VIDEO GAMES IN A HEALTHCARE SETTING

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Abstract:

Background: Videogames may translate into an easily accessible intervention that fully immerses a patient to promote active learning in a healthcare setting. There is a need for more research to identify and evaluate the effectiveness of various education strategies on patient health outcomes in order to design video game interventions specifically for various populations and conditions.

Objective: To identify educational strategies implemented in video games used as part of healthcare interventions for older adults with chronic diseases.

Data Sources: English-language articles on video games and healthcare in the Pubmed, PsychInfo, Web of Science, Cochrane, Medline, and CINAHL databases published from January 2000 until August 2015.

Study Design: I performed a systematic literature review then implemented thematic analysis across the studies in order to categorize them based on study purpose, design, sample size, setting, health problem, game genre, instrument used to assess patient education, analysis method used to assess patient education, the education strategies utilized in the game, and the results.

Principal Findings: From the initial 129 results, I identified five articles that meet my inclusion criteria of being about games that educated patients with chronic diseases, discussing patient education, focusing on older adults without mental/intellectual diseases/disabilities.

Implications: The findings of this systematic review imply that it may be beneficial to include video games as part of evidence-based healthcare and that different education strategies implemented in each game may be better suited towards specific pathologies.

Key Words. Video games, healthcare, chronic disease