

Welcome to Gamification - Win your treasures Dr. Muzaffar Hussain Mirza, Dr Mohammad Feroz, Dr Sandhiya vairamuthu Department of Anaesthetics and Critical Care, Northampton General Hospital



Behaviour Modification	Methodology	
 Behaviour management attempts to motivate and guide people to behave in certain ways, in particular settings In the work place the idea is to change behaviour to reflect organizational Values Our experience with the junior doctor workforce was a varied behaviour depending on personalities and past experiences. Our aim for to set a positive vision for newcomers every rotation. We started by setting behavioural goals, which were 1. Positive 2. Balanced between training and departmental needs 3. Specific 4. Team oriented 	We started with a focus on the new cohort of doctors in training rotating through the unit at the time of induction. The tool we needed was one, which not only allowed quick feedback but was able to show progress. So we settled on Class craft Positive Behaviours Punctuality	 The points were updated on class-craft website where the doctors could track them Based on their score certain prizes were allotted