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CE > Vol.1 No.1, June 2010

OPEN ACCESS

Helping Oncology Nurses Advise Younger Patients about Self Care: Feasibility of Using Animated and DVD Formats for Nurse Instruction

PDF (Size: 207KB) PP. 51-57 DOI: 10.4236/ce.2010.11008

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ABSTRACT

This study explored the perceptions of oncology nurses about the usefulness of a video-game or an animated DVD intervention designed to teach young patients about self care. The study also measured the effects of these interventions on nurses' cancer knowledge and perceived self-efficacy to communicate with patients about self-care. Twenty-two oncology nurses were randomly assigned either to use a video game " Re-Mission" or to view instructional animations from the game on DVD. They completed tests and rating scales before and after, then rated the acceptability of the game or DVD. Only ten participants completed the study. For these ten, ratings of the acceptability and credibility of the game or DVD were moderately positive, regardless of age or nursing experience. Self-efficacy for communicating to patients about self-care increased following use of the game or DVD. Cancer knowledge was not affected. It was concluded that oncology nurses in Australia are not generally enthusiastic about the concept of instruction via video game and animated DVD formats, although those who participated rated the experience positively.

KEYWORDS

Digital-Based Learning, Nurse Instruction, Video Game, Media Acceptability

Cite this paper

Beale, I. & Lane, V. (2010). Helping Oncology Nurses Advise Younger Patients about Self Care: Feasibility of Using Animated and DVD Formats for Nurse Instruction. *Creative Education*, 1, 51-57. doi: 10.4236/ce.2010.11008.

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