Envision Newsletter

June 2021 – Year 1

FIRST SET OF WORKSHOPS FINISHED *(ONLINE)*

From the month of May to June 2021, there were six on-line workshops organized as part of the preproduction phase of the virtual gaming simulation.

Developing a game is an iterative process; changes along the way are part of the development process and serve to strengthen the final product. At the end of each workshop we identified the preparation activities needed for the next workshop.

Each workshop had a different theme.

Workshop and themes:

1. Introduction to Creating Virtual Gaming Simulations

2. Creating the Story

3. Organizing the Story for Learning

4. Refining the Story and the Decision Points

5. Preparation for Script Writing: Technical Considerations

6. Writing the Script

RESULTS

The partnership will produce four intellectual outputs:

'First Generation European Virtual Gaming Simulation in Nursing (IO1)'

'Second Generation European Virtual Gaming Simulation in Nursing (IO2)'

'Digital educational tools to support Virtual Gaming Simulation (IO3)'

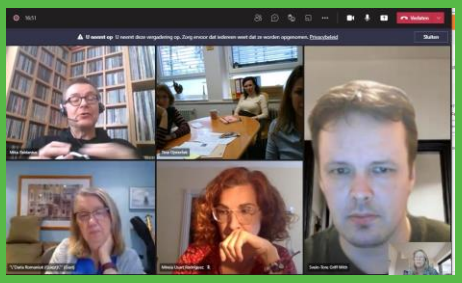
'Methodology: Guidelines for Virtual Gaming Simulation: Digital Educational Readiness and Faculty Development (IO4)'

WHAT IS ENVISION?

Envision will implement two generations of virtual gaming simulation (VGS), to be used in remote, blended and in-class teaching.

VGS is a web-based and open access educational resource providing an enjoyable and engaging learning tool that promotes clinical reasoning and knowledge acquisition and enhances self-efficacy.

A VGS can be played anywhere and anytime with repetitive play facilitating skill development. The VGS-platform creates possibilities to integrate the other effective parts of simulation: pre-briefing and debriefing.



THE CONTEXT

European health care faculties have embraced simulation as a new pedagogy, offering learners a safe environment to apply knowledge, advance their skills and reflect on clinical decision-making.

In this new era, a worthy online alternative needs to be offered to teachers and students to safeguard simulation pedagogy as critical educational component in practice-oriented curricula.

»Envision will implement two generations of virtual gaming simulation (VGS), to be used in remote, blended and in-class teaching. Teachers and students will be supported in their digital education readiness for the use and creation of VGS.«

In VGS standardized patients are used to act out simulated clinical scenario's. Film clips provide realistic images of the clinical scene fortifying the fidelity of the simulation. These videos using live actors are combined with interactive gaming elements to heighten learner engagement.

A VGS can be played anywhere and anytime with repetitive play facilitating skill development.

In that context, a European digital technology framework will be created to integrate all the main components of prebriefing, scenario and debriefing in the VGS.

As overall strategy, the Technological Pedagogical Content Knowledge (TPACK)-framework (Koehler & Mishra, 2006) will be used to share knowledge and create innovative solutions in this relatively new educational field. At the heart of the TPACK model, is the complex interplay of three primary forms of knowledge: Content, Pedagogy and Technology.

We use this framework to assembly VGS-TPACK-teams who will use a train-the-trainer concept to become a champion in the use and creation of VGS.

Partnership:

artevelde hogeschool

Universitat Rovira i Virgili

OAMK Oulun ammattikorkeakoulu

Ryerson University

Andragoški zavod Ljudska univerza Velenje

Joubel

Universiteit Gent

https://fb.me/Envision.Virtual.Gaming.Simulation

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