OVERVIEW

- Sloppy Mountain Medical Center is a team-skills-challenge activity modeled after the popular “escape room” activities, except that it is played entirely on-line. The theme of this activity is grounded in interprofessional health care delivery and takes place in a simulated hospital setting.

- Teams must work together to discharge patients and clean up a very disorganized and confusing virtual medical center as quickly as possible.

- Schools, academic institutions or other organizations can host this team-skills-building event at their own site with small or large groups of participants.

- Large groups of participants can be broken-up into teams of 3 or 4 players that will engage in the challenge together. Teams can compete with each other to find out who can complete the challenge first.

- The activity is designed to challenge teams with a set of engaging tasks that demand:
  - Effective communication
  - Leadership skills
  - Collaborative problem-solving
  - Strong cooperation

- No prior medical knowledge or experience is needed to play.
GAME STRUCTURE

◆ Each team has a total of 9 patients (in the 3-player game) or 12 (in the 4-player game) to discharge from the medical center as quickly as possible.

◆ Each player on a team has access to only one of the rooms in the medical center (3 patients per player).

◆ Each player is responsible for discharging his/her 3 patients. However, most of the information and resources needed to discharge patients from each room is contained in the other team members’ rooms. This forces teams to work together, communicate clearly, collaborate effectively, and plan efficiently to discharge all of the patients quickly.

LEARNING OBJECTIVES OF THE ACTIVITY

1) Players will identify challenges and solutions associated with communicating complicated information to each other in a clear and concise manner

2) Players will appreciate the challenge and importance of seeking information from all available sources, working as a team to solve problems, and carrying-out complex, multi-step tasks under the pressure of time constraints

3) Players will value listening and responding to the needs of other team members in order to solve problems collectively

4) Players will develop strategies to communicate their own needs to the team in a clear and assertive manner in service of overall team success

5) Players will appreciate the importance of monitoring team progress as well as providing task-relevant support and assistance to other team members
TRYING-OUT THE ACTIVITY

◆ To try-out this activity for free, you will first need to create an administrative account using the link(s) on the SloppyMountain.com home page. This will give you access to the facilitator manual which is full of great resources for game facilitators.

◆ Once you have an administrative account, you will be given one free demo 4-player team access code and one free 3-player team access code. These codes are fully-functional.

◆ You should watch the 10-minute facilitator video, and then assemble a team to try-out the game.

◆ To try the game, make sure everyone on your 3- or 4-player team has a laptop connected to a wireless internet hub and that everyone has a web-browser OTHER THAN Microsoft Internet Explorer.

◆ Print-out your access code sheets and a team brief sheet for the group.

◆ Play the “Player Tutorial” video for the group.

◆ Enjoy the challenge.

HOSTING THE ACTIVITY

◆ To host the activity at your site, you will need to purchase access codes to accommodate the number of players/teams you will have at your event. The cost of game access is $5 per player. This is a substantial cost-savings when compared to rates for actual escape room activities which range from $20 to $40 per player!

◆ Watch the facilitator tutorial video on SloppyMountain.com.

◆ Use your administrative account to log-in and calculate the number of 3- and 4-player team codes you need to accommodate your group. Purchase the codes through the web-portal using a credit-card or electronic check.
◆ Print-out the purchased code sheets and downloadable “Team Brief” documents and place them in envelopes for your teams on game day. Also bring scrap paper and pens for players to make notes while playing.

◆ Have players bring laptops to the activity.

◆ Get the teams settled-in and start the player tutorial on a video monitor that all teams can see.

◆ At the end of the tutorial, the video directs players to the website and starts the activity for you.

◆ Play the “Clues” video in the background on the room display during game play.

◆ At the end of the time-limit (set by you), check the performance of teams and determine the winner of the activity using the link in the administrative menu on SloppyMountain.com.