

# National Quality Improvement Conference

## Clinical Measurement Centre (CMC) Joy@Work Initiative: Leisure Corner

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### Problem Statement



An increase in staff's stress level could result in increased anxiety or burnout. With the introduction of leisure corner, staff will have an area to rest, have fun or enjoy some personal time after their meal. This allows them to unwind and recharge momentarily before returning back to clinical duties.

### Project Aim

To create a relaxed environment where staff can recharge and bond with one another through games or other leisure activities during lunch, thereby enhancing staff satisfaction and bring about Joy@Work.

### Lessons Learnt

Challenges faced:

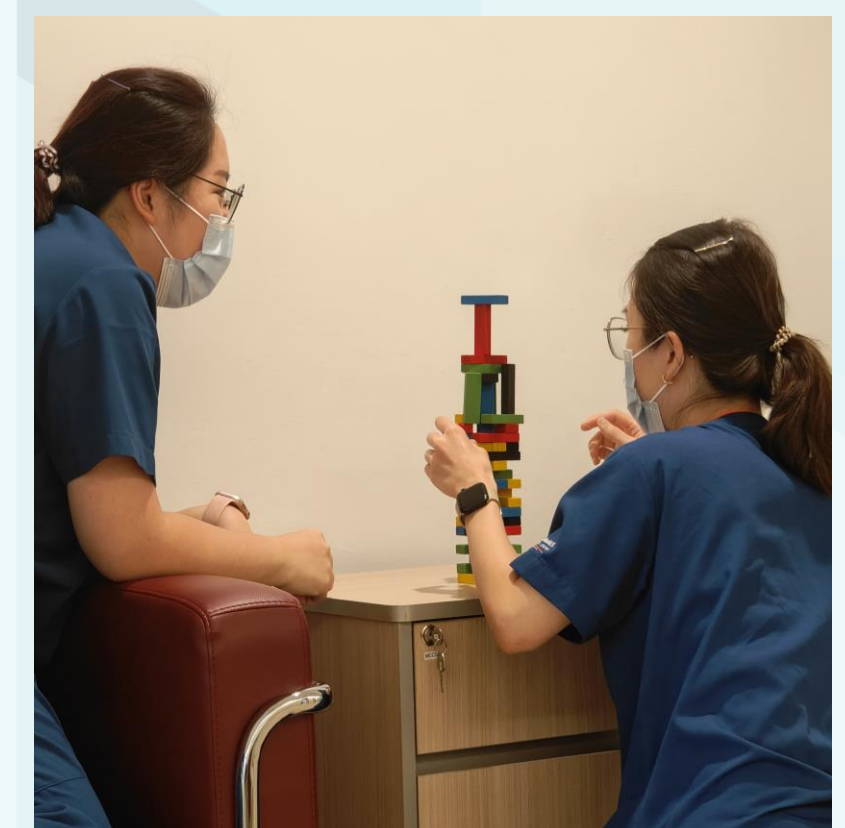
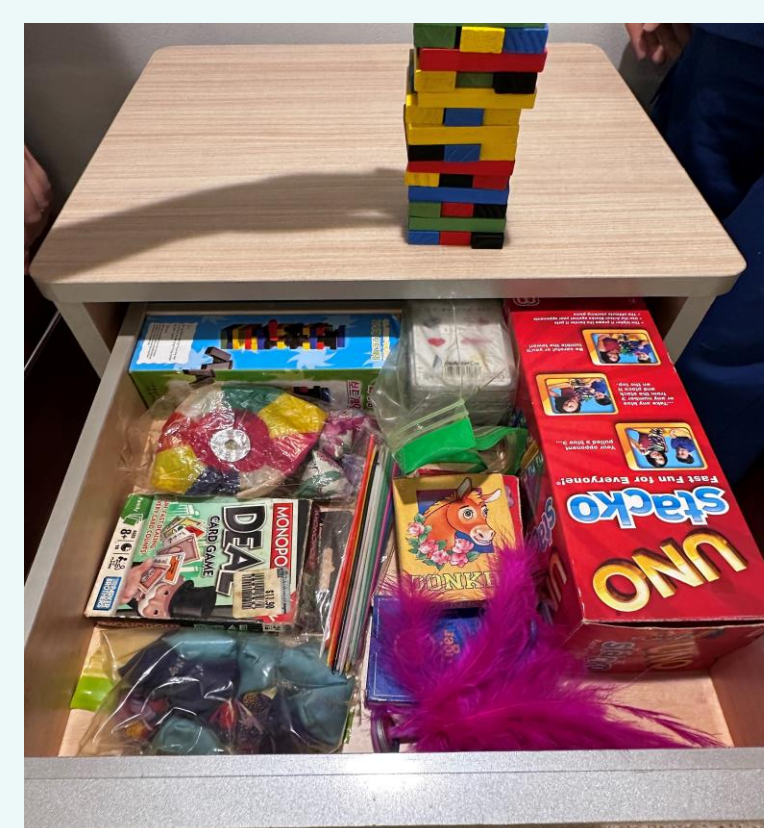
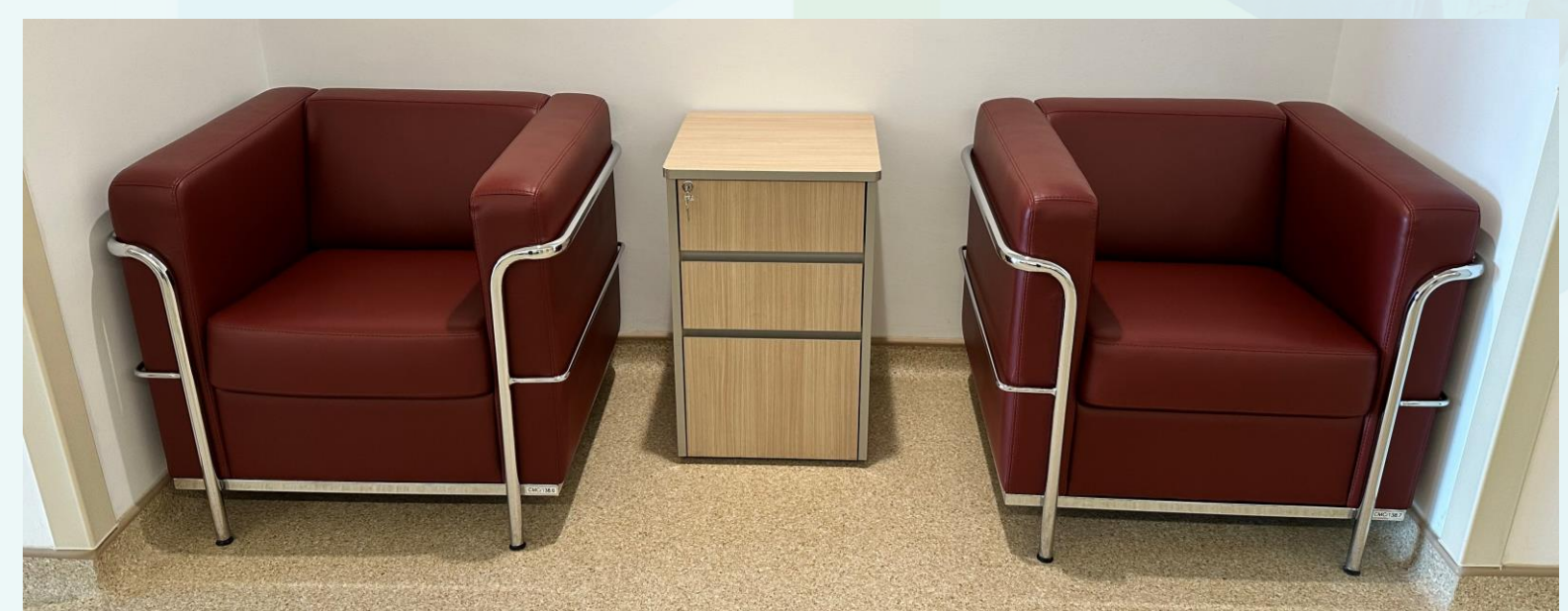
- Usage of the leisure corner is mainly by staff who have lunch in the department.
- Board games require longer duration to finish as it's slower paced.

Possible solutions:

- To increase the sense of belonging in the department by decorating the leisure corner with department photo wall/memory lane of department journey.
- To introduce fast paced games (e.g. Nintendo Switch).

### Potential Solutions

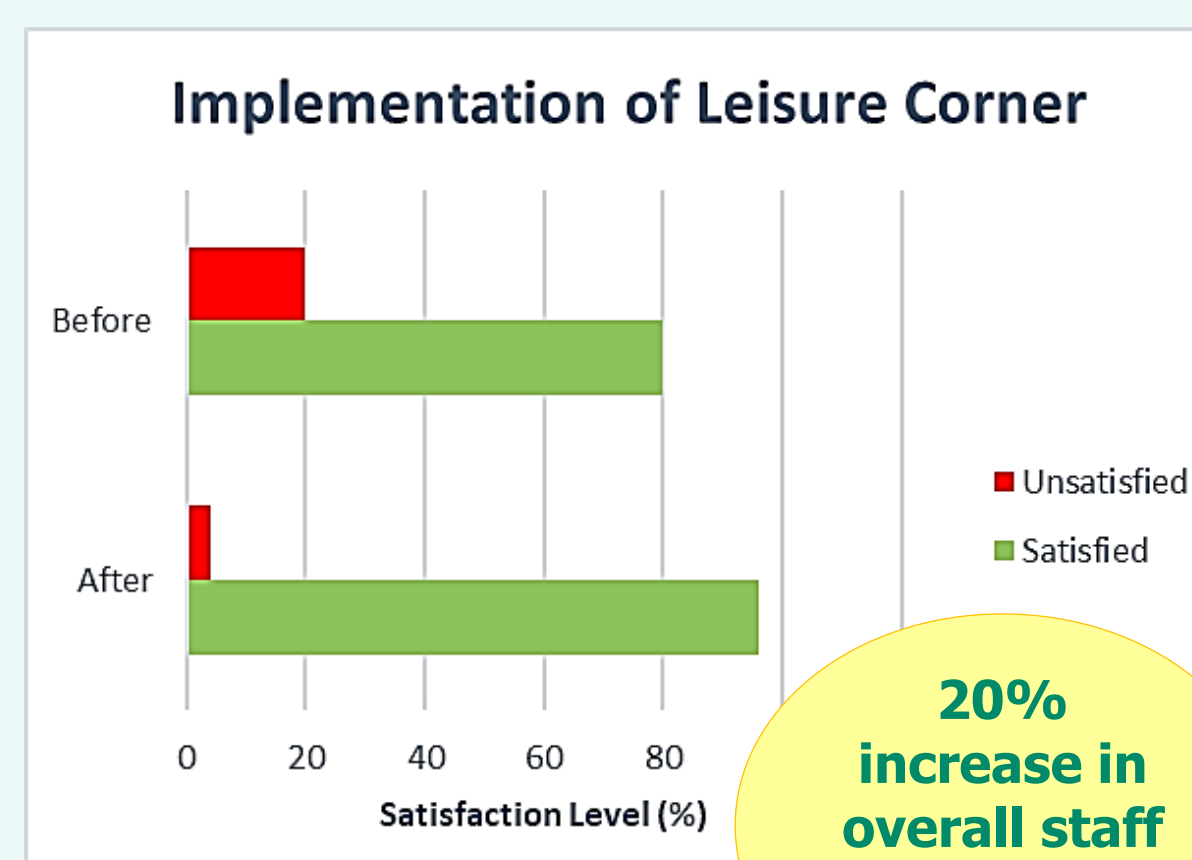
To address the problem, we designed a leisure corner in CMC with sofas and board games readily available for staff to enjoy.



### Outcomes & Impacts

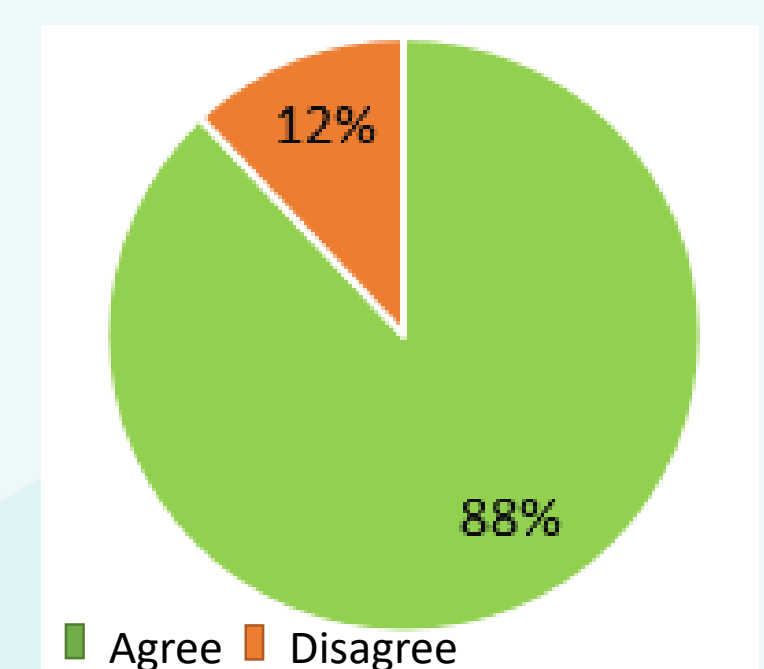
A staff satisfaction survey was conducted to evaluate the effectiveness of the leisure corner in promoting Joy@Work. Results are shown below:

Staff Satisfaction



**20% increase in overall staff satisfaction level**

Joy@Work Evaluation



After the implementation of the leisure corner, **88%** of staff **agreed** that it **brought joy** to their working environment.

Implementation of a leisure corner has been effective in increasing staff satisfaction, which in turn helps to reduce anxiety and burnout, and promoting overall mental well-being of staff.