



NEWSLETTER NO. 5

ENVISION

Virtual Gaming Simulation



TWO YEARS IN REVIEW

The Envision project produced two Virtual Gaming Simulations (VGS) – “Hello, you must be Flo!” in home healthcare and “Caring off duty” in emergency paediatrics. Those two VGS are web-based and **very accessible** to teachers and students. They can be played anywhere, anytime with repetitive play that facilitates skill development. Due to COVID-19 situation, in-person teaching activities were regularly suspended, including hands-on simulation sessions. The added value of VGS is that they can be used in **remote, blended and in-class teaching**. A European digital technology framework was developed that integrates all major simulation components in VGS: prebriefing, enactment and debriefing. In partnership with digital technology provider Joubel, new education tools enhance the online simulation experience. The core of VGS is to promote active engagement in a psychologically safe learning environment.

Psychological safe learning environments in simulation contain three defining attributes:

- ability to make mistakes without consequences,
- the qualities of the facilitator and
- foundational activities such as orientation, preparation, and objectives and expectations.

Newsletter Highlights

Two years of ENVISION project in review

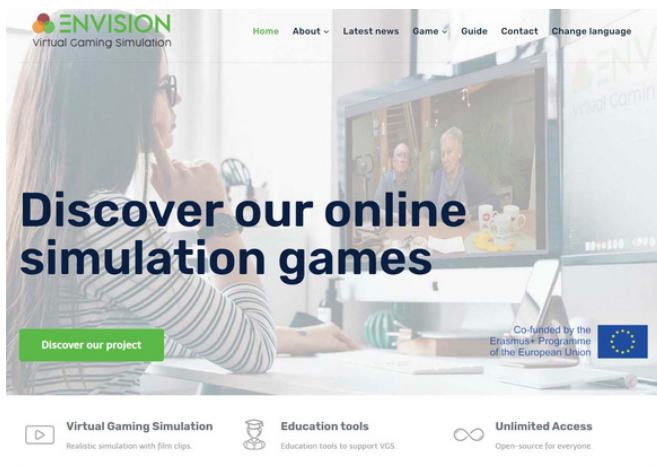
Culture of virtual gaming simulation

ENVISION project results

Realistic simulation with film clips.

Education tools to support VGS.

Open source for everyone.



To boost and support 'the digital educational readiness' for online simulations we created guidelines. A facilitator guide presents a framework of recommendations for the effective use of these VGS. The "How to use?" guide offers a step-by-step description for teachers who want to embed these online simulations in their curriculum. For teachers who have a taste for developing new games, we have created a "How to make?" guide.

In the Envision project, we used the TPACK framework and strategies to create the online simulations. The **Technological Pedagogical Content Knowledge (TPACK)** framework describes the kinds of knowledge required by teachers for the successful integration of technology in teaching.

All project results are available in all HEI-partner languages on:

www.envision-vgs.com



For educators wishing to use VGS and to provide the formation of a significant learning process, it is important to understand:

- the importance of prebriefing for learners to get the most out of their experience,
- how to enact or play the simulations effectively and
- how to debrief a simulation.



The ENVISION – Virtual Gaming Simulations are results of consortium, which is composed of seven organisations from five different EU countries (NO, SI, BE, ES, FI) and one organisation from Canada.

