

Project Methods

The purpose of this quality improvement project is to address the need for an engaging and immersive teaching modality to better facilitate newly licensed nurses as they negotiate a widening theory-practice gap. The first objective in the development of the Escape Room was to collaborate with involved stakeholders to determine the learning objectives of the Escape Room. The Escape Room will be held during hospital-wide orientation for RNs entering the Critical Care units at a local pediatric teaching hospital. The Project Investigator (PI) reached out to the educators of these units (Pediatric Intensive Care Unit, Neonatal Intensive Care Unit, Cardiac Intensive Care Unit, and Emergency Unit) for meetings to better understand the priorities and educational needs of nurses entering those units. The educators and Quality and Safety liaisons for these units were sent a short survey to prioritize content learned in ICU Orientation to help guide the creation of the Escape Room objectives.

After the objectives were identified, the PI worked closely with the formal external stakeholder as well as other education specialists at the project site to plan the timing of the Escape Room, how the venue could be maximized to include the most learners during ICU Orientation, and project longevity.

The PI relied on the literature to help guide the creation of the Escape Room, including creating a narrative, designing puzzles, and gathering/preparing necessary materials. The project site stakeholders were involved in the Escape Room pilot to assist in identifying strengths and weaknesses of the program so adjustments could be addressed before go-live in June of 2021. The PI created a short survey for attendees to complete immediately after the Escape Room to assess outcomes on the Escape Room's objectives and will utilize a modified Casey-Fink Graduate Nurse Experience Survey sent to learners at 6 months and 1 year post-start date to identify if the quality improvement project objectives were met.

