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# Virtual Gaming Simulations

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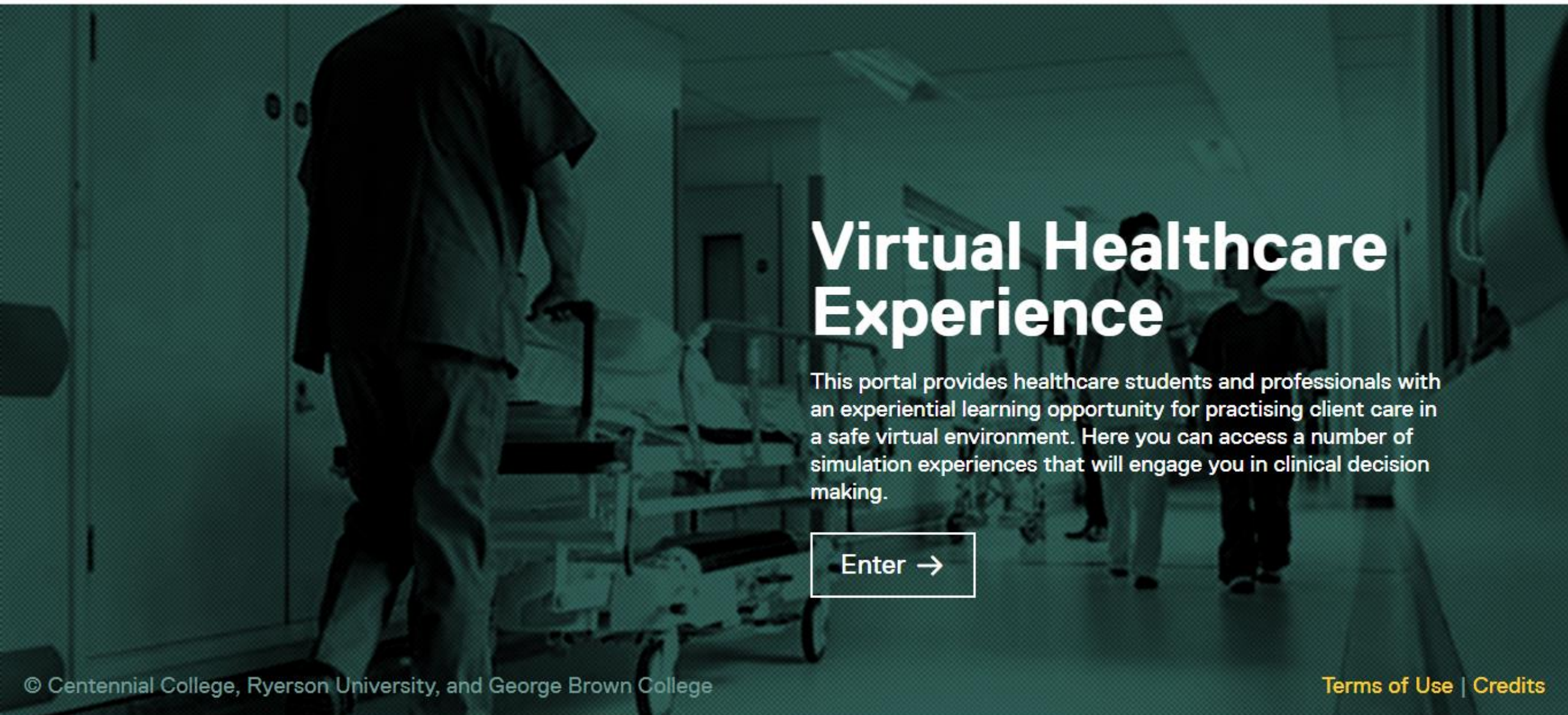
- Nursing clinical practice
- Branching scenario
- Response videos
- Rational provided
- Feedback
- Summary report
- Free...yes free

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# Link to trailer

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- <https://www.youtube.com/watch?v=oMk7Fyqqm3o>

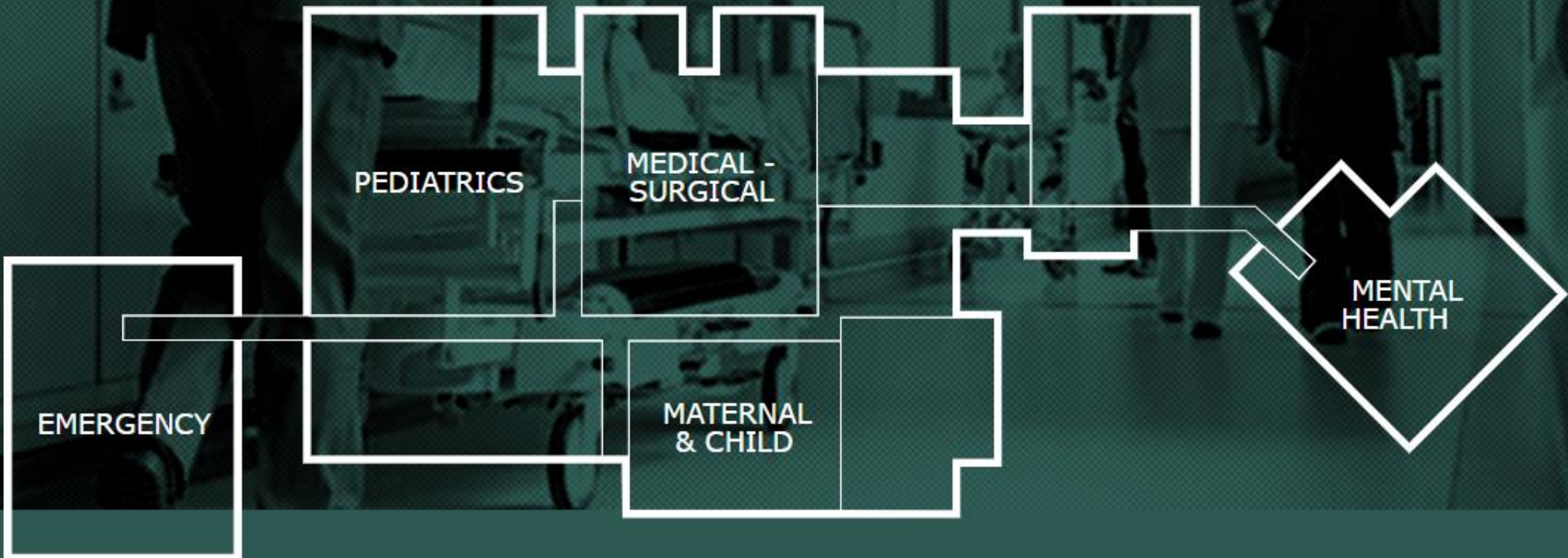


# Virtual Healthcare Experience

This portal provides healthcare students and professionals with an experiential learning opportunity for practising client care in a safe virtual environment. Here you can access a number of simulation experiences that will engage you in clinical decision making.

Enter →

# Choose Your Area



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# Interactive videos (H5P)

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- <https://ecampusontario.pressbooks.pub/ipacp/part/personal-protective-equipment/>

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**Questions??**



# Embedding Virtual Experiences in Curriculum

- Learning objectives align
- Prebrief
- Grading
- Enactment
- Debrief
- Deliberate practice

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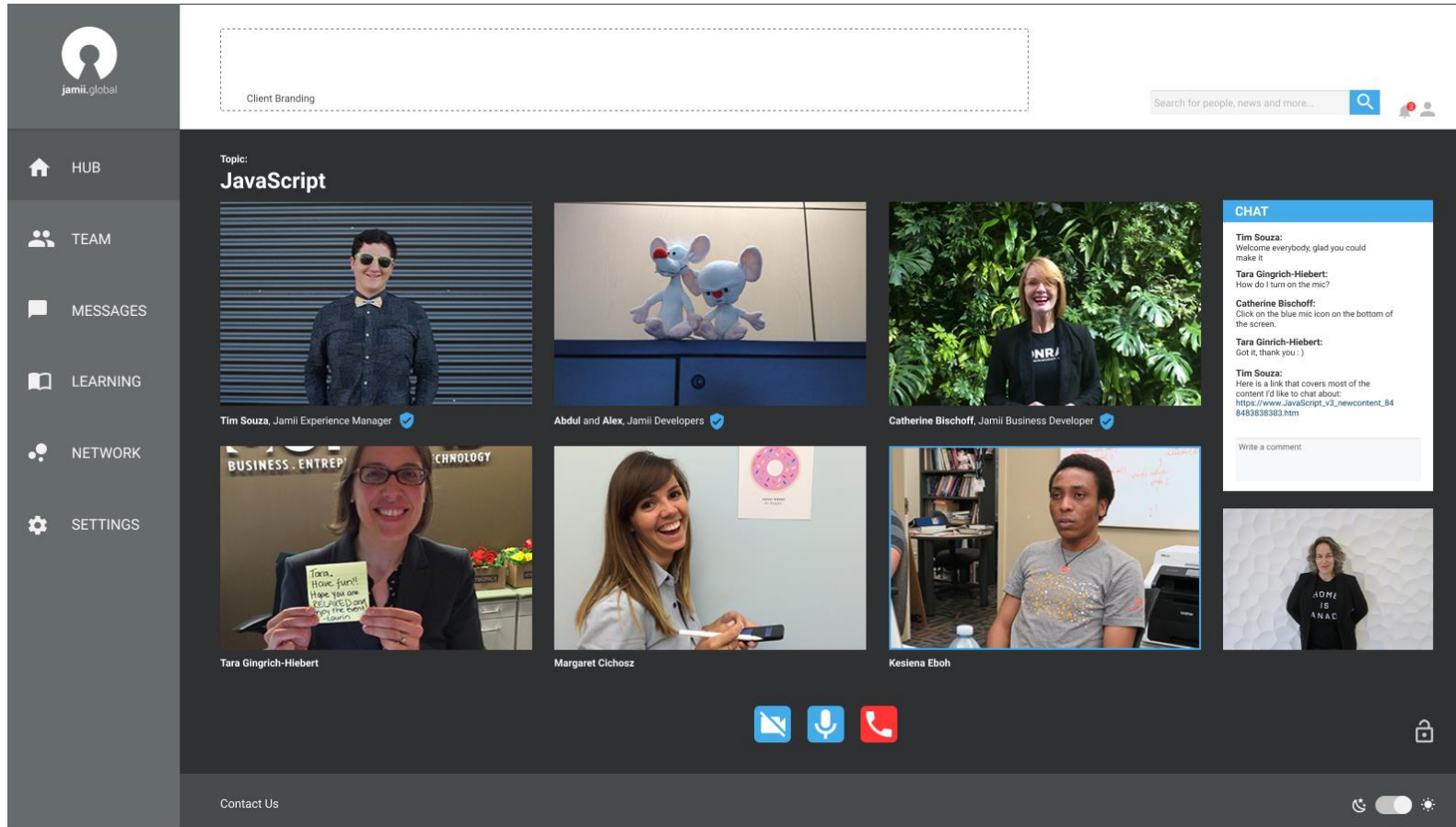
# Learning Objectives

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- Align with course objectives
- Significance to student
- Not too easy
- Not too challenging



# Faculty Development



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# Grading

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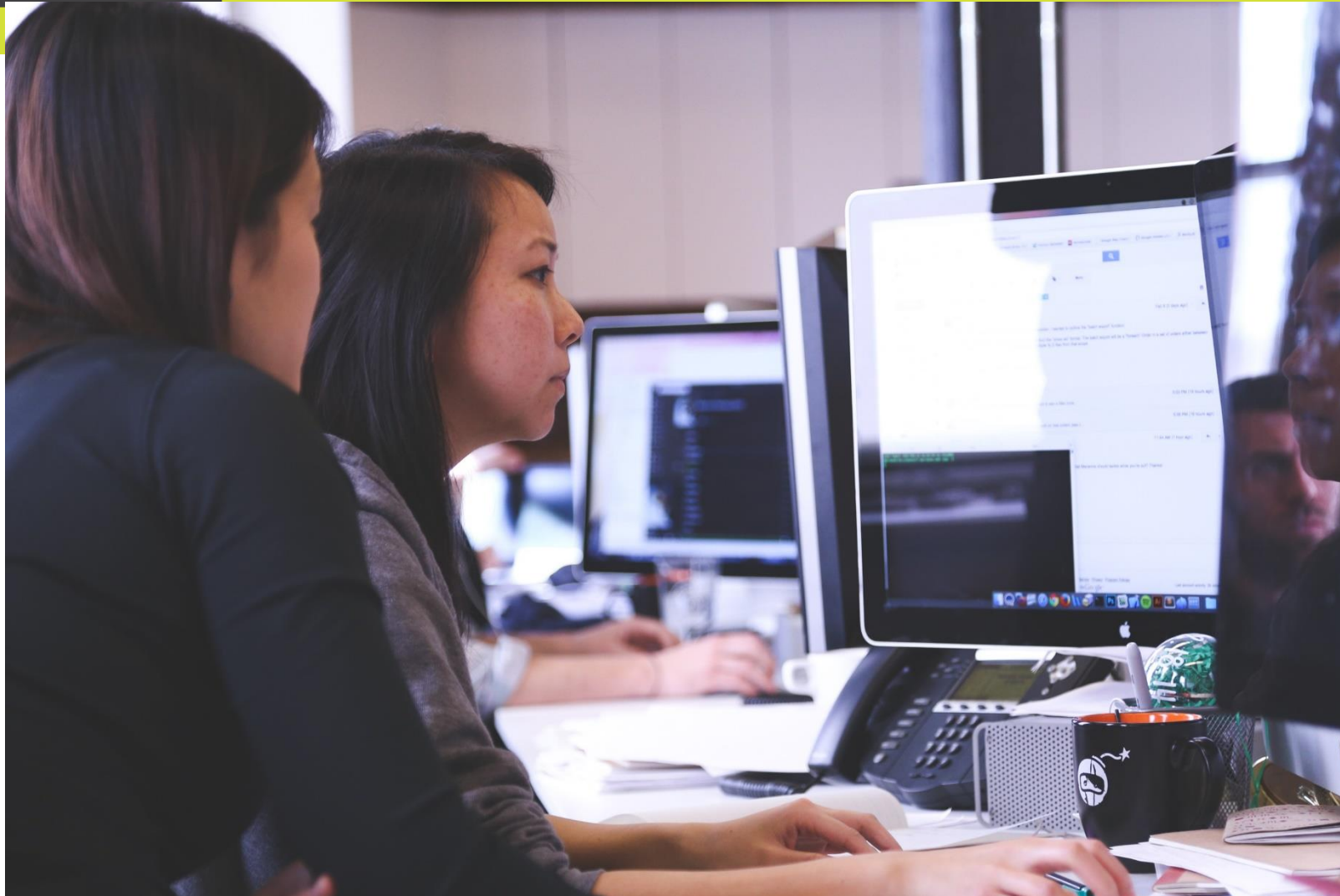
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# Pre-Briefing

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- Learning objectives
- Pre-learning
- Game play
- Timing
- Grading
- Technology support
- Psychological considerations

# Enactment



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# Enactment

## CIN PLUS

Section Editor: Susan Alexander, DNP, ANP-BC, ADM-BC

## Different Formats for Playing Virtual Gaming Simulations

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Virtual simulation is an emerging field in nursing with an expanding body of literature. Similar to in-person simulations, virtual simulations deal with a specific clinical experience; however, rather than being played in person, they are played on a computer. Virtual gaming simulations (VGSs) are virtual simulations enhanced with gaming features. The gaming elements allow the user to interact with specific characters in the clinical environment to make decisions related to specific learning objectives. These VGSs have documented

### KEY POINTS

- Virtual gaming simulation closely resembles an interactive clinical experience.
- Nursing students played virtual gaming simulations in different formats: individually, in pairs, and in a larger group.
- The format for playing virtual gaming simulations may influence the student experience and needs to be further explored.

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# Groups

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- Strong facilitation skills
- Broad understanding of the content
- Psychologically safe environment
- Audience response tools
- Allow for differing perspectives
- Debrief requirement

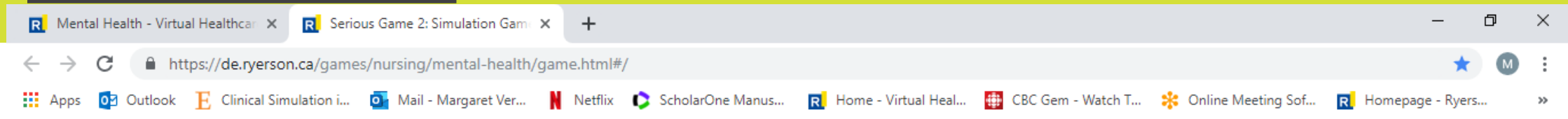
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# Individual

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- Clear guidelines
- Game play
- Timelines
- Opportunity to debrief
- Technical support/requirements

# Psychological Safety



✔ Correct, ⚠ Not the Best, and ❌ Incorrect.

- You can repeat this game numerous times for practice and to improve your responses.
- The game can be paused and resumed at any time by leaving the game and returning to this page.
- At the end of the game you will see a summary report with links to the suggested module readings.
- This game has sound. Adjust your volume accordingly.
- The game makes use of high resolution videos, which require high-speed Internet.
- The game will take 30-60 minutes to complete.

*Please note this game deals with mature and potentially disturbing subject matter.*





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# Debriefing Options

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- In-person debrief
- Self debrief
- Synchronous virtual debrief
- Asynchronous debrief
- Combined debrief

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# In-person debrief

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- Facilitated
- Small groups
- Psychological safety
- Based practice guidelines

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# Virtual synchronous

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- Facilitated
- Small groups
- Psychological safety
- Based practice guidelines
- Virtual platform
- Web conferencing system
- Quiet environment
- Wear clothes

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# Asynchronous Virtual Debrief

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- Discussion board
- Specific debriefing questions
- Identified number of postings in an online learning system/Blog
- Respond to other posts
- Time limits

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# Self-debrief

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- Common in virtual simulations
- Integrated throughout
- Offered at the end with guided questions based on a debriefing theoretical framework (offers immediate debrief)
- Identifies learner's strengths and challenges
- Complete immediately after experience
- Guidelines (submit??)
- Analytics

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# Combine Debriefs

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- Self-debrief plus virtual small group
- Self-debrief plus virtual large group
- Immediate self-debrief
- 1-2 weeks later group debrief

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# Advantages of Combined Debriefs

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- Self analysis
- Identify strengths and knowledge gaps
- Immediate debrief
- Worked through experience then ready to hear from others
- Increased discussion in group debrief
- Extended reflection

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# Deliberate practice option

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1. Complete the pre-simulation activities (X mins)
2. Complete simulation scenario (X mins)
3. Review analysis and self-debrief (X mins)
4. Repeat simulation scenario (X mins)
5. Review analysis and self-debrief (X mins)
6. Participate in group debrief (bring self-debrief and analysis) (X min)



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# References: Debriefing

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# References VGS Outcomes

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