

31st National Conference and Exhibition 2025

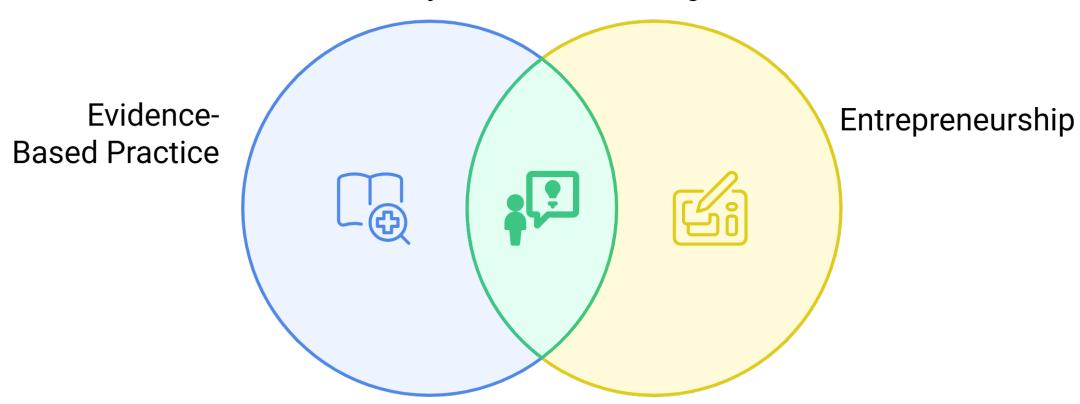
# Evidence-based innovation in occupational therapy education

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### **Project Based Learning**



"Make me a resource that....."

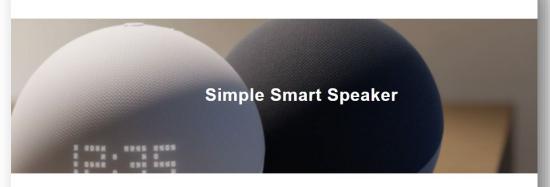
"We need a survey to find out...."

"Create a video to ..."

### "Volunteers seem stressed"

"Parents are concerned about screen time"

"People need access to adaptive sports equipment"



#### **Welcome to Simple Smart Speaker**

Hello and welcome to Simple Smart Speaker! We're here to help you discover the useful features and functions of smart speakers in the easiest way possible.

#### **What This Program Provides**



Station 1 Guided meditation



Station 5 Nature Trecks

Trying VR
Stations
Stations

Motor Imagery

> Open Brush

# Gaming Negative Impacts

#### 1. Impacted Sleep

- Delayed sleep onset
- Reduced total sleep time
- · Poor sleep quality and increase in fatigue
- Poor engagement in everyday activities, routines, and behaviours (e.g. school, social engagement, chores)

#### 2. Mental Health

- Increased susceptibility to bullying behaviour
- Poor social skills and peer interaction
- Increased fatigue, de
- Conduct problems (aggression violation man

#### Development

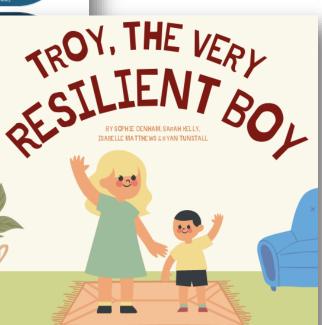
control

and self-perception Fregulation and reward proce functioning

tter (memory, decision making

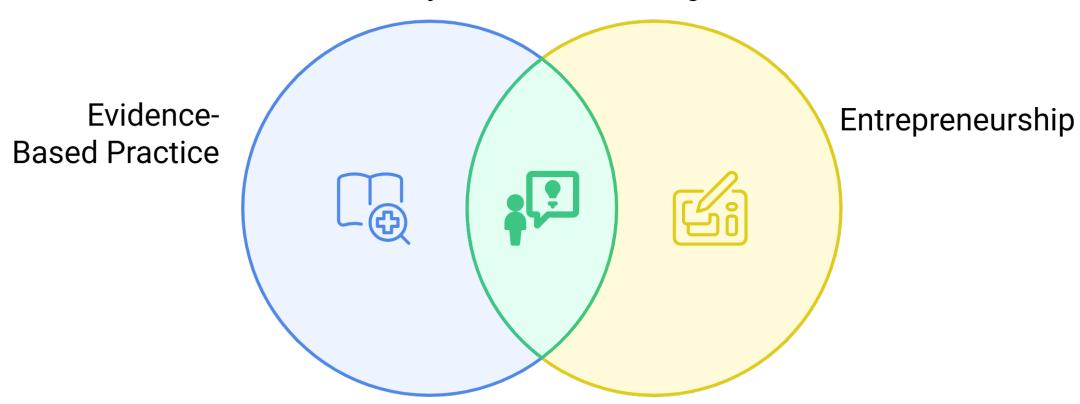
#### tionship

- ne with family and friends culty engaging in open commun
- regement skills
- orities and unrealistic expectation

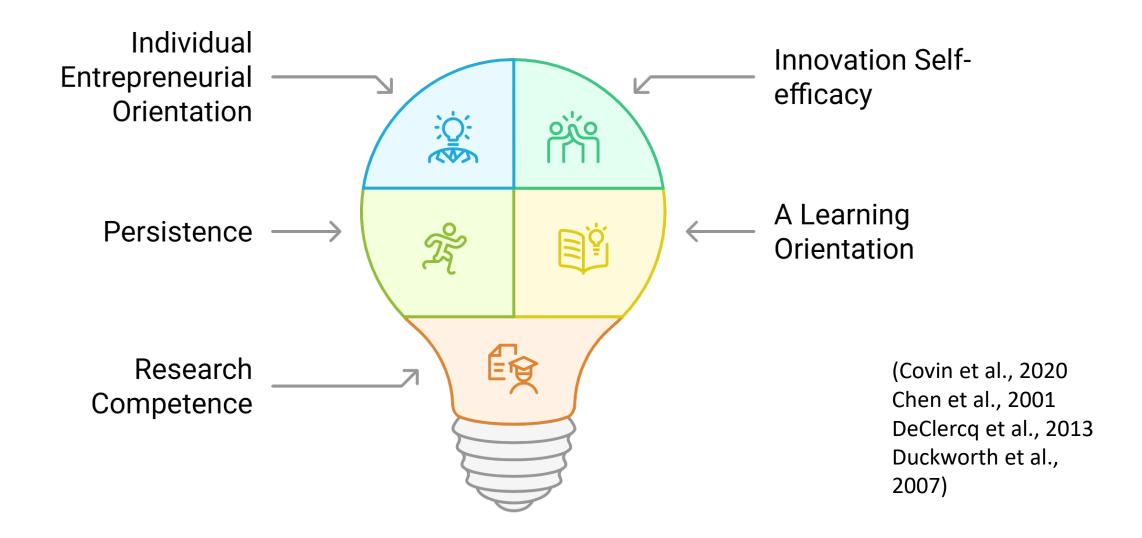


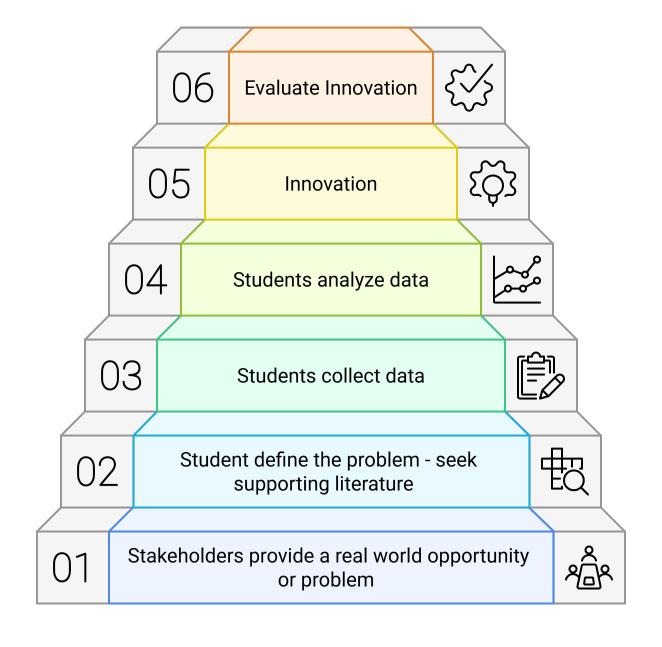


### **Project Based Learning**



### **Evidenced-based Innovation Mindset**







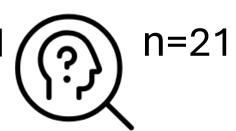
### Study design

Examined the impact of developing an evidence-based innovation mind-set on final-year occupational therapy students

Mixed methods research:

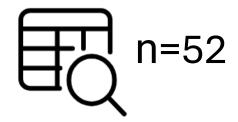
1) Measure changes

2) Understand how these changes occurred





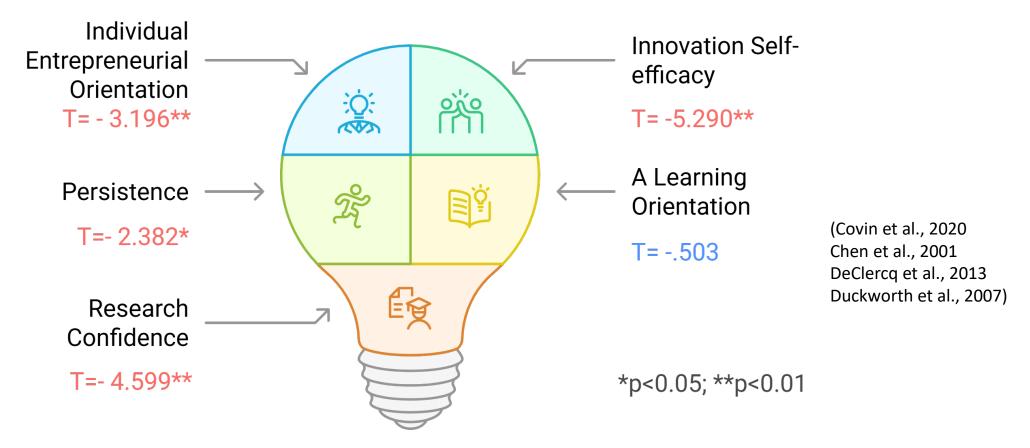
### Questionnaire



- Elements of 4 validated business study tools (Covin et al., 2020; Chen et al., 2001; DeClercq et al., 2013; Duckworth et al., 2007)
- 5 constructs from 25 items

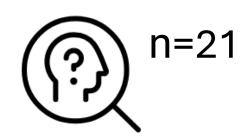
- Likert scale 5-point
- Pre and post measurement T1 and T2 Wilcoxon signed rank test SPSS

### Changes in evidence-based innovation mindset dimensions, Wilcoxon signed-rank test

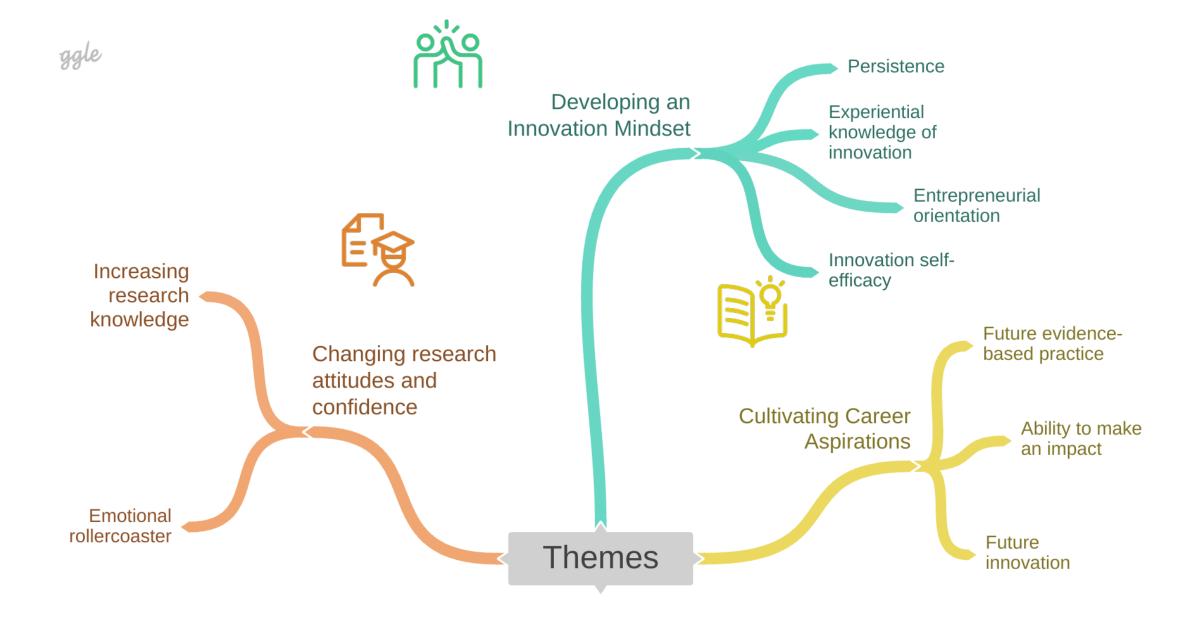


Made with > Napkin

### Qualitative interviews



- Semi structured Interviews
- Reflexive Thematic Analysis (Braun and Clarke, 2021)
- Line-by-line coding by a team of four researchers (Nvivo)
- Research team
  - Occupational therapy and Business academics
  - Occupational therapy student researcher





Developing an Innovation Mindset

#### Persistence

Experiential knowledge of innovation

Entrepreneurial orientation

Innovation selfefficacy "It's really important to know about what [innovation] is and how you can do it. And the benefits of it ... to know why innovation is good personally to learn, but then also why it's good to be able to create it for other people."

### Experiential knowledge of innovation



### **Entrepreneurial orientation**

Increasing research knowledge



Initially, I would have thought, research was for academics.

Changing research attitudes and confidence

Emotional rollercoaster

In my future practice, I am going to have to continue to be innovative and think outside the box.

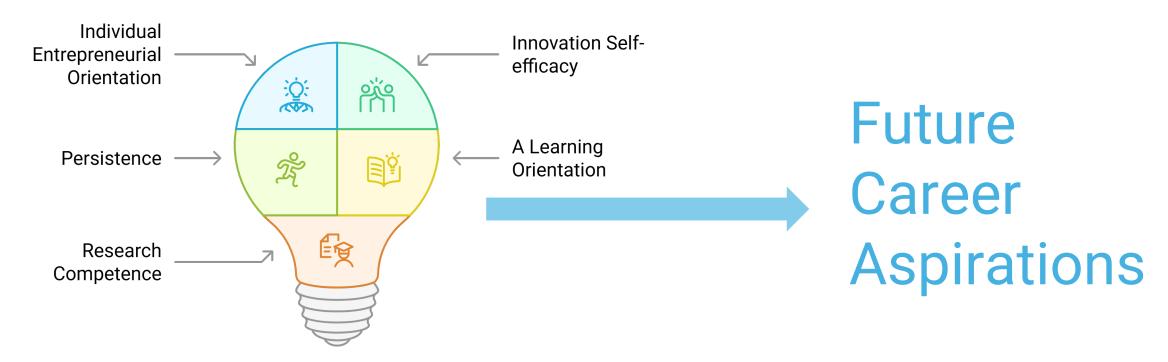


Future evidencebased practice

Ability to make an impact

Future innovation

#### **Evidenced-based Innovation Mindset**





### Conclusion

Targeting an evidence-based innovation mindset can:

change students' perception of research

change students' confidence to innovate

drive future occupational therapist - adopt work-

place research

in response to the changing world

and to change the world

Improve employability?

Can this be replicated elsewhere?



## Thank you for your interest



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