

## Setting

- Chemotherapies: high risk
- Continuous education compulsory
- New pedagogical technologies

Mix game and simulation?

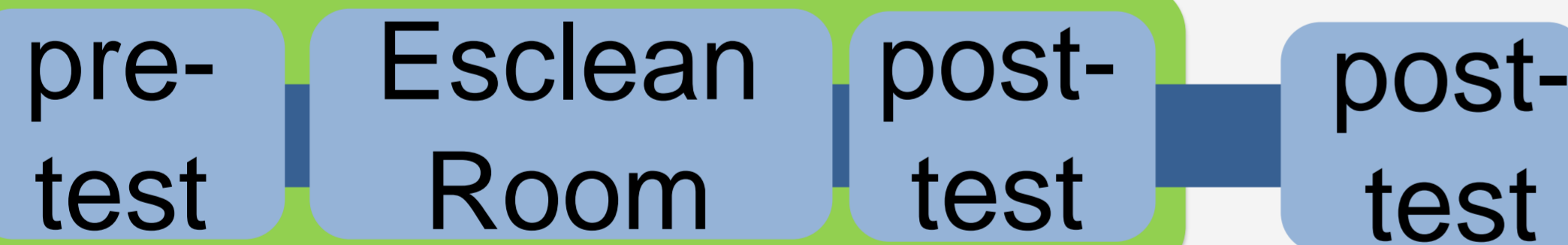


- Better knowledges and assurance (% certitude)
- Liking of the tool
- Increased motivation to learn

## Conclusions

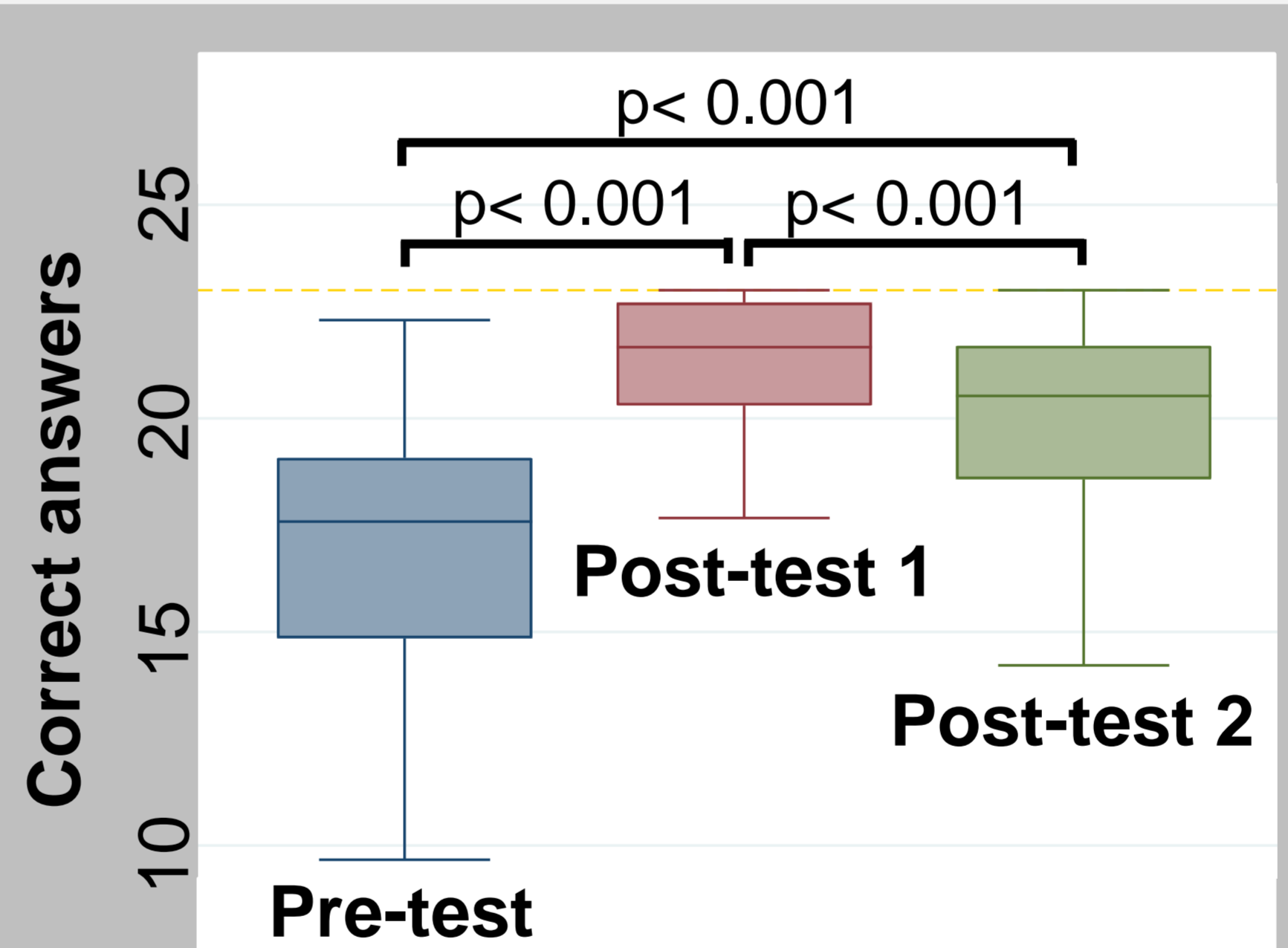
## Method

- Learning objectives
- Questions and enigma
- Playful aspects
- Validation via 3 assessments



- Degrees of certainty
- Building of the *Esclean Room*

## Results



79%

68% without previous participation



61 ♀ 11 ♂

