Experience the Magic!

Engaging Learners through Gamification and Technology Integration
Objectives

The learner will:

- Identify learning theories and frameworks that support the demand for innovations in education delivery within Nursing Professional Development.

- Understand trends as it relates to increased integration of education technology in orientation.

- Takeaway ideas and hopefully implement gamified strategies for more engaging, interactive professional orientations.
Gamification
Engagement
Learner Experience
Collaboration
Background

17,000 RNs!
>13,000 Physicians
>600 ambulatory practices

23 hospitals

Northwell Health

Hospitals
Affiliate Hospitals
Strategic Alliance Hospitals
Lenox Health Greenwich Village
Manhattan Eye, Ear & Throat Hospital

Over 550 ambulatory & physician offices, insurance provider, home care, long-term care, hospice care
The Institute for Nursing

Bi-weekly

Interprofessional RNs/NPs/PAs/LPNs

Orientation
3-4 days/week
7.5 hours/day

Approximately 50-100 orientees

Adult Med-Surg clinical concepts

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7.5 hours/day

Approximately 50-100 orientees
Fiscal policy and monetary policy effects?

Fiscal policy and monetary policy effects?
What does the evidence say?

- 2010 IOM report
- NPD Practice Model
- Strategies need to change from passive, teacher-centered to active, learner-centered
- Information overload is typical in new hire training
- Gamification and game based learning consistently yield high levels of engagement and content retention
Facts and Stats

Mobile learning
Technology and Teaching Innovations
Generations
The Connected Age
Still With Me??
What does Theory dictate?

✓ Constructivist Theory
✓ Knowles Adult Learning Theory
✓ Connectivist Theory
✓ Self Determination Theory
INQUIRING MINDS WANT TO KNOW!
Challenges

• Technology/Gaming limitations

• Digital/Technological literacy of Faculty/NPD Specialists

• Digital literacy of the Learners

• Lack of prep and/or familiarity with the gaming platform

• Formal vs. informal education delivery
Implications/Recommendations

• Accountability - Faculty and learners

• Increase training

• Design appreciation

• Seek Innovation

• Remembering the power of orientation programs

• Opportunity vs. Burden
What did the orientees think?

“Fun and engaging in order to retain information”

“Excellent, it promoted teamwork among the groups and also helped with content that could be dry and boring”.

“The games helped me to better remember the information”

“It’s a fun way to learn and I was not bored or distracted, I was engaged”.

“Fun and engaging way to learn new information and a good break from just lecture”.
Survey Question: Please rate the extent to which you felt the teaching methods were effective.
FACT: One of the goals of all of our educational offerings should always be to promote and garner better learner outcomes

FACT: Education delivery must change in order to meet the needs of the digital learner in a digital society

FACT: The integration of educational technologies is mission critical; faculty development in this area is more than necessary

FACT: The use of mobile devices for gaming can reduce costs

FACT: Gamification and mobile learning meets learner needs, and achieves better education outcomes within the Connected Age

FACT: Traditional methods of learning are fading in learner interest

FACT: Nurse Educators will be essential in leading the efforts of technological evolution for Nursing

In conclusion
There is no one size fits all

• Learning is social
• Business is mobile
• Learning is mobile

We can’t be teaching tomorrow’s leaders today with yesterday’s methods
References


References


