INNOVATION IN TEACHING: CLINICAL REASONING THROUGH COOPERATIVE GAMING

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DISCLOSURES

Conflict of Interest

• Robin Lockhart (Presenter) reports no conflict of interest.
• Kathleen M. Williamson (Presenter) reports no conflict of interest.
• Melody Chandler, (Presenter) reports no conflict of interest.
• Julia Greenawalt (INACSL Conference Administrator & Nurse Planner) reports no conflict of interest
• Leann Horsley (INACSL Lead Nurse Planner) reports no conflict of interest

Successful Completion

• Attend 100% of session
• Complete online evaluation
LEARNING OUTCOMES

Upon completion of this educational activity, participants will be able to:

1. Place course content into a cooperative game format.

2. Present course content using a cooperative game format.

3. Enhance student clinical reasoning through cooperative game play.
REFERENCES


CONTACTS

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