

ESCAPE FROM THE DEADLY PATHOGEN

AN INFECTION PREVENTION ESCAPE ROOM FEATURING:

Candida auris

PRESENTED BY THE VIRGINIA INFECTION PREVENTION TRAINING CENTER



VCU

WELCOME, **BUT BEWARE!**

Cases of *Candida auris* have been reported nearby. It's up to you and your colleagues to stop the spread of *Candida auris* and other multidrug-resistant organisms. Through interactive challenges, you'll gather the tools and knowledge needed to protect your patients and prevent transmission... if it's not too late. Let's get started, and together we can make a real difference!

GOAL OF THE GAME

Thwart the evil villain, *Candida auris*, in his plans to spread to patients and shared equipment! Solve puzzles and complete important infection prevention tasks in order to escape the room without transmitting *C. auris*.

YOUR CRITICAL OBJECTIVES ARE:

Correctly putting on and taking off PPE

Reading isolation signage

Educating patients on preventing transmission of pathogens

Assessing environmental and equipment cleanliness and identifying appropriate EPA-registered disinfectants

Recognizing high-touch and high-risk areas, including the splash zone

Identifying opportunities for hand hygiene based on the World Health Organization's *My 5 Moments*

Who is This Escape Room For?

Any clinical healthcare professional (i.e., nurses, nursing assistants, fellows, dialysis, etc.)

How Many Players?

Recommended for groups of 4-6 depending on your setting.

How Much Time is Needed to Play?

The escape room is designed to be solved within 35-45 minutes. Additional time may be needed for discussions on the dangers of *C. auris* and the importance of preventative measures.

Who Should Setup and Run the Escape Room?

We suggest an infection preventionist or other healthcare professional familiar with infection prevention and control best practices. We recommend the facilitator study the game prior to starting and know the needed clues and rules. Facilitators will need to be available during play in order to moderate and provide hints to puzzles.

How Much Time is Needed to Setup?

Allow for 20-30 minutes for setup prior to players arriving, and a similar amount of time to reset the room after play.

Where Should I Setup the Escape Room?

You can stage this in a simulation/education room, empty patient room, break room, or even a conference room. We recommend making it as fun and real as possible and adding props like training dummies, disposable stethoscopes, IV pole and IV pump, etc.

WHAT'S IN YOUR DIGITAL KIT?

☐ WELCOME PACKET

Includes FAQs and Equipment List.

☐ FACILITATOR GUIDE

No peeking! This guide explains the flow of the escape room and how to set up the experience. It includes an answer key to all the puzzles, script and player hints, and a reference section for the web-based portion of the game.

☐ MASTER COPIES OF PRINTED ELEMENTS

Everything you need to escape, rinse, and repeat. You'll find master copies of all the posters and printed elements for the escape room, including a certificate of completion. Photocopy any materials as needed to reset the experience.

EQUIPMENT LIST

PROVIDED IN MASTER COPIES OF PRINTED ELEMENTS

Laminated Posters

- ☐ Rules for Play
- ☐ Case File
- ☐ Contact Precautions sign
- ☐ Supply Cart poster
- ☐ Patient Education form
- ☐ Splash Zone poster
- ☐ My 5 Moments poster
- ☐ How to Safely Remove PPE posters
- ☐ Patient Care Board
- ☐ Photo of Ms. Sickly

Other Elements

- ☐ "I stopped *C. auris*" sticker template
- ☐ Certificate of completion template

Locked Bag #1 Puzzles

- ☐ Splash Zone word search
- ☐ Environmental cleaning checklist

Locked Bag #2 Puzzles

My 5 Moments:

- ☐ matching game
- ☐ matching cards
- ☐ cryptograph

SUPPLIES NEEDED:

Locked Bag #1

- ☐ Zip-style biohazard bag*
- ☐ 3-digit combination lock*
- ☐ Rechargeable black light
- ☐ Standard pen
- ☐ Highlighter

Locked Bag #2

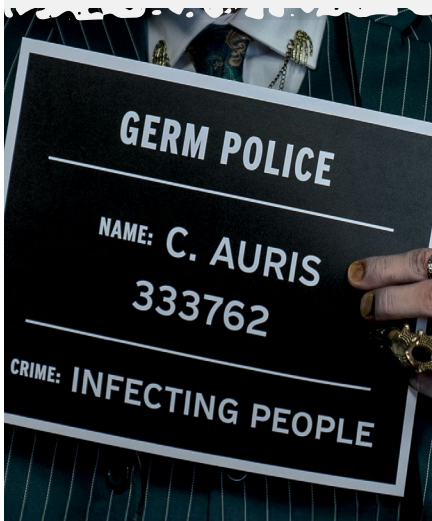
- ☐ Urine drainage bag*
- ☐ 4-digit combination lock*
- ☐ Dry erase pen

Additional Materials

- ☐ Glo Germ lotion
- ☐ Avery 22807 labels for "I stopped *C. auris*" stickers (Optional)
- ☐ Standard pen or pencil (for facilitator to use)
- ☐ Painter's or masking tape (for hanging posters)
- ☐ Box of gloves (Optional - to help visualize glove removal for puzzle #6)

* See *Facilitator Guide* and *How to Setup Your Escape Room* video for ideas on how to create locked bags and alternate ideas for locks.

<https://bit.ly/3N8Ly6O>



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NO TIME TO WASTE.

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