



Using H5P to Create Simulations that Replaced Clinical Hours and Leveraging Gamification to Invite Student Creativity Through **Co-Creation of Computer-Based Simulations**





Dr. Marian Luctkar-Flude

Background

- Virtual simulation supports critical thinking, self-efficacy, confidence, and knowledge retention.^{1,2} It is cost effective.³
- Gamification means integrating game design elements into the course to encourage engagement (such as badges).4
- Evidence for traditional in-person learning is inadequate.⁵
- In-home family visits were **costly** to supervise, **difficult** to locate and schedule; Laura could not verify learning.⁶

Our aim is to describe how:

- 1. H5P technology was used to create online virtual simulations that replaced in-home family visits.
- Gamification promoted Co-creation.

Please <u>click here</u> for a short video outlining the innovation.

Development

Three Scenarios With Two Simulations Each

- Branching: Chronicity assessment simulations use H5P branching logic (like choose your own adventure stories).
- Linear: Longer family assessment simulations.
- In-class role play and debrief; students asked questions.

H5P Technology (see https://h5p.org/)

- Free and open-source; integrated into Moodle.
- 21 to 62 decision points per simulation.
- Videography and instructional design support provided.

Video 1

Branching Question

Video 2

Branching Question

Video 3

Optional Co-Creation

H5P Editing Interface

Course Presentation

Image Hotspots

▶ Interactive Video

■ Video

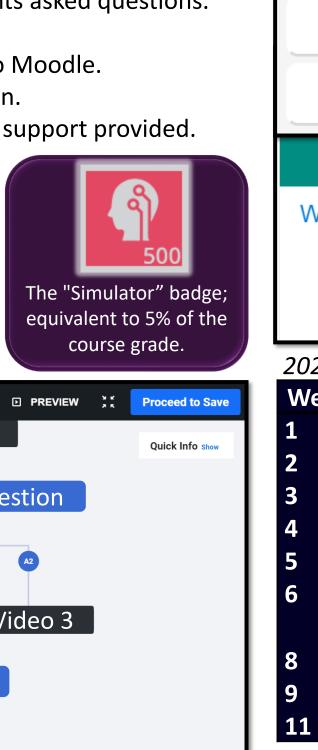
Branching Content

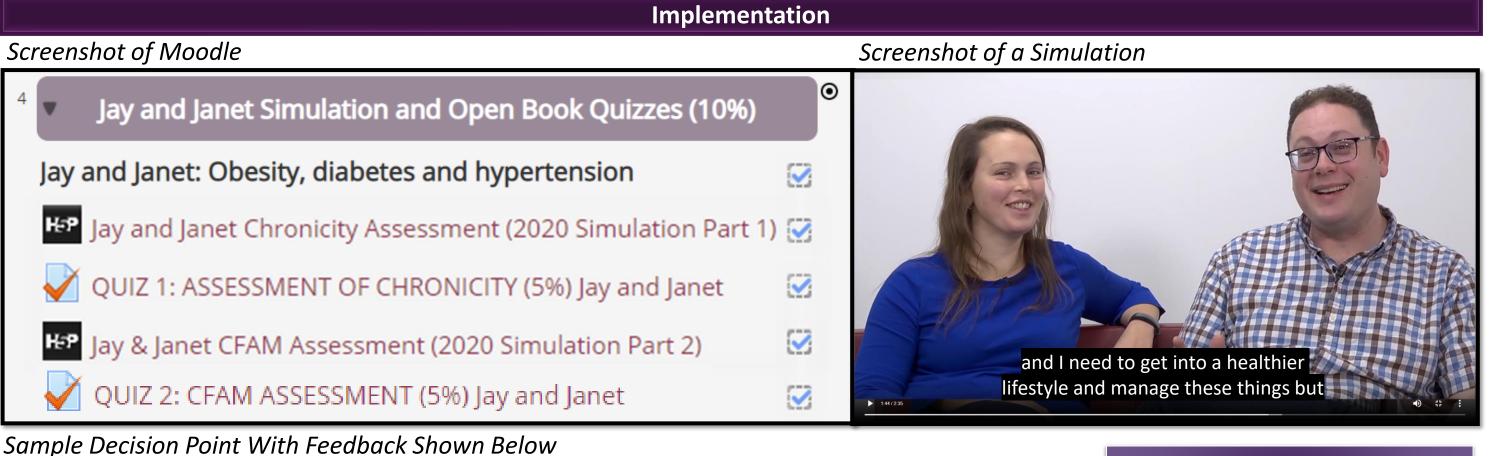
Branching Question

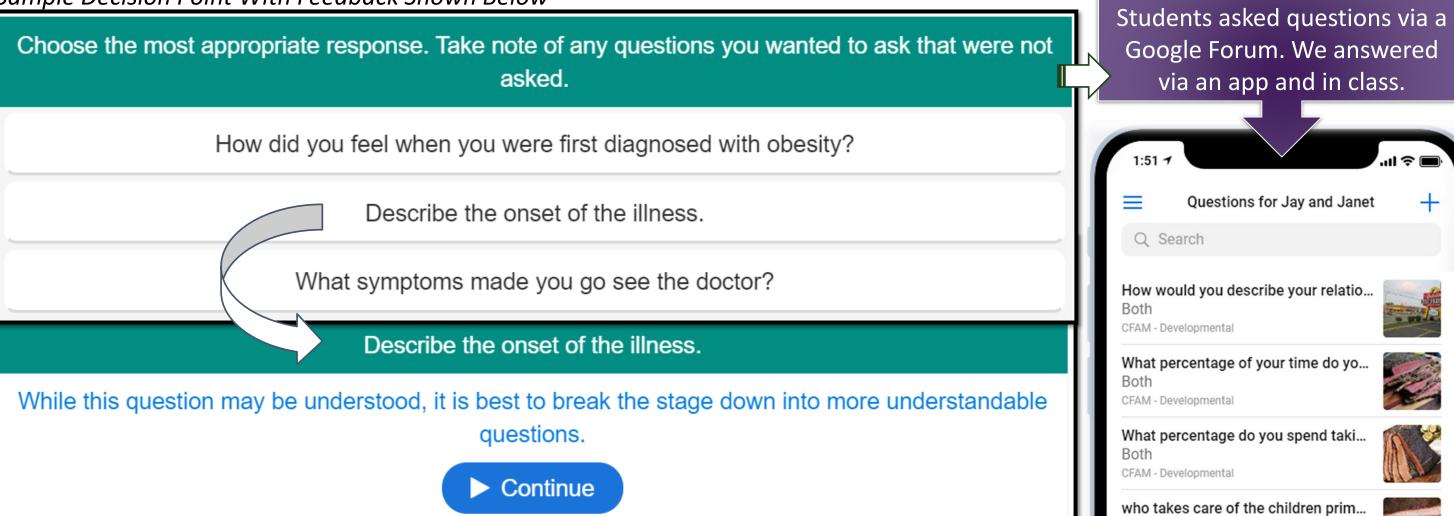
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- Students worked with Laura to develop and film a new simulation.
- They received a badge (or digital sticker), which they could use for rewards (i.e., bonus marks).
- Permission obtained for future use.









2020 Course Simulation Schedule

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Week	Theory (2 hours)	Lab (1 hour)	Evaluation
1	Family, Chronicity, and Rolland's Framework		
2	Calgary Family Assessment Model (CFAM)	Simulation: Chronicity assessment.	Quiz 1: Assessment of chronicity (5%)
3	Scholarly writing	Simulation: CFAM.	Quiz 2: CFAM Assessment (5%)
4	Family assessment and assignment 1.	Scholarly Writing	Scholarly introductory paragraph (5%)
5		Drawing genograms and ecomaps.	
6	Families answered student questions.	Articulating the assessment of the	Essay 1: Family assessment (20%)
	Debrief: Discussion of simulations.	simulated family.	
8		Selecting concept-focused literature.	Essay 2 Outline: Concept justification (10%)
9		Table articles for assignment 2.	
11			Essay 2: Concept application (30%)

Note. Everything in this table is related to the simulated family. Adapted from Killam and Luctkar-Flude.⁶

Anecdotal Outcomes

Students

- Immediately accessible
- More in-class support
- Enabled replay and discussion
- Improved learning
- Less stress

Challenges

via an app and in class.

Questions for Jay and Janet

Faculty / Department

- Met learning outcomes
- Knowledge of families
- Renewable
- Cost savings
- Less stress

Enhancements Implemented

Co-creation with students Time-consuming

development

Support from Cambrian College staff

Use of on-campus computer labs Technical issues

Completion during labs Guidance needed

Pre-brief, in-class guidance, debrief

Quizzes to ensure understanding

Based on quizzes and assignments Tracking

Key Reflections

- Virtual simulation development by faculty is feasible.
- Formal research is needed to measure effectiveness.
- Gamification impacts student motivation and engagement.⁴
- Co-creation with students is valuable for learning.⁷⁻⁹
- Ongoing evaluation of student learning is needed.

Create open access simulations Potential for international impact	
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Implications and Future Directions

- Development of open access virtual online simulations that can be accessed through Can-Sim (http://can-sim.ca/)
- Research about co-created simulation development



Canadian Alliance of Nurse Educators Using Simulation

References and More Information

- Click here to read our article.
- <u>Click here</u> to view the reference list.

