

学位論文審査結果の要旨

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<p>(学位論文審査結果の要旨)</p> <p>A pilot study of game-based learning programs for childhood cancer survivors</p> <p>【主論文審査結果の要旨】</p> <p>著者らは論文において下記の内容を述べている。</p> <p><Background></p> <p>Childhood cancer survivors lacking awareness on their potential risks of late effects often fail to seek adequate follow-up care. Patient education matching their preference is of great importance to improve their adherence to survivorship care. In this study, we developed two age-dependent game-based learning programs, which enable continuous approaches for childhood cancer survivors along their intellectual maturation. Then, we assessed the effectiveness of the programs.</p> <p><Methods></p> <p>Childhood cancer survivors over 10 years of age who regularly visited a long-term follow-up clinic were enrolled in this study. They were requested to play either of two different types of game tools, one for school children and another for adolescents and young adults, for one month at home. To evaluate the educational effects of the programs, they were examined for health management awareness, self-esteem, and knowledge on cancer-related late effects before and after the intervention with age-based questionnaires and knowledge tests.</p>			

<Results>

Among 83 participants, 49 (59.0%) completed the assessments over the period of 12 months. The health management awareness and knowledge levels increased significantly at 1-month after the intervention as compared to the baseline in both school children and adolescents/young adults (for health management awareness, $p = 0.011$ in elementary school children; $p = 0.007$ in junior high school children; $p < 0.001$ in adolescents/young adults; for knowledge levels, $p < 0.001$ in school children; $p < 0.001$ in adolescents/young adults). The effect was maintained for 12 months in school children while it decreased in adolescents and young adults with time. Self-esteem significantly increased at 1-month ($p = 0.002$ in school children; $p = 0.020$ in adolescents/young adults) and was maintained for 12 months in both age groups.

<Conclusion>

The game-based learning programs enhanced health locus of control and self-esteem in childhood cancer survivors. The game-based learning programs could be applied effectively to survivorship care as a new modality of patient education.

以上、本論文は、小児がん経験者に対する患者教育において新しい方略を提示し、小児がん経験者の Quality of Life（生活の質）の向上に寄与しうることを示した論文であり、学術上極めて有益であり、学位論文として価値あるものと認められた。

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