

1: Ideas about Health care

Now many people are wondering what impact it will have on health care programs as an unintended consequence of pay for performance. There are two main reasons for gaming any pay-for-performance program, said Twila Brase, president of the Citizens Council on Health Care.

Story highlights Marty Makary: Health care continues to struggle with endemic variations in quality of patient care Without meaningful metrics of hospital culture and patient outcomes, we are all flying blind Dr. The opinions expressed in this commentary are solely those of the author. CNN Is health care in America getting safer? This is a question that we all think about as doctors and patients. The answer seems to be not really. A new report found that hospitals have been gaming the system to make their re-admission numbers look good by putting patients who return in a special observation area instead of counting them as readmission. Independently, another report from the Agency for Healthcare Research and Quality shows that nationwide reductions in patient complications have plateaued. Furthermore, part of the reductions was due to creative ways that hospitals code or report complications. Marty Makary Many of us who take care of patients know that health care continues to struggle with endemic variations in quality stemming from poor coordination, misdiagnoses and inappropriate care. While state-of-the-art care is there, delivering it can be messy. There certainly have been real success stories in pockets of health care. Already, open heart and transplant procedures have seen improvements with data transparency. But most patients go home after treatment with no tracking of result. Moreover, data extracted from crude medical bills capture only a small fraction of the overall harm in health care. We measure patient satisfaction, but not the appropriateness of medical care. Moreover, there is one metric that tells you more about hospital quality than anything Medicare tracks. Culture is the teamwork that is essential in delivering safe medical care. Using a validated survey of hospital employees, my research colleagues and I at Johns Hopkins in partnership with Duke University and the Minnesota Hospital Association conducted a study of hospital safety and teamwork culture and patient outcomes. When hospital employees feel that patient care is well-coordinated and their ideas are valued, patients receive safer care. Conversely, when the teamwork is poor and management is distant, bad things are more likely to happen. Could one pill help you live longer? In medical organizations around the country, increasingly, doctors describe working within one of two types of organizational cultures. One where staff are happy, turnover rates are low, and clinicians feel a sense of ownership over the entire delivery of care. The other is a workplace where doctors believe they know how to make care safer, but feel their management is out-of-touch. Without meaningful metrics of hospital culture and patient outcomes, we are all flying blind. Health care reform becomes a discussion about how to finance the broken system, not how to fix it. Traditional studies in medicine have asked whether there is an incremental benefit associated with a new medication and surgical technique, but we could do more to evaluate the benefit of the nontechnical behavioral skills that result in great medical care. Improving patient safety and quality is an endeavor that requires both human factors and an organizational approach. Improving hospital culture has implications for the important problem of burnout in the medical profession, a well-known safety issue that affect patients. Health care harm is common, real and costly.

2: Gaming healthcare: How Microsoft Kinect is revolutionizing the future of rehab - TechRepublic

Obamacare customers are gaming the system, buying coverage only after they find out they're ill and need expensive care – a trend insurers warn is destabilizing the fledgling health law.

3: Why our health care system is broken (Opinion) - CNN

"Gaming" the Universal Health Care System January 2, Tommy Belknap Dean Baker has an interesting discussion of the differences between the health care plans of Barack Obama and Hillary Clinton.

4: Games & Simulation for Healthcare

Working the system implies that one is using an understanding to work within the system to attain sets of goals that align, whereas gaming the system implies using this understanding to attain specific goals that don't align with the rest of a set of goals.

5: Gaming Obamacare - POLITICO

Blue Shield of Oklahoma, and Blue Cross and Blue Shield of Texas, Divisions of Health Care Service Corporation, a Mutual Legal Reserve Company, an Independent Licensee of the Blue Cross and Blue Shield Association.

6: How Bad Is U.S. Health Care? Among High-Income Nations, It's the Worst, Study says

Video Games in Health Care: Closing the Gap Pamela M. Kato University Medical Center Utrecht Although a great deal of media attention has been given to the negative effects of playing video games.

7: Health (gaming) - Wikipedia

Bevan, Gwyn and Hood, Christopher () What's measured is what matters: targets and gaming in the English public health care system. Public Administration, 84 (3). pp.

8: "Gaming" the Universal Health Care System - www.enganchecubano.com

Tackling Health Problems Via Video Games More People ages 13 and over spent more than six hours a week playing video games in according to a recent Nielsen study.

9: Interactive Health Games: MedlinePlus

Welcome to the Games and Simulation for Healthcare Library and www.enganchecubano.com website aims to provide a portal and network to meet the needs of clinicians, researchers and educators in the healthcare community who want to integrate games and simulation into their scholarship and patient care strategy.

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