

Gamification in Nursing

ANDERTON, Leisa <<http://orcid.org/0000-0003-3801-7708>>

Available from Sheffield Hallam University Research Archive (SHURA) at:

<https://shura.shu.ac.uk/35230/>

This document is the Presentation

Citation:

ANDERTON, Leisa (2024). Gamification in Nursing. In: MCA Nurse Digital Transformation 2024, Lagos, Nigeria, 13 Nov 2024. MCA. (Unpublished) [Conference or Workshop Item]

Copyright and re-use policy

See <http://shura.shu.ac.uk/information.html>

DIGITAL
LITERACY

Gamification in Nursing

Presented by Leisa Anderton, Senior
Lecturer in Nursing, Sheffield Hallam
University

DIGITAL
LITERACY

Overview

- Technology is transforming healthcare.
- Importance of preparing nurses for a digital healthcare landscape
- Focus on digital literacy, informatics, and gamification

The Evolving Role of Nursing in a Digital Healthcare System

- Digital Transformation in Healthcare
- NHS: Integration of digital tools.
- Technologies becoming commonplace:
- Electronic Health Records (EHRs)
- Telemedicine
- Mobile health apps
- AI-driven diagnostics

Data- Driven Decision Making

- Nurses interpreting complex data for clinical decisions
- Integration of big data analytics in patient care



DIGITAL
LITERACY

Patient Expectations

- Tech-savvy patients seeking seamless digital interactions
- Increased use of patient portals and mobile health apps

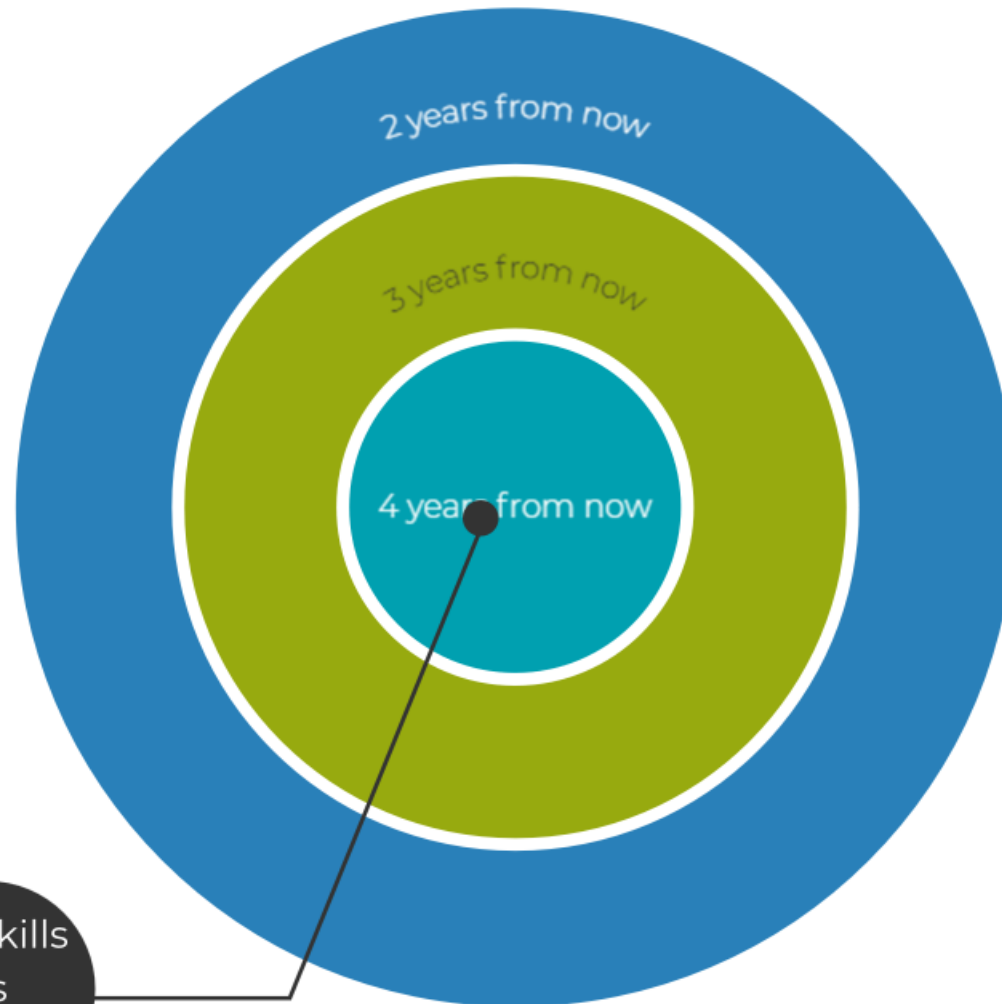
DIGITAL
LITERACY

The Growing Importance of Digital Literacy & Informatics



- Enhancing Patient Care
 - Accurate monitoring through digital tools
 - Real-time access to patient data
 - Efficiency and Collaboration
 - Streamlining administrative tasks
 - Facilitating interprofessional communication

Aiming for a Moving Target



Predicting what skills
& knowledge is
needed

Challenges in Nursing Education

- Curriculum Limitations
 - - Lack of comprehensive digital literacy components
 - - Need for integrating informatics in foundational courses
- Resistance to Technology
 - - Hesitation among educators and students
 - - Generational gaps in technology adoption
- -Resource Constraints
 - - Limited access to advanced technology
 - - Financial implications of infrastructure updates

Gamification as a Solution

- What is Gamification?
- - Application of game-design elements in non-game contexts
- - Enhances engagement, motivation, and learning outcomes

Benefits of Gamification in Nursing Education

- Active Learning
 - - Encourages participation through interactive modules
- Immediate Feedback
 - - Real-time assessments and progress tracking
- Safe Environment
 - - Practice clinical skills without real-world risks
- Collaboration and Competition
 - - Fosters teamwork and healthy competition

Implementing Gamification in Nursing Education

- Digital Simulations
 - - Virtual patient scenarios for clinical decision-making
 - - Simulated emergencies to enhance critical thinking
- Educational Apps and Platforms
 - - Apps reinforcing pharmacology, anatomy, etc.
 - - Interactive quizzes and flashcards
- Leaderboards and Badges
 - - Recognize achievements and milestones
 - - Motivate through visible progress indicators
- Serious Games
 - - Games designed for educational purposes
 - - Storytelling to enhance information retention

Case Studies and Success Stories

- The University of Edinburgh
 - - Implemented gamified nursing informatics modules
 - - Increased student engagement and improved exam scores
- NHS Trusts
 - - Used gamification for EHR system training
 - - Quicker adaptation and proficiency among staff



AND LL. AND INC. FTE
WILL
AERONS STAR* R. A.
BEROSCOVLINE MODB



Simulation and Virtual Learning

The background features a healthcare professional in a white coat with a stethoscope, holding a glowing globe. The scene is overlaid with various medical and digital icons, including hexagons with symbols like a caduceus, a heart, a microscope, and a globe, along with the text 'DIGITAL LITERACY'.

- Utilising simulation labs and VR
- Practicing with digital tools in safe settings
- Real-life clinical scenarios involving technology



Strategies for Educators

- Curriculum Integration
 - - Embed gamified experiences in courses
 - - Align games with learning objectives
- Professional Development
 - - Train educators in gamified content design
 - - Share best practices among faculty
- Collaboration with Tech Developers
 - - Partner with educational tech companies
 - - Co-create tailored gamification solutions

Overcoming Barriers

- Addressing Skepticism
 - - Provide evidence of effectiveness
 - - Implement pilot programs
- Ensuring Accessibility
 - - Choose accessible platforms for all students
 - - Design inclusive games
- Evaluating Outcomes
 - - Assess impact on learning continuously
 - - Adjust strategies based on feedback

The Role of Universities

- Leadership in Innovation
 - Adopt new teaching methodologies
 - Foster a culture valuing innovation
- Research and Development
 - Invest in gamification research
 - Publish findings to contribute academically
- Student Involvement
 - Involve students in content development
 - Encourage feedback for improvement

Conclusion

- Embracing Digital Literacy and Informatics
 - - Non-negotiable for future nursing
- Gamification as a Powerful Strategy
 - - Enhances learning, motivation, and skill acquisition
- Commitment to Innovation
 - - Create an engaging educational environment
 - - Respond to the needs of students and healthcare

Are we prepared for our
our digital future?



Thank You

- I welcome any questions or discussions on this topic and I have provided my contact details below:
- Leisa Anderton
- L.anderton@shu.ac.uk
- 0114 2254437

References

- Health Education England. The Topol Review: Preparing the healthcare workforce to deliver the digital future
- Nursing and Midwifery Council (NMC), Standards for pre-registration nursing education.
- Royal College of Nursing (RCN), The Future Nurse: Leading the digital transformation
- GDPR Compliance in Healthcare.