

## Patient's Rights & Innovative Teaching Strategy

The Patient's Rights & Innovative Teaching Strategy project aims to develop a Serious Game that will support students in learning the legal rules applicable in the field of health as well as broaden the pedagogical options of teaching. This project is financed by the HES-SO digital skills centre and is taking shape through joint reflection between three disciplines: health, law and engineering.

Patients' rights are an integral part of the health law courses taught at HESAV, in the different streams during the Health Propaedeutic Year (APS), in Bachelor's courses and in continuing education. Knowledge of the legislative framework and the implementation of these rights are key elements in building confidence in the therapeutic relationship between patients and health professionals. Legal knowledge is essential for the health care professional to ensure the smooth running of care, but also to practice the profession in accordance with the law and ethical/deontological standards and to avoid liability. HESAV has the advantage of having two jurists specialised in the field of health law who collaborate in co-constructing courses with teachers from the health professions and co-facilitating workshops to promote the integration of legal concepts. This project is part of this co-construction logic and allows the optimization of the training environment for students. This project aims to develop a pedagogical innovation that meets the requirements of the curriculum but is more motivating for the participants. The user is invited to interact with an IT device that combines teaching aspects and playful elements inspired from video games (Chabert et al., 2010).

The law must be made more accessible for health professionals who apply legal rules in their daily lives. The project is of particular importance in view of the exceptional situation with coronavirus disease (COVID-19). Indeed, faced with such situations, students in practical

training may need distance support and therefore a tool as proposed in this project could improve their knowledge and skills. This project is part of the digital strategy of the HES-SO, more specifically in its mission of teaching in the digital age.

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### Research team

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### Funding

HES-SO

### Duration

13 months