



ENVISION

Virtual Gaming Simulation

Current phases:
Production phase of VGS₁
Home Health Care
Preproduction phase of
VGS₂ Pediatrics emergency

In these phases the VGS is developed in following domains:

- prebriefing to ensure a safe learning environment.
- scenario with a detailed script based on learning objectives and key decision points.

Debriefing as part of post-production phase is developed and integrated in the VGS with the use of existing H5P content types.



Figure 1: Envision scenario read through with actors

Progress

After several online workshops carried out on the preproduction phase with prebriefing and scenario, the ENVISION project saw the light of its first version of the script for the first generation of virtual gaming simulation in home health care.

The script was ready for testing with focus groups and feedback was integrated with new decision points and options created. In November 2021, Arteveldehogeschool in Ghent carried out an open audition for actors and was able to find good candidates, which were presented to the other partners. The characters of Mrs and Mr Flament and the health care professional Flo were further developed. The production phase was thus initiated with filming sites found. The rehearsals with the actors lead to further refinement of the script. Props are being gathered and developed to prepare for the filming days.

In November 2021, the preproduction of the second game started. In an international context, the topic was defined and learning objectives discussed. The scenario description took form to provide students and teachers in a unique scenario of pediatric polytrauma.

Partners:





Results

- ✓ First set of preparation workshops finalised.
- ✓ Decision points developed.
- ✓ VGS home health care complete script developed and feedback collected.
- ✓ Preparation for the filming days.

Training in Belgium

To continue with the active collaboration of all partners, the Envisionists have finally managed to meet in person and gathered for the project's first international learning, teaching, and training activity that took place in Ghent, Belgium. In this intense course, the experts shared their knowledge and expertise on simulation education, gaming simulation, prebriefing and debriefing. The week assisted the partnership share a common language in the field of VGS development.

Furthermore, it also offered an opportunity for partners to meet the actors in simulations and to get to know the VGS creation in more depth. At the training, we also made plans for the following intellectual outputs implementation and shared the progress related to dissemination activities of the project already made.

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



Figure 2: The Envisionists during a coronaproof LTT



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