Game On! Implementing Emerging Gaming Technology for Online Graduate Students

Jennie Peters DNP, FNP-BC, APRN
Kathleen A. Muglia DNP, CPNP, APRN
Project Overview

- Implementation of an interactive, engaging exam review for an asynchronous online, direct entry master’s in nursing course.
  - Medical-Surgical course
  - Games are ADA compliant
  - Kahoot! and Jeopardy were played.
Background - Why use games to educate online?

- Increasing enrollment in online courses.
- Increasing pressure for faculty to provide edutainment.
- Encouraging active learning strategies.
- Striving for high standards.
- Generational learning styles.
Purpose

- Increase student engagement
- Increase student to student interaction
- Allow students to check understanding of content
- Increase faculty engagement with students
- Increase student success
- Increase student confidence
Methodology

Prior to the optional online games, students: completed assigned material.

One week prior to exam, a synchronous exam review which included the games Kahoot! And Jeopardy were played.

The instructor was the moderator.

Students were anonymous characters during the game.

Exam content was reviewed after each question completed.

Survey was sent out post exam using Survey Monkey (anonymous).
**Q1:** Which assessment would be a priority regarding a client who is post upper endoscopy

- **△** Nausea and vomiting
- **◊** sudden lower abdominal pain **✓**
- **〇** high blood sugar **✗**
- **□** dark brown stool **✗**
WHAT TYPE OF SYMPTOMS CAN A PATIENT WITH PARKINSONS HAVE?

BRADYKINESIA, PILL ROLLING, STOOPED POSTURE, GAIT SHUFFLE, TEACH PATIENT HOW TO PAY ATTENTION TO WALKING. THIS PATIENT WILL NEED MEDICATIONS TO HELP DECREASE SYMPTOMS.
Results of Survey

Students reported:

- Increased engagement with learning material.
- Increased faculty to student interaction.
- Added an enjoyable element to a difficult topic.
- Less anxiety on the exams.
- Higher ratings on end of course evaluations
Limitations

Project was limited to one course.

Students may not have been transparent on survey.

Was limited to experience online faculty.
Future

Expand research to other types of nursing courses.

To other colleges and schools of nursing

Global project with sister schools with study abroad students.

Utilize a variety of games.
References


References


