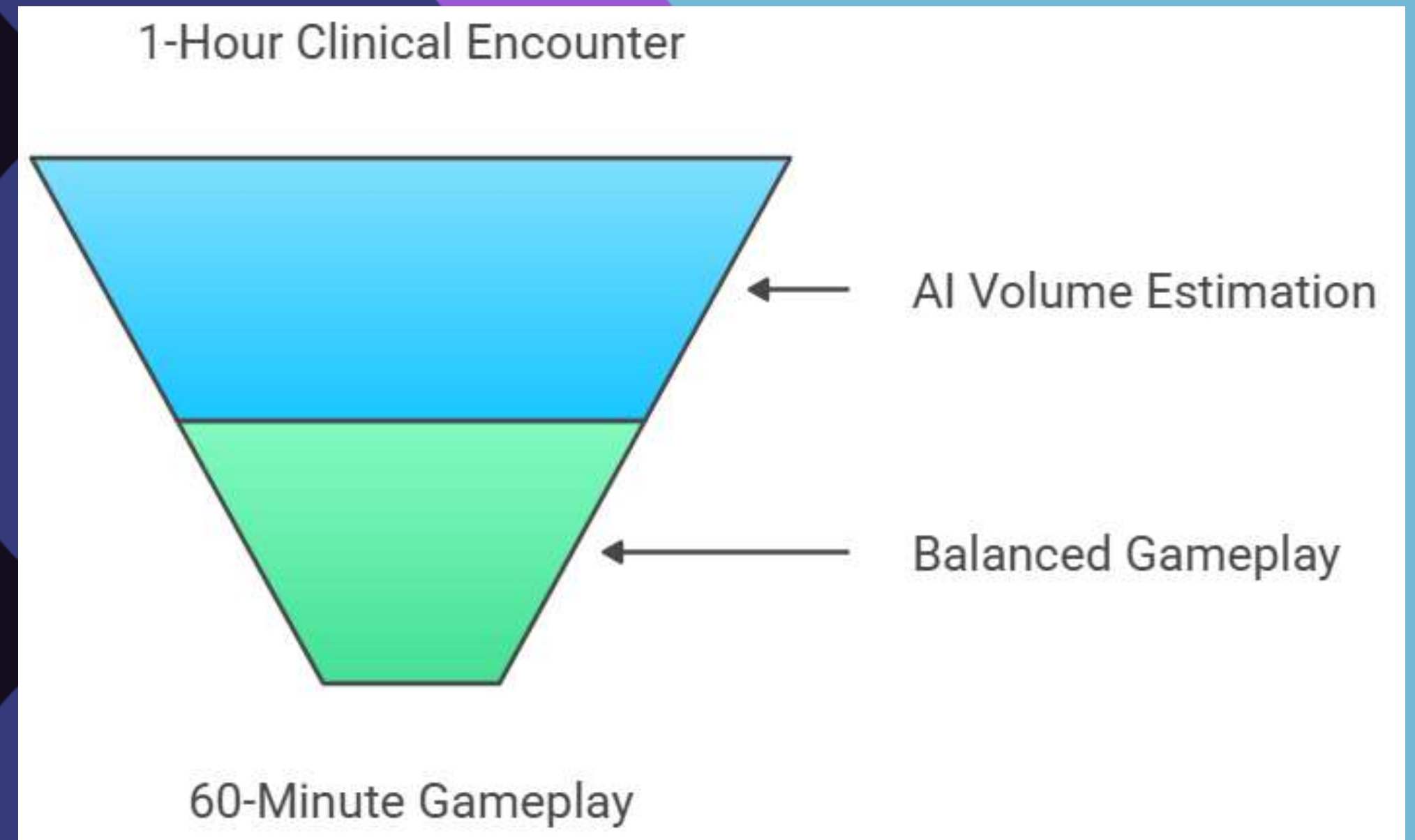
# AI-ASSISTED GAME BALANCING

Guiding Timeframes

Dynamic Flow Management

Protecting Cognitive Load

Rapid Troubleshooting

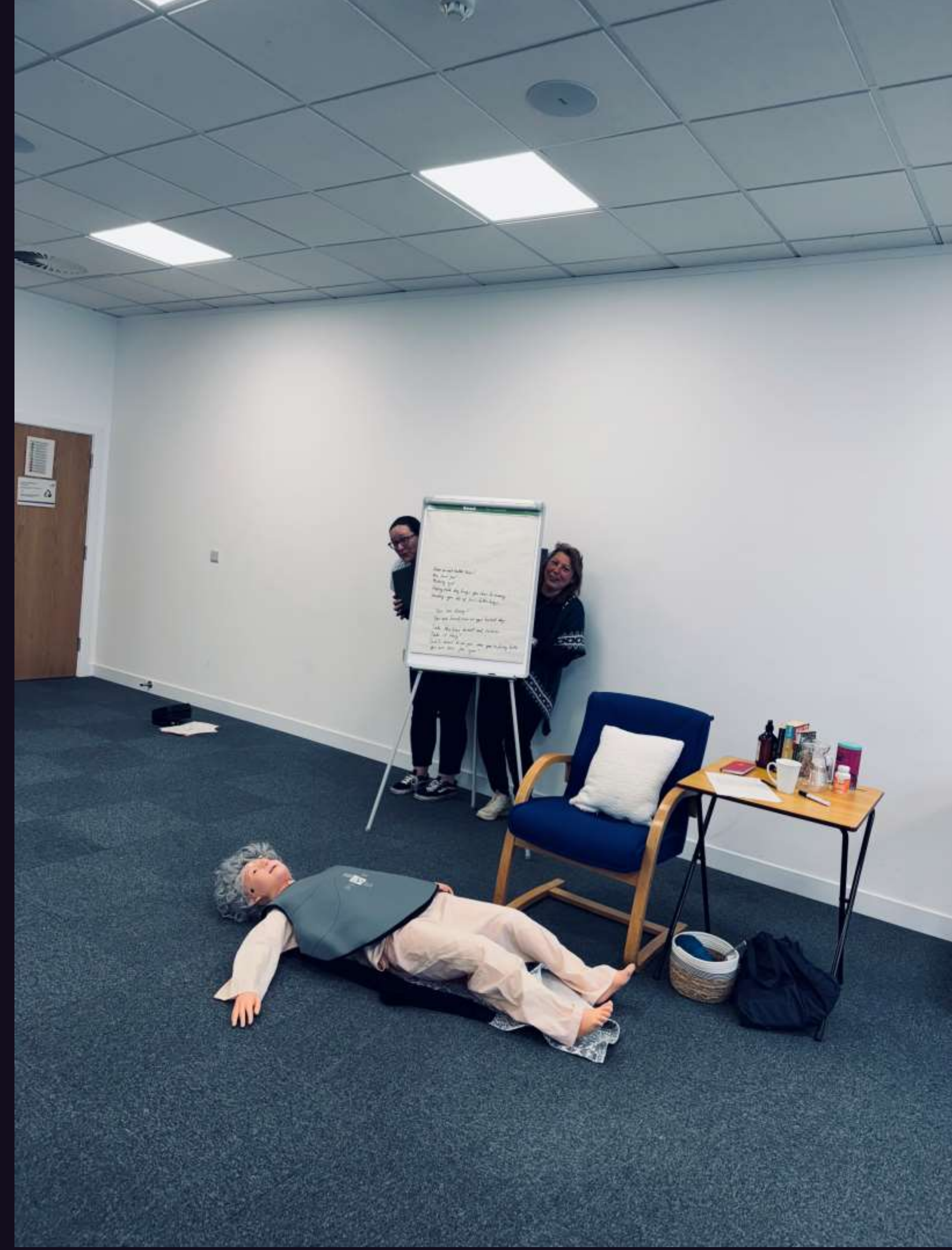


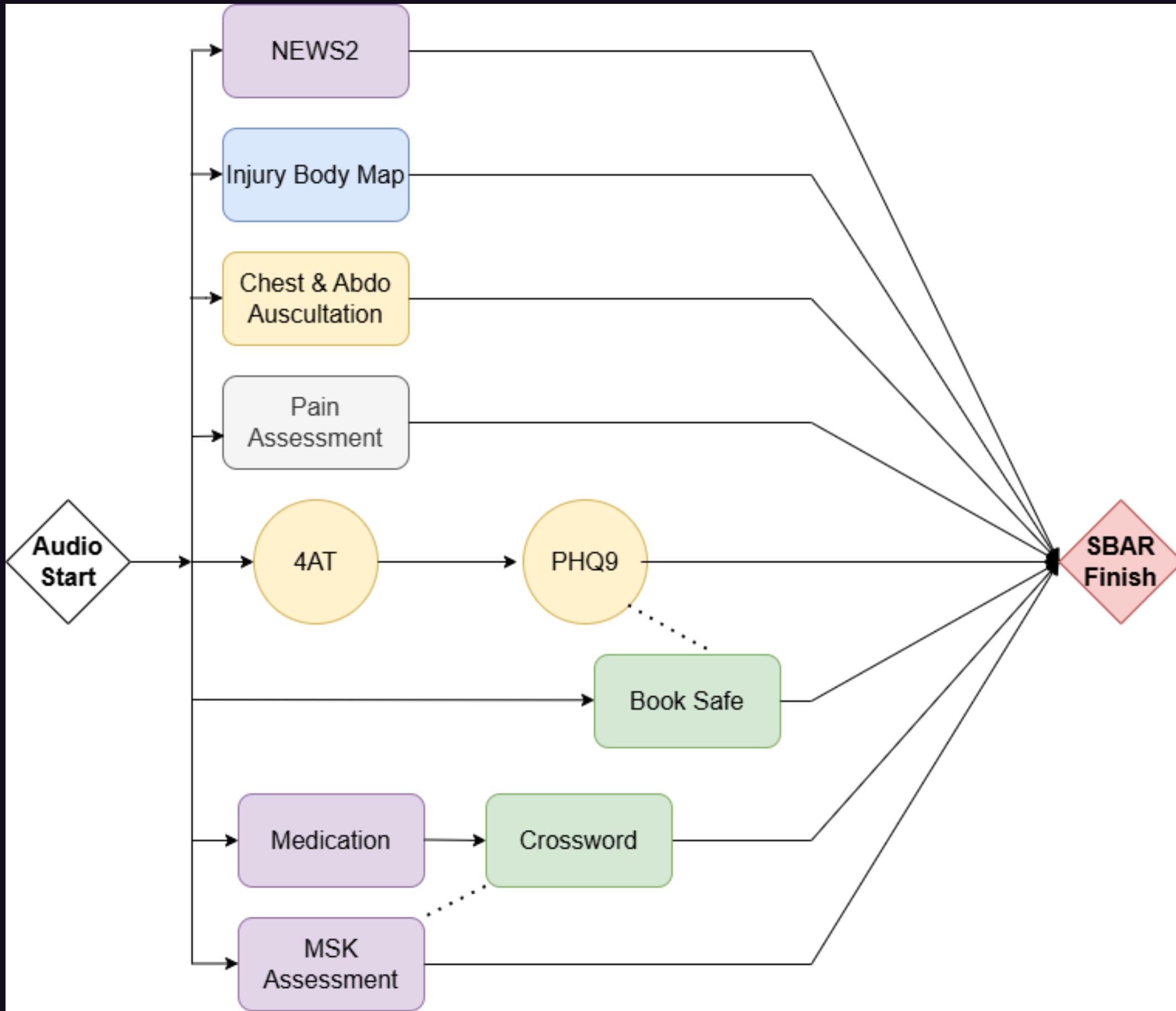
# The Escape Room Experience

Pre-brief

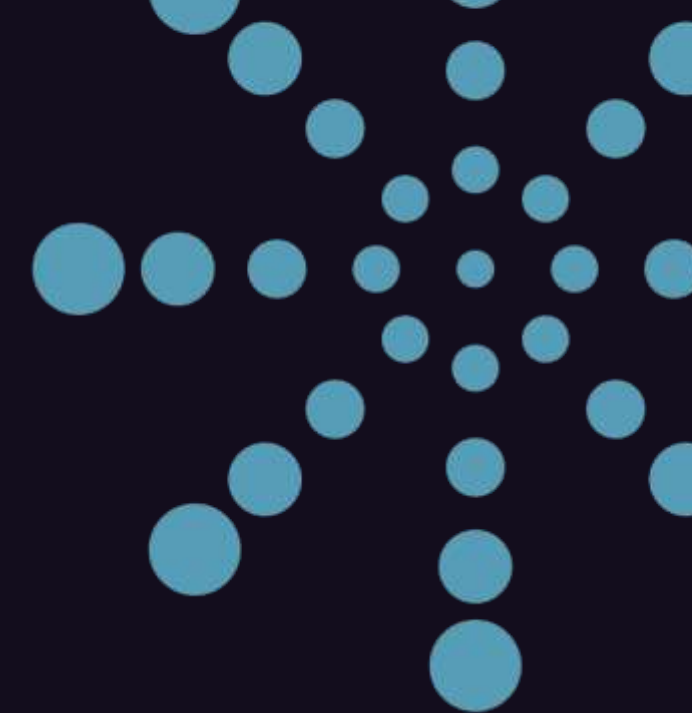
Escape Room

Debrief



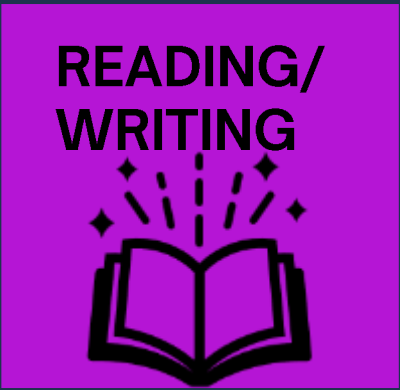
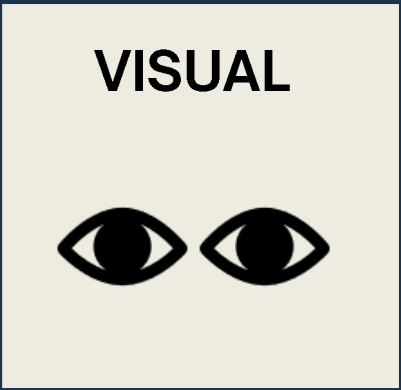


Colour	Puzzle
Purple	Visual
Blue	Kinaesthetic
Yellow	Audio
Green	Logic
Grey	Word/Read
White	Start
Red	Finish



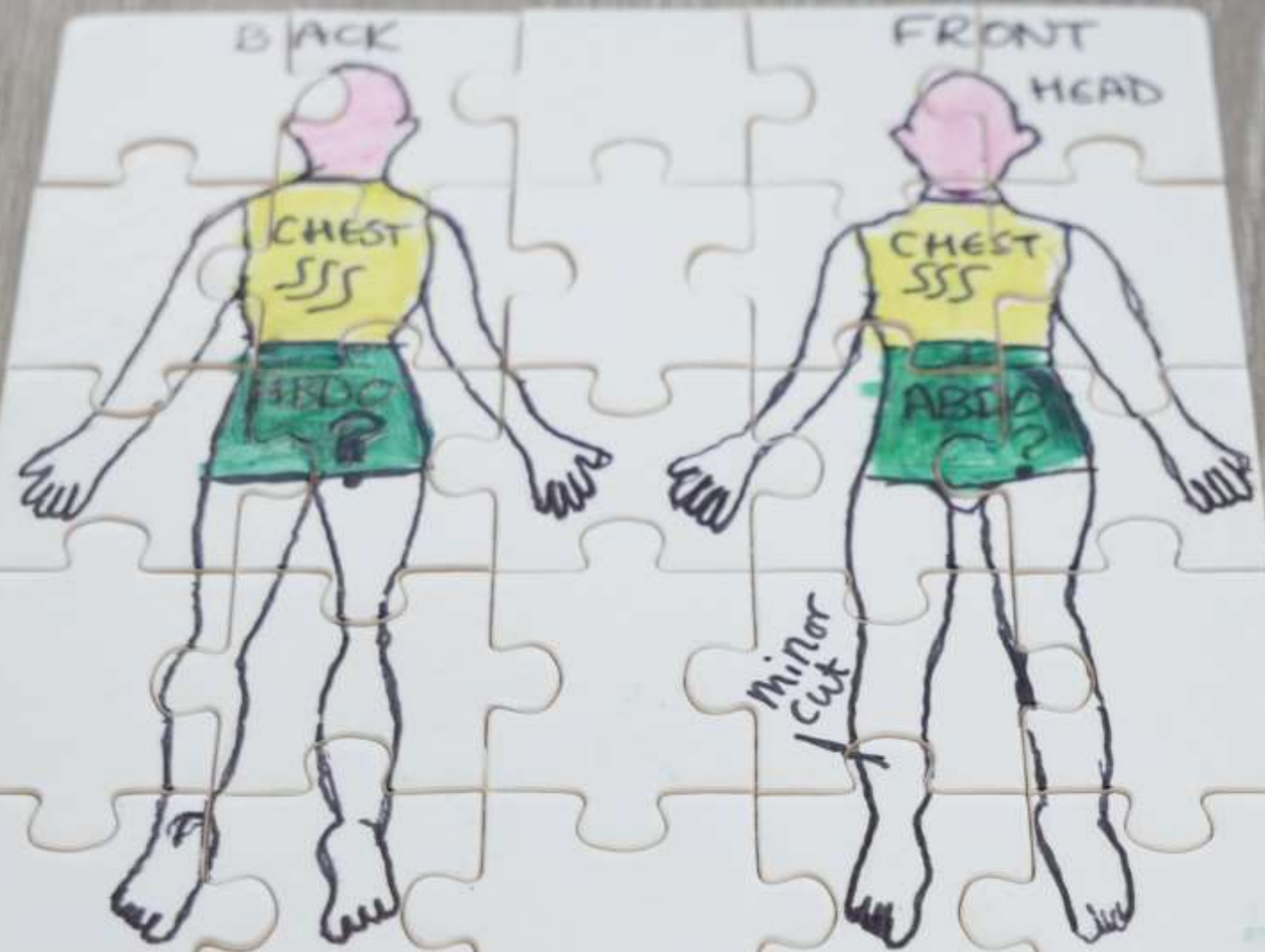
# Player's Journey





You've seen the signs, the risks are clear,  
But what of the fall? Let's persevere.  
From head to toe, her story is told,  
Find where she's hurt to break the hold.  
Piece by piece, the truth you'll find  
Her map of pain will ease your mind.



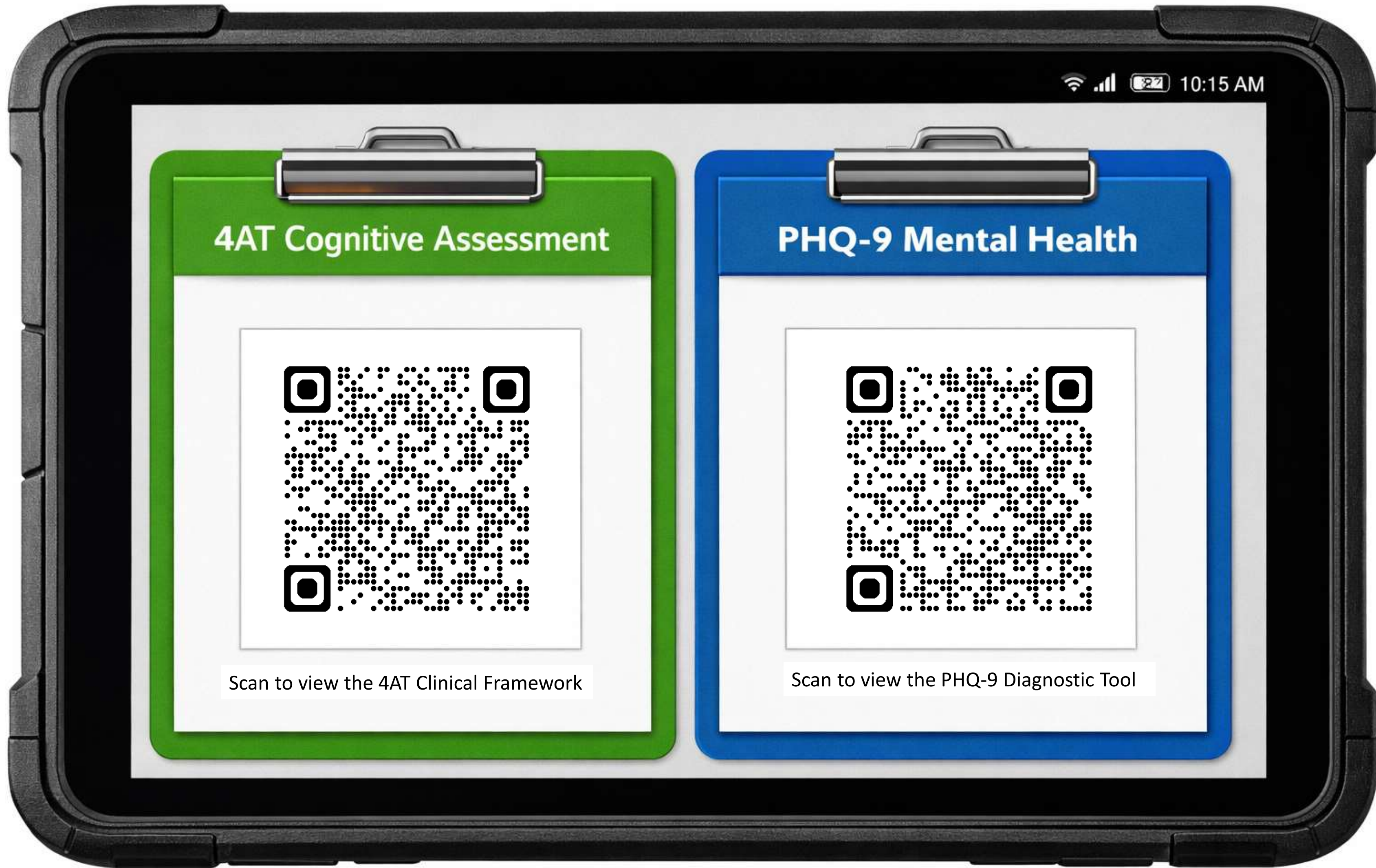


Her injuries are marked but more lie within, Listen & feel where the troubles begin. Her chest may speak, her stomach may groan, find the sounds to uncover the unknown

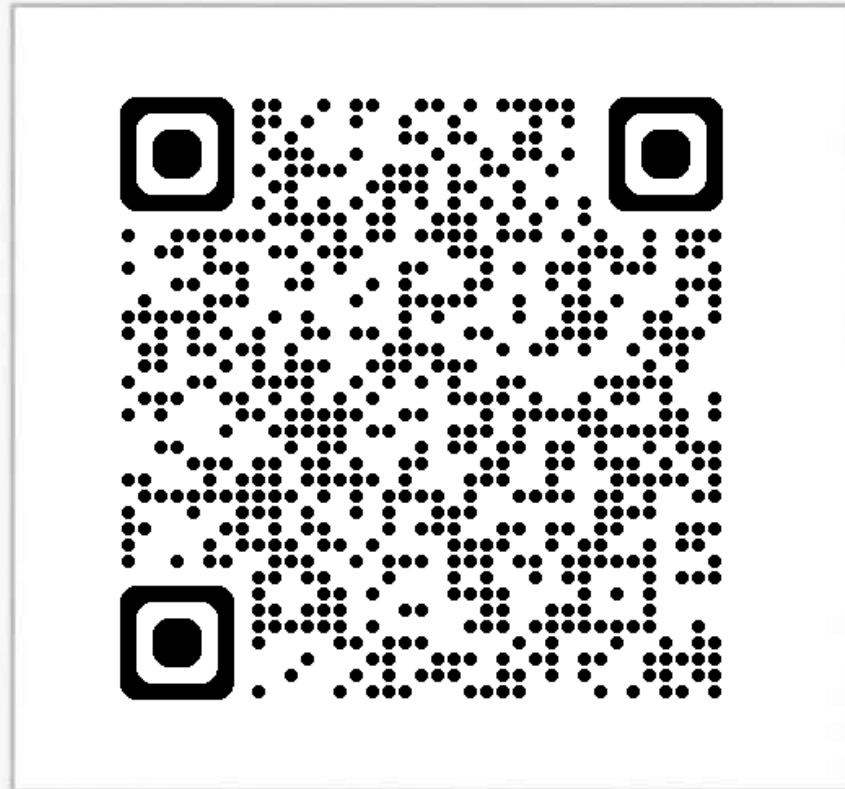
KINAES  
THETIC



AUDITORY

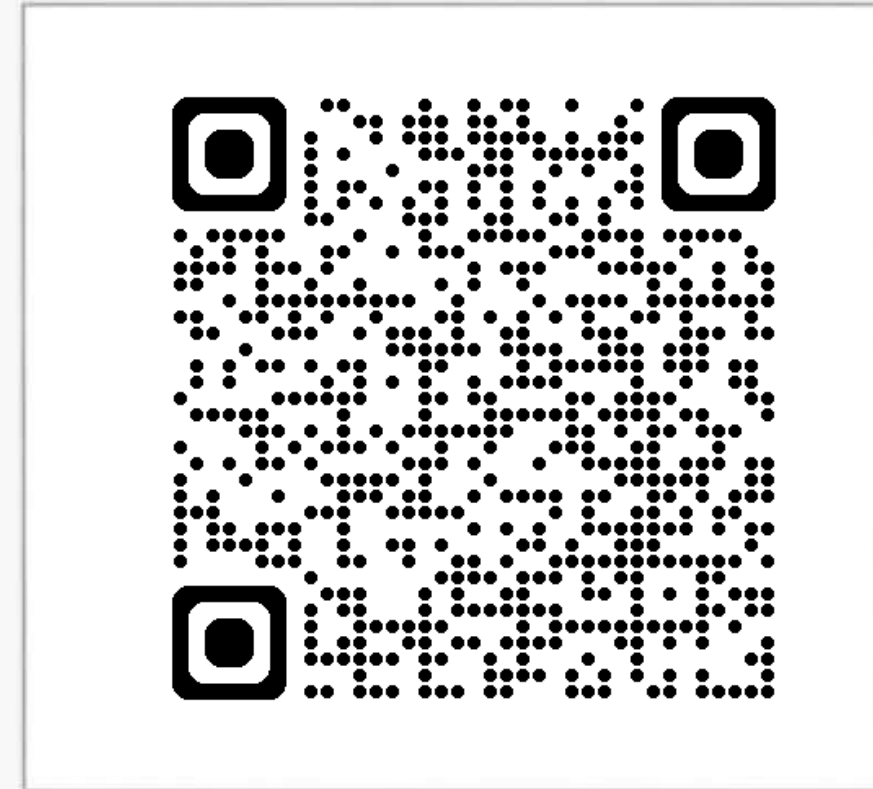


### 4AT Cognitive Assessment



Scan to view the 4AT Clinical Framework

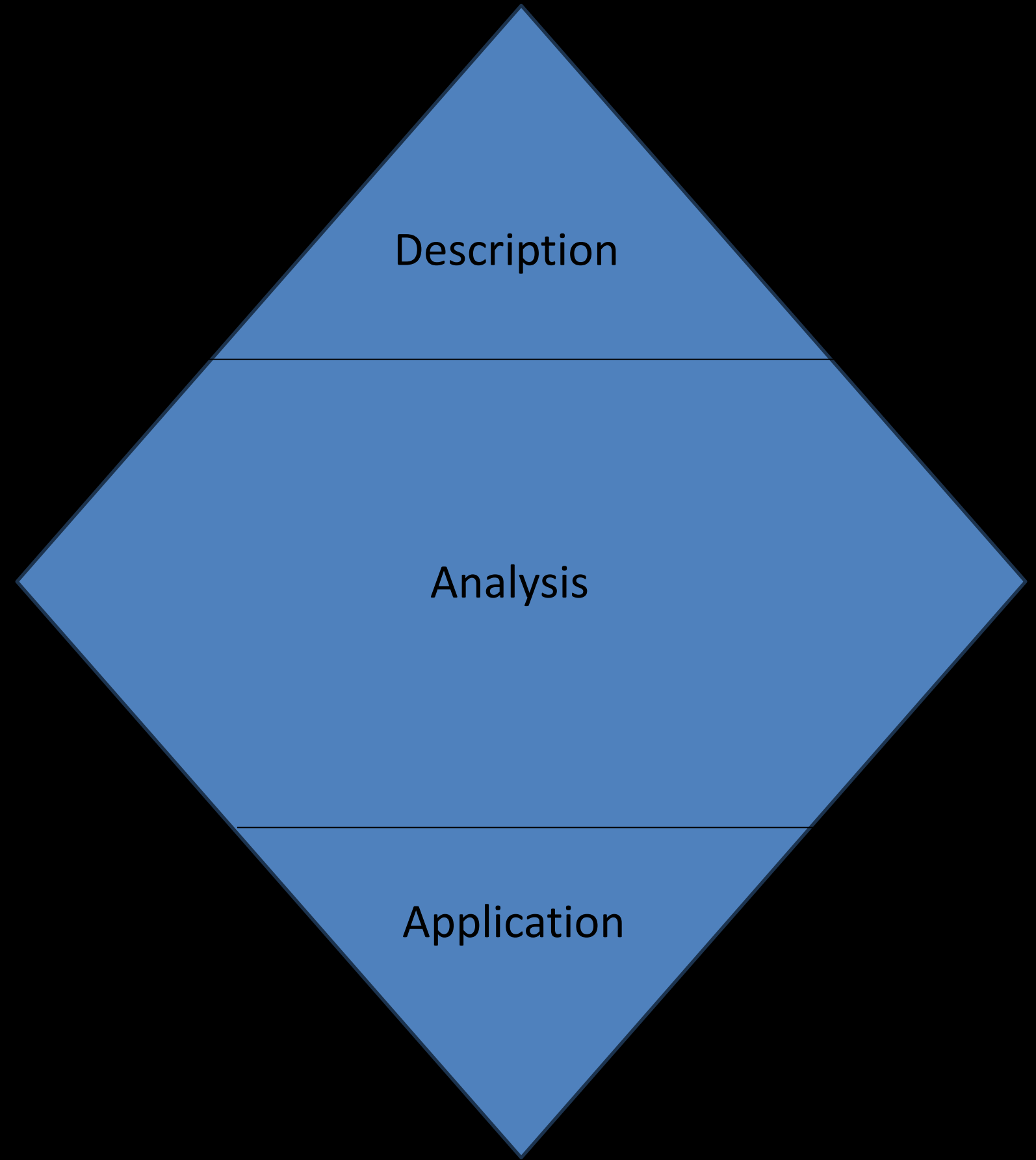
### PHQ-9 Mental Health



Scan to view the PHQ-9 Diagnostic Tool



Gerontology Handover Line – please ring 07XXXXXXXX3 to ESCAPE!



Diamond Debrief Model (Jaye, Thomar & Reedy (2015))

**WE BROKE**  
**OUT!**

Oxford Health  
NHS Foundation Trust

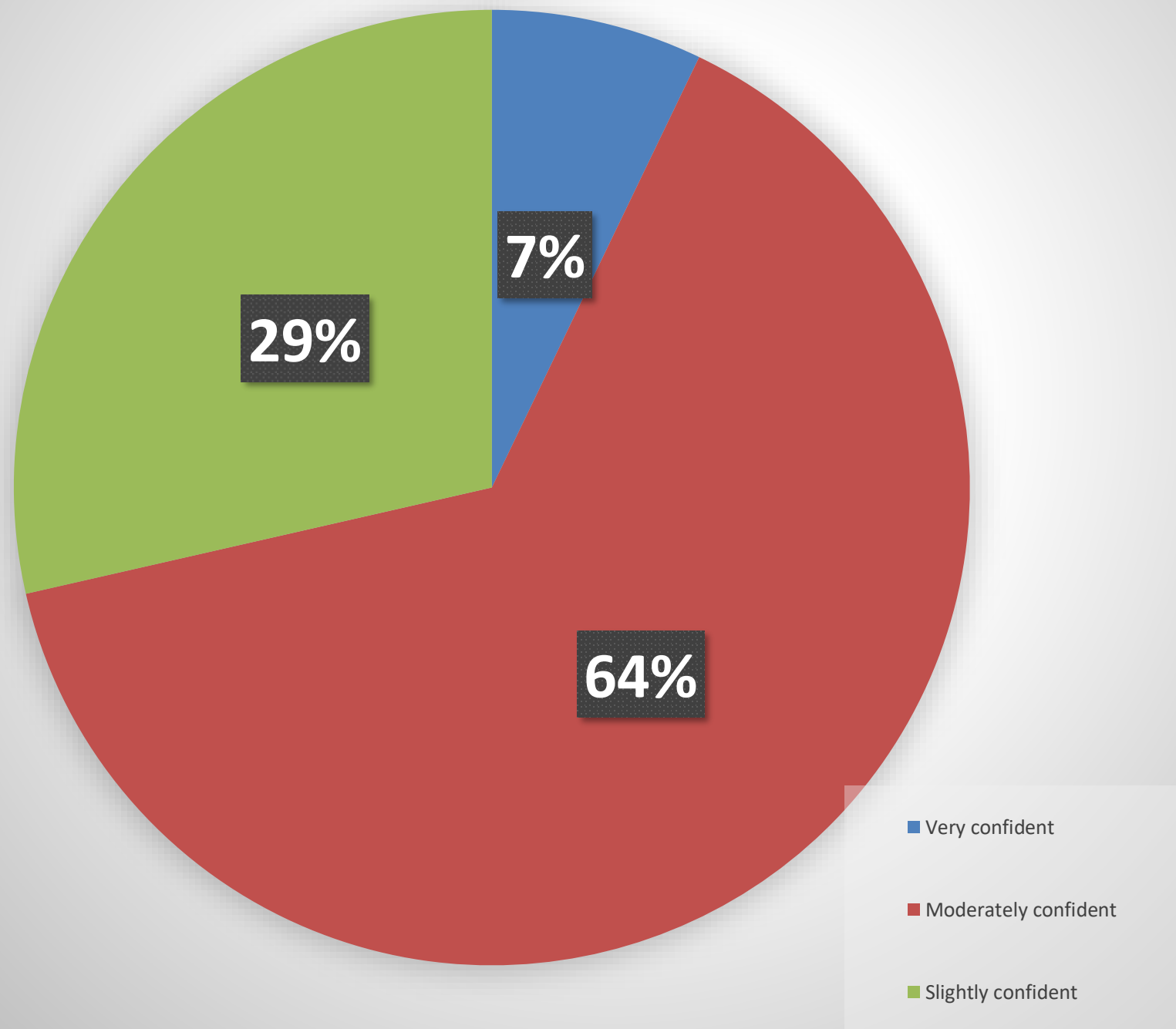
**WE ROCK!**



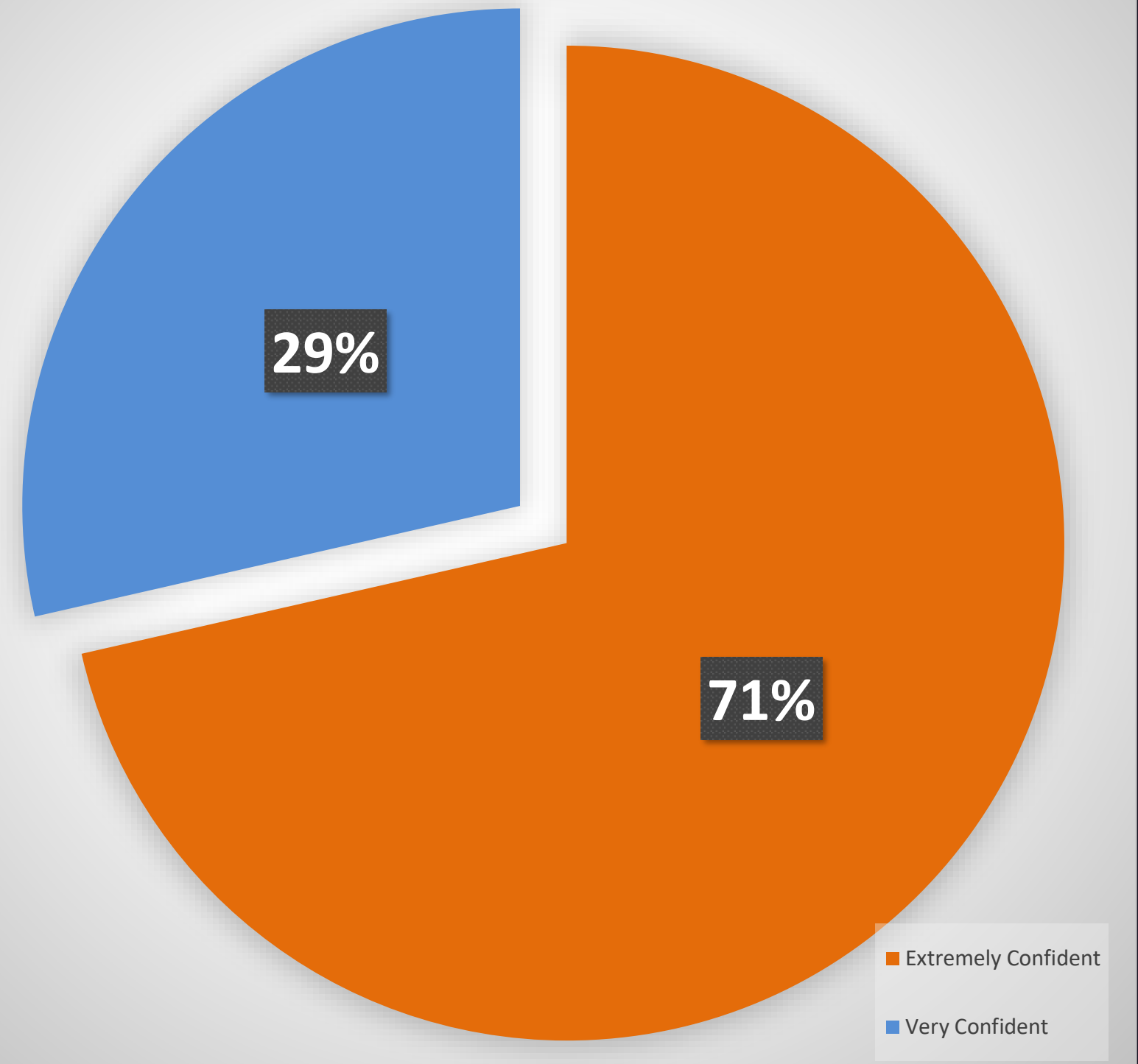
**NHS**  
Oxford Health  
NHS Foundation Trust

# OUTCOMES & IMPACT

PIE CHART 1: PERCENTAGE OF STUDENTS CONFIDENCE IN ASSESSING COMPLEX FALLS PATIENTS PRE ESCAPE ROOM



PIE CHART 2: PERCENTAGE OF STUDENTS CONFIDENCE IN ASSESSING COMPLEX FALLS PATIENTS POST ESCAPE ROOM



# OUTCOMES & IMPACT

CHART 1: STUDENTS ENGAGEMENT RATING POST ESCAPE ROOM

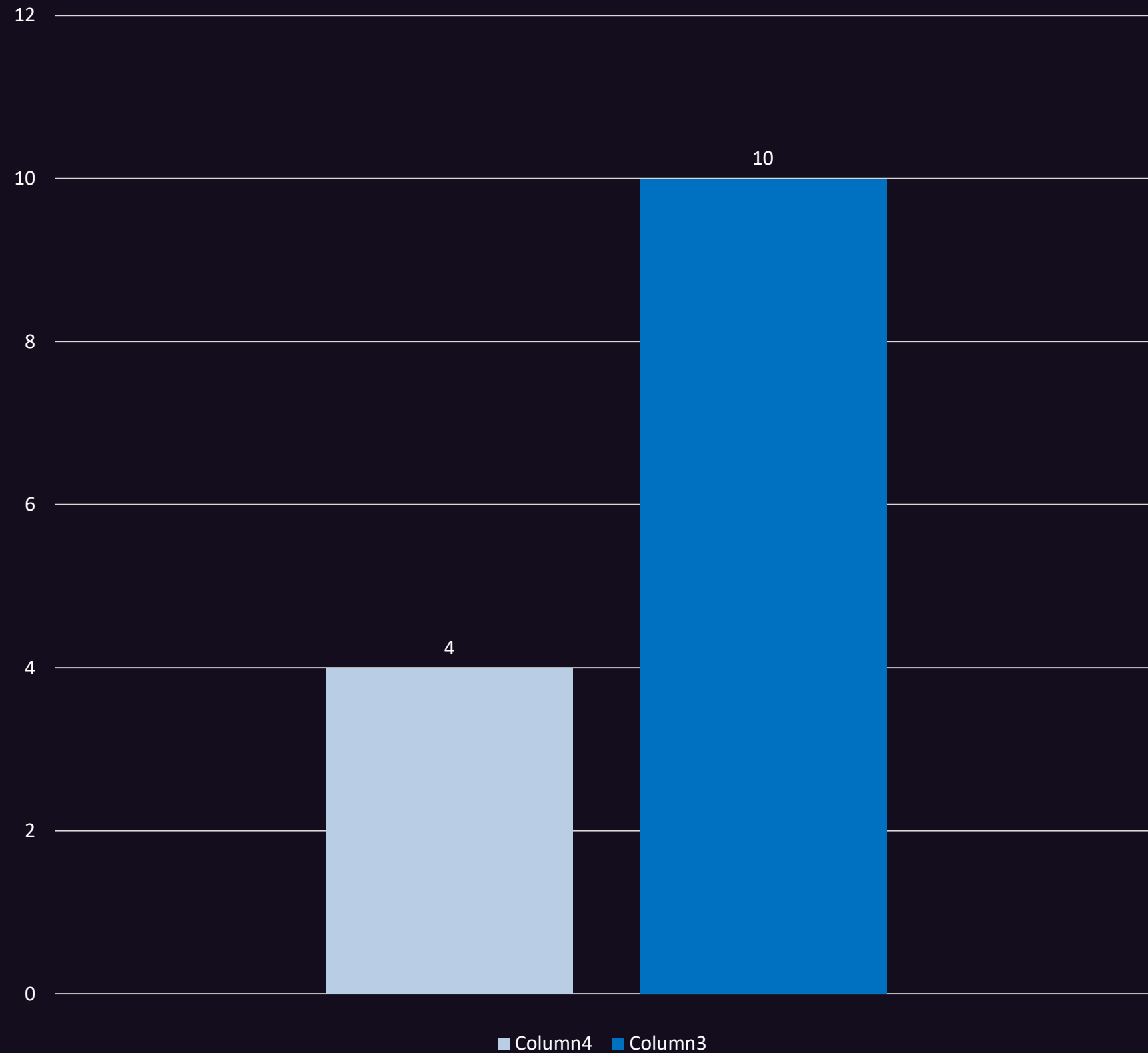
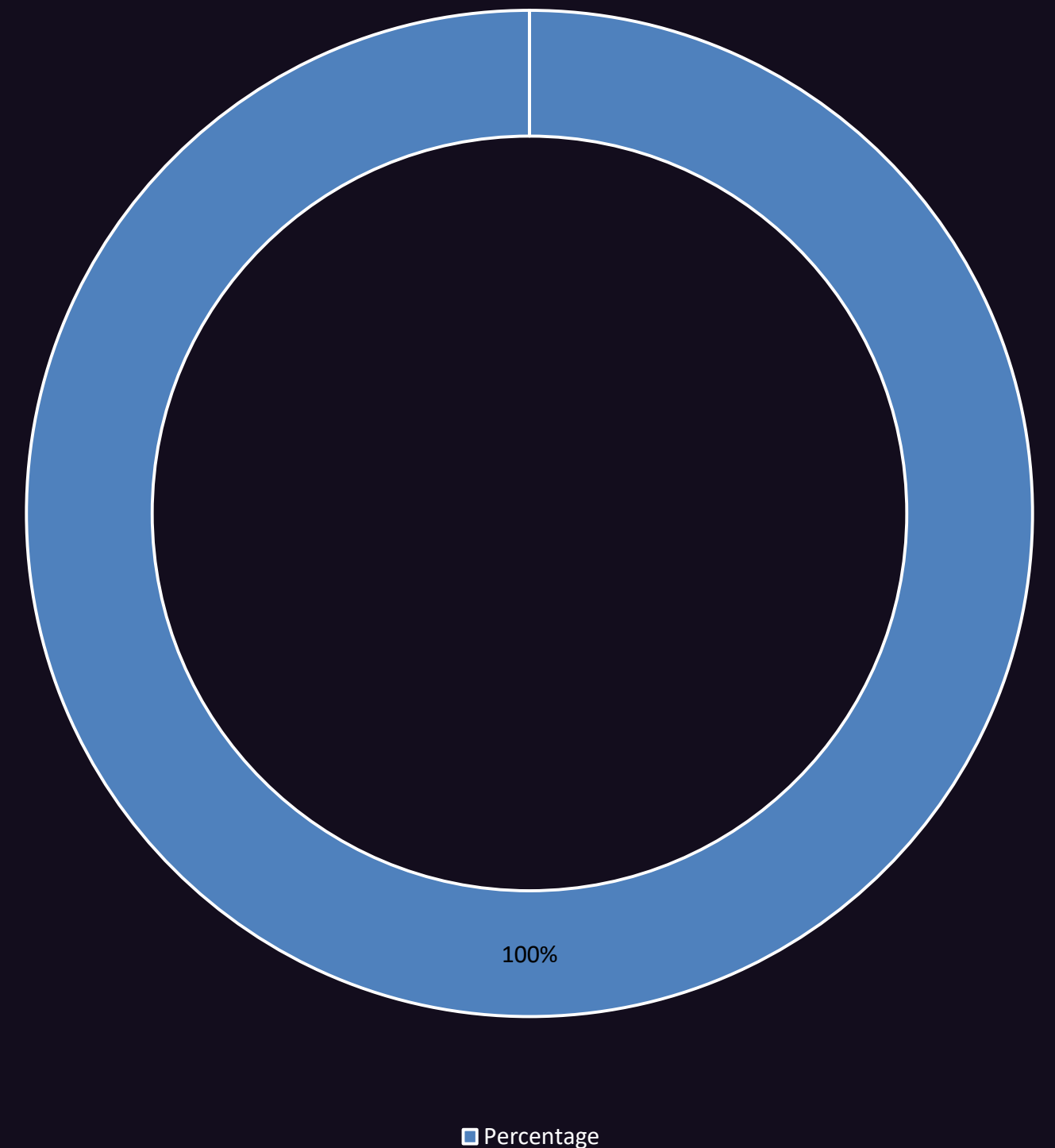
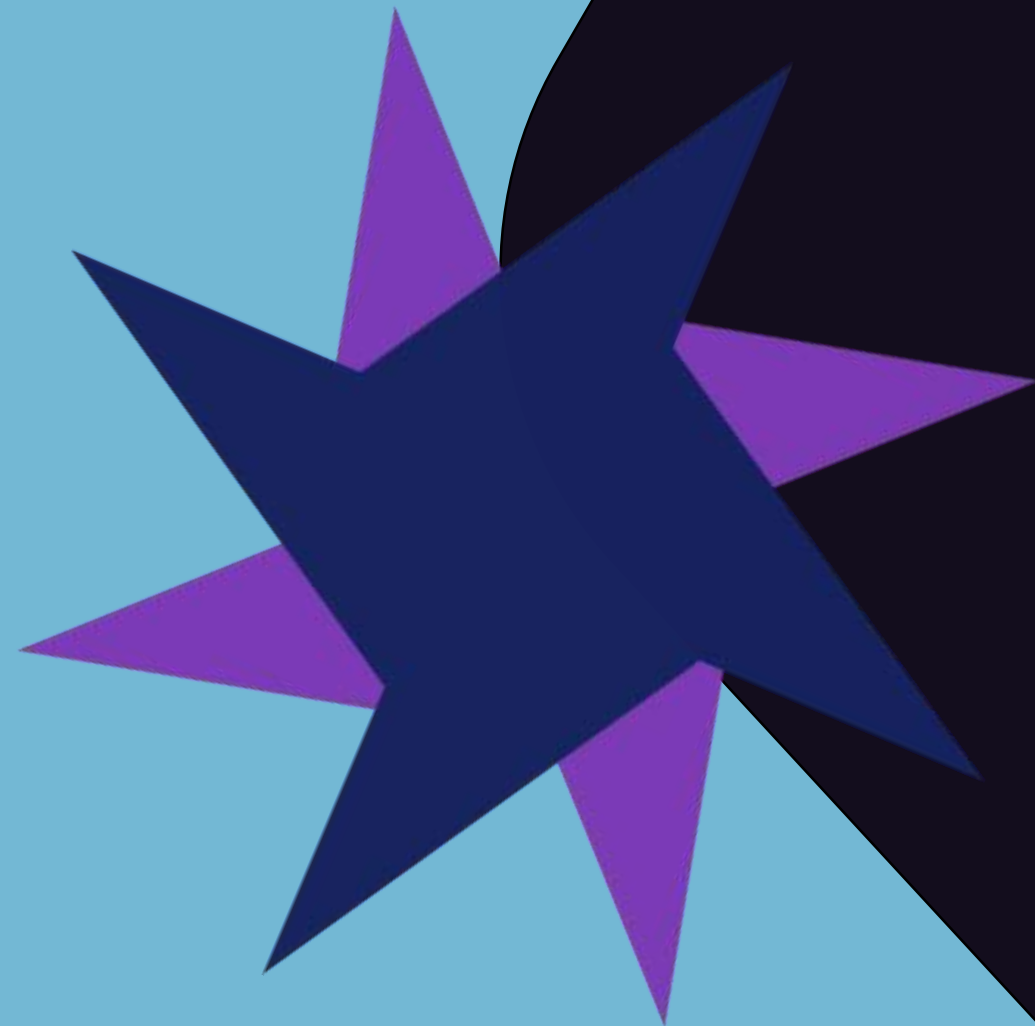


CHART 2: PERCENTAGE OF STUDENTS WHO FOUND THE ESCAPE ROOM MORE ENJOYABLE THAN TRADITIONAL LEARNING METHODS



# FUTURE DIRECTIONS & Q&A



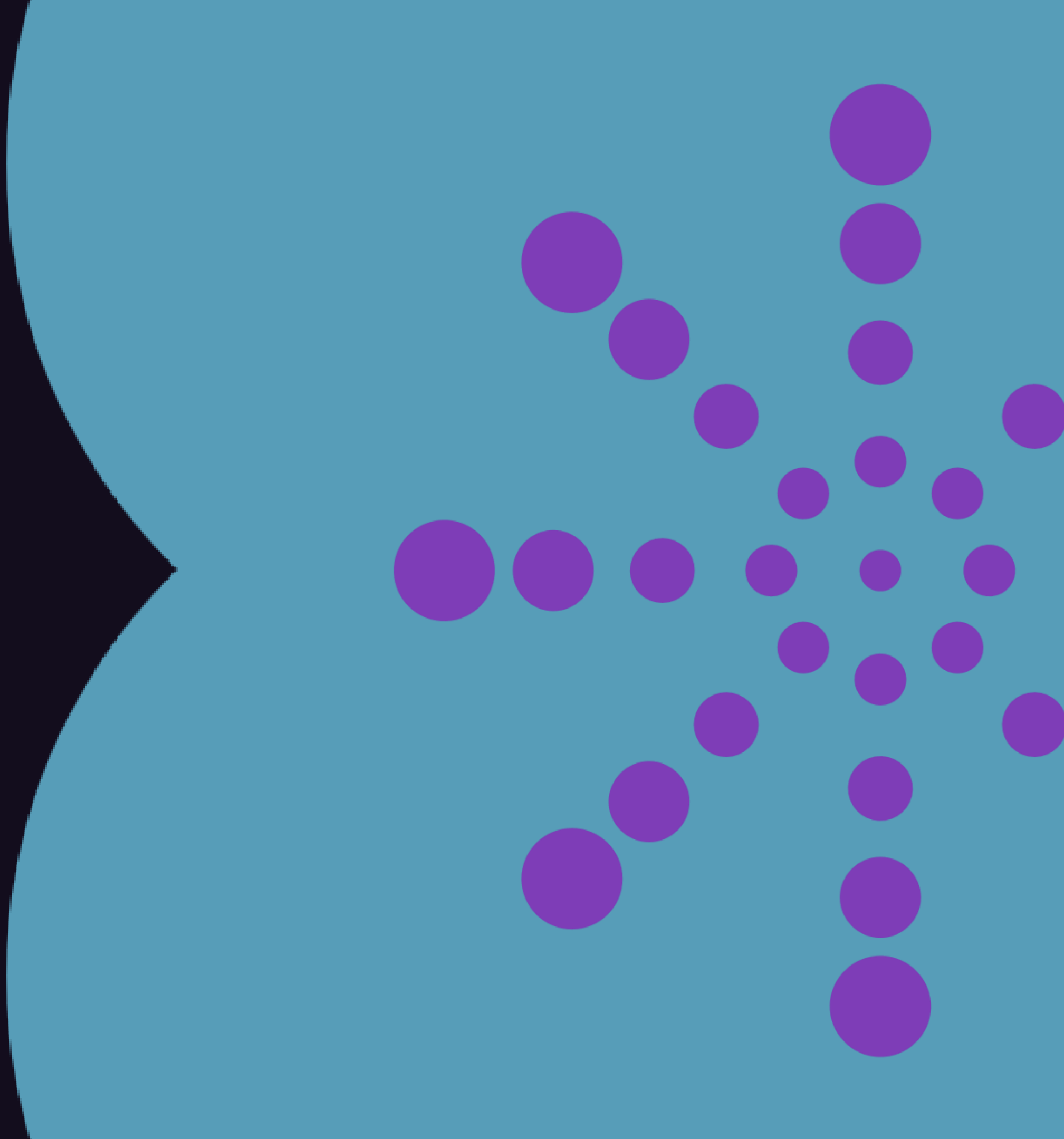
- Expanding scenario portfolio to include dementia and EDI.
- Exploring AI/ML to aid in creating objective metrics for puzzle development.
- Exploring digital versions

# Thank You!

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Linked In





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