

GAMIFICATION & INTERACTIVE PLAY. TEACHING SEXUAL HEALTH AT A LARGE GAY FESTIVAL

Authors:

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Background/Purpose:

Sexual health education can be a dry and content heavy, with many audiences reporting fatigue with repeated health messages. By creating a unique teaching tool, new life was brought into the topic. A new teaching approach lead to an increase in engagement with the men who have sex with other men (MSM) & bondage, discipline & sadomasochism (BDSM) community who attend gay, lesbian, bisexual, trans and intersex (GLBTI) events

Approach:

As part of a large GLBTI festival, sexual health education was offered using an innovative “game show” format. Teaching included an interactive role play game teaching vectors of sexually transmitted infections (STI) transmission. This included structured peer education guided by medical input. Other innovations included teaching surface anatomy via “drawing competitions” to demonstrate safety in BDSM impact play.

Outcomes/Impact:

Teaching was well received with many participants reporting increased understanding and recognition of STI vectors, symptoms and need for medical attention. Participants reported the format was unique and engaging for a topic that is normally difficult to access.

Innovation and Significance:

Finding interesting and new ways to teach sexual health increases patient understanding and health competence. We can always find new ways to teach topics that can be taboo or complex to engage our target audiences.