



Singapore Healthcare Management 2024



Enhancing Procurement Clinic Sessions

Implementation of game-based learning platform - Kahoot

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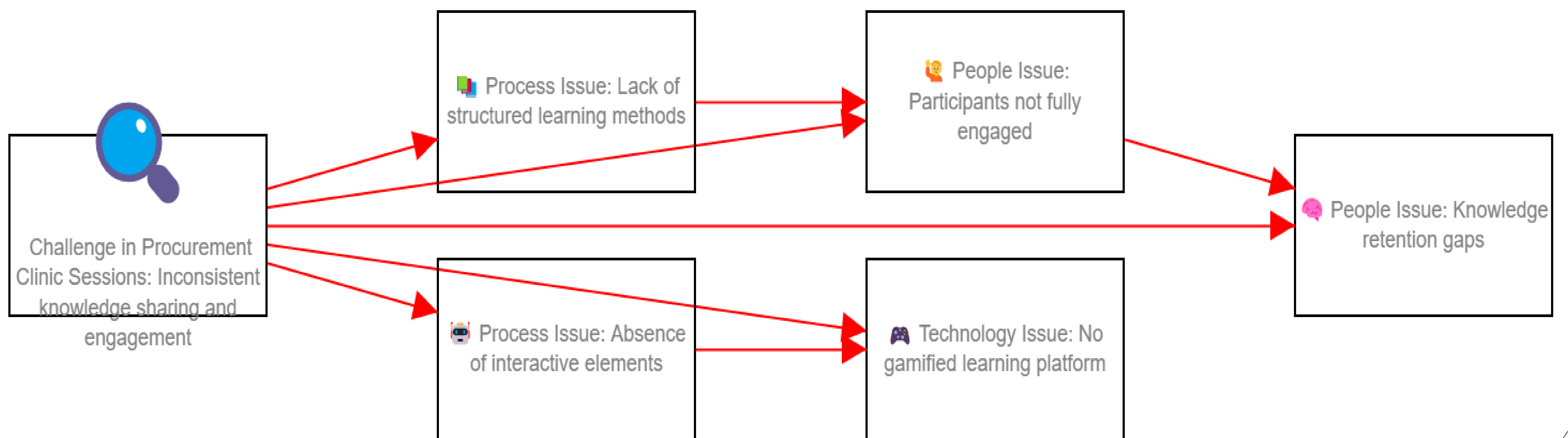


AIM

To improve knowledge sharing within procurement teams by integrating the interactive learning platform, Kahoot!, into ALPS@TTSH-run Procurement Clinic sessions.

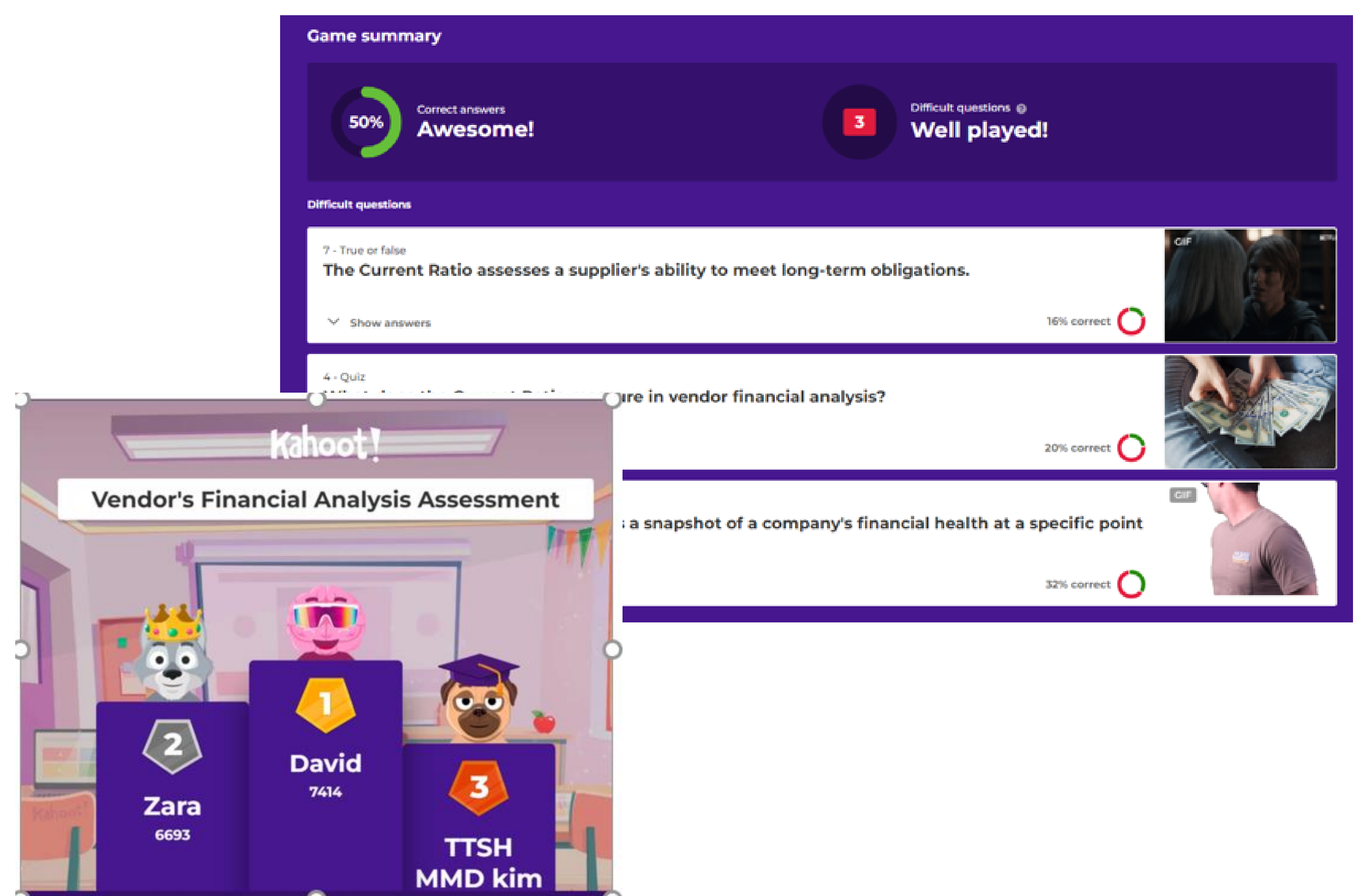
METHODOLOGY

Adoption of the block diagram enables us to pinpoint the challenges in a procurement process, including a lack of structured learning methods, inconsistent knowledge sharing, and a lack of interactive elements



RESULTS

- **Increased Engagement:** Participants are actively involved during sessions.
- **Enhanced Knowledge Retention:** Interactive quizzes improved grasp and retention of procurement principles.
- **Efficiency in Learning:** Engaging content led to fewer errors.



CONCLUSION

The integration of Kahoot! significantly improved knowledge dissemination, reduced errors, and fostered a collaborative learning atmosphere among team members.