Utilizing Case Scenarios In A Virtual Learning Environment To Assess And Refine Critical Thinking in Graduate Nursing Education Students
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Objectives

Describe teaching critical thinking in a virtual world.

Describe methods to evaluate the effectiveness of teaching critical thinking in the virtual world environment.
Key Words

• Critical Thinking

• Virtual Learning Environment

• Case Scenario
Introduction

Importance of teaching for critical thinking in nursing education.
(Brookfield, 2012)

Describe use of a virtual world experiences in nursing education.
(Foronda, C., Lippincott, M.S., Gattamorta, K., 2014)
Introduction

Using case scenario as effective learning tool.

The purpose is to explore critical thinking content in virtual environments, discuss methods to evaluate and refine virtual world experiences to maximize those experiences and to learn more about education in virtual worlds.
Participants

Graduate level nursing students

Enrolled in a Masters level nursing education curriculum

All of the course are delivered 100% online
Method

Case scenarios were developed for the virtual learning environment to evaluate and refine critical thinking skills.
Objectives, outcomes, and case scenarios were provided to the students prior to the simulation.
Method

Case scenarios occurred in a realistic online setting of an acute care unit and/or a simulated classroom.
Avatar
Nurses Station
Method

Students were assigned roles and a brief discussion on the case scenario occurred prior to beginning the activity.
Upon completion of the activity a group debriefing for each case scenario was completed.
Results

Evaluation of learning can come from learner feedback provided before and after the experiences in the virtual environment.
Evaluation of virtual world educational experiences should include debriefing where learners can discuss the activity and opportunities to improve outcomes.
Educators are able to evaluate if goals and objectives for the activity were met and revise further experiences based on learner feedback.
Discussion

Virtual learning environments allow students to participate in scenarios which may not otherwise be available, and allows learning in a non-punitive safe environment where practice and critical thinking skills can be honed.
Discussion

This allows faculty to explore implementation of critical thinking content in a virtual environment.
Additionally faculty will discover methods to evaluate and refine virtual world experiences to maximize the benefits of the experience.
Lessons Learned

Unlimited Opportunities Exist

Students learn and socialize
Resources to learn more about the possibilities of education in a virtual world.


