



## WHO Infection Prevention and Control Global Webinar

*Please join us*

**23 April 2024, 2:00-3:30 pm CET**

### Special webinar on “My 5 Moments: The Game” – Revolutionizing Hand Hygiene Education

This global webinar is organized to promote and mark the launch of "My 5 Moments: The Game," an innovative digital game developed through a collaboration between the WHO Infection Prevention and Control Unit and Hub, WHO Academy, game designer, learning game expert, and end users. Aimed at revolutionizing hand hygiene education, this game-based learning programme integrates the concept of "My Five Moments for Hand Hygiene" into an engaging, compassionate, and scientifically-backed gaming experience. Set in the futuristic International Alien Hospital, the game challenges players to maintain optimal hand hygiene practices to ensure the safety of both alien patients and the Earth. This session aims to introduce healthcare professionals, educators, and other relevant stakeholders to the game's unique approach to infection prevention and control through gamification, design insights, and the importance of empathy in healthcare.

#### **Objectives**

- To introduce "My 5 Moments: The Game" to healthcare professionals, IPC practitioners, educators, and stakeholders, highlighting its innovative approach to hand hygiene education through gamification, and demonstrating how it can transform traditional learning methodologies in IPC.
- To provide insights into the game's design and development process, emphasizing the integration of compassion, care, and empathy into its gameplay, and illustrating the importance of these elements in creating a more effective and engaging learning experience for healthcare workers.
- To encourage the adoption of "My 5 Moments: The Game" within healthcare training and education programmes, to bring behavior change among healthcare workers, and offering guidance on integrating this innovative tool into existing IPC efforts.

**CLICK HERE TO REGISTER**

[https://who.zoom.us/webinar/register/WN\\_fNBmF3VWTfKtm74KODEvBQ](https://who.zoom.us/webinar/register/WN_fNBmF3VWTfKtm74KODEvBQ)

*After registering, you will receive a confirmation email containing information about joining the webinar  
The webinar will be held in English*

*Please contact [ipcglobalcommunity@who.int](mailto:ipcglobalcommunity@who.int) with questions*

## Agenda

### “My 5 Moments: The Game” – Revolutionizing Hand Hygiene Education

<b>Chair</b>	<b>Benedetta Allegranzi</b> (Technical Lead, WHO IPC Hub and Task Force, WHO HQ)
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<b>Time (pm, CET)</b>	<b>Item</b>	<b>Speaker</b>
2.00	<b>Housekeeping instructions</b>	Ermira Tartari (WHO IPC consultant/expert, WHO IPC Hub Unit)
2.05	<b>Welcome remarks/Introduction to the webinar</b> <i>Brief overview of the importance of hand hygiene in IPC</i>	<b>Benedetta Allegranzi</b> (Technical Lead, WHO IPC Hub and Task Force, WHO HQ)
2.10	<b>Introduction: WHO academy</b>	<b>Isobel Rivera</b> (Team lead, Partnerships, WHO Academy)
2.25	<b>Introduction and Discussion with experts in game design and IPC</b> (Facilitated by Ermira Tartari)	<p><b>Hugo Sax</b> (Professor University of Zurich, Switzerland) <i>Title: The Role of Gamification in Infection Prevention and Control and Hand Hygiene</i></p> <p><b>Kat Schrier</b> (game designer, learning game expert) <i>Title: Game design – integrating compassion and care</i></p> <p><b>Julie Storr</b> (WHO IPC consultant/expert) <i>Title: Introducing “My 5 Moments: The Game”</i></p>
2.55	<b>Facilitated panel discussion including Q&amp;A</b> (Facilitated by Claire Kilpatrick)	<b>ALL PARTICIPANTS</b>
3.25	<b>Closing remarks</b>	<b>Benedetta Allegranzi</b>