Project partners

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ANDRAGOŠKI ZAVOD
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Web-based, interactive, experiential learning environment.

ENVISION
Virtual Gaming Simulation

ENVISION

About the project

ENVISION will implement **two generations of virtual gaming simulation** to be used in remote, blended and in-class teaching.

This **virtual online simulation** can be played anywhere and anytime with repetitive play facilitating skill development.

In the ENVISION project a **European digital technology framework** will be created to integrate all important simulation components. Teachers and students will be supported in their digital education readiness for the use and creation of virtual gaming simulation.

Project results

FIRST VIRTUAL GAMING SIMULATION IN NURSING

The first VGS for distant learning will be developed using the best practices for simulation. An interactive simulation in the **home care setting** is accessible for students and faculty.

SECOND VIRTUAL GAMING SIMULATION IN NURSING

The second generation will add two more learning strategies, i.e. blended and **in-class teaching**, applied to an **in-hospital** pediatric online simulation.

DIGITAL EDUCATION TOOLS TO SUPPORT VGS

New educational tools will enhance the online simulation experience. A European digital technology framework will integrate all important **simulation components** in VGS.

METHODOLOGY: GUIDELINES FOR VIRTUAL GAMING SIMULATION

VGS will be embedded in an open access educational resource with guidelines to **support students and teachers** in their digital education readiness.

"Effective pedagogy to support learning outcomes."

Virtual gaming simulation

The **virtual simulations** make use of standardized patients in which film clips depict **realistic events**.
The scenario incorporates multiple decision points where students arechallenged on their **clinical competences** and **soft skills**.

Debriefing assists the participants to reflect on the learning experience.

Envision.Virtual.Gaming.Simulation