

Confident Care in Aged Care

Virtual Learning Hour

Gamifying Reablement

Audience: All aged care staff and healthcare providers working in aged care settings

How do we motivate carers and nurses who are already overworked to take on the responsibility of walking residents more often? We used effective change management principles coupled with the innate human desire to participate in games to implement lasting change. We went from 10 falls per month to 2. We have had 5 residents regain their ability to walk after being sedentary for years. We also leveraged the Pygmalion and placebo effects to drive clinical outcomes.



Tuesday 22 Sep 2026

2:00 pm - 3:00 pm



Presenter

Frank Mante

Clinical Nurse Manager
Juninga Centre Aged Care Facility,
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