

Week 6: Collaboration Cafe: Teaching with Technology

Nurses engage in simulation to support learning in both the academic and professional development contexts. As a result, nurse educators must be equipped to engage in activities that support learning using simulation, virtual reality, and serious gaming technologies. Consider your future nurse educator role and the context within which you hope to practice; respond to the following:

- Identify one example of a learning activity that involves simulation or virtual reality; explain the activity in detail.
- Explain how Debriefing for Meaningful Learning (DML) would be implemented with this learning activity.
- Share an original idea to facilitate learning using serious gaming technologies.
- How might these strategies facilitate learning in your future nurse educator role?

Dr. Talley and class,

Simulation labs and traditional clinicals are used as tools for developing clinical judgement in students.

Adequate preparation of nursing students to enter the work force is pivotal to patients receiving effective care. In a study conducted (Kaldiem et al., it was shown that simulation-based learning enhances undergraduate student nurse's critical thinking, aids in development of skills, increases knowledge and builds confidence. The expected outcome is that clinical judgement in nursing students will be more enhanced with simulation learning alone or with standard clinical rotations. High fidelity simulation is a method of learning that involves creating a scenario that is reflective of an actual clinical setting where the student is able to work with a mannequin that can interact with them (Ramen et al., 2019). An example of a simulation learning activity would be a computer based VSIMS activity that is a nursing simulation platform that helps reinforce the lessons of high-fidelity patient simulators. VSim for Nursing is an approved simulation program by the NLN that prepares students for clinical with realistic nursing simulation scenarios. It also allow them to practice on virtual patients in a virtual hospital setting. The students will be given the simulation on a pt with COPD since the class is studying the respiratory chapter. One way that Debriefing for Meaningful Learning (DML) can be integrated into learning by guiding students through the scenario to point out what was done wrong and what could be done differently. I believe that utilizing a jeopardy like game to review course content and test knowledge.