



Gamification/ Video Gaming in Nursing Education

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Pause and Reflect

Problem Statement/Background

Nursing education needs radical transformation and revision. To prepare nursing students for NCLEX and practice settings, nursing students need learning environments where they can learn and practice clinical judgement and decision-making to “think like a nurse.” Providing engaging experiences and opportunities to apply knowledge is critical in their learning processes. The utilization of gamification in nursing education is underexplored.

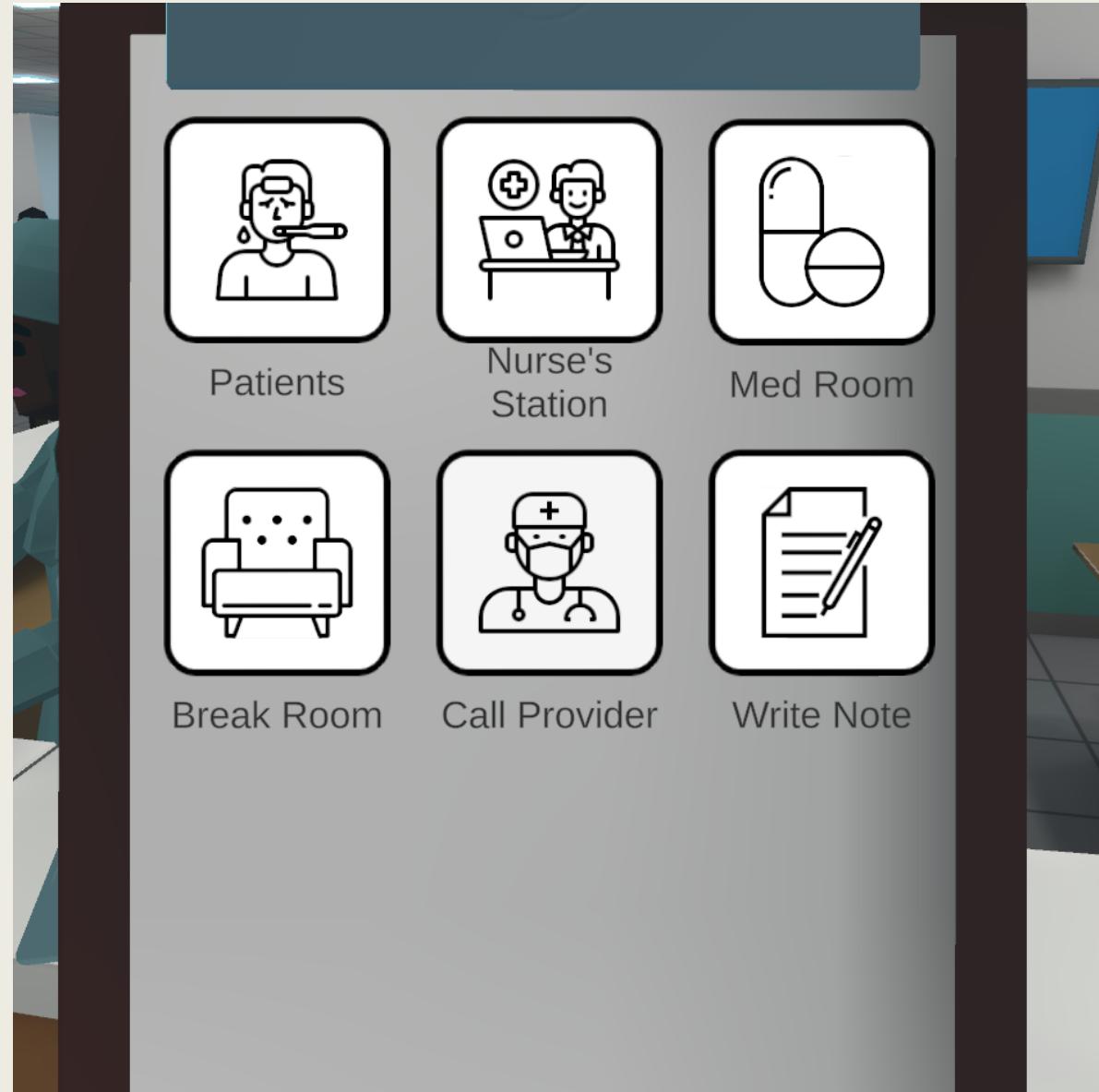
Active Learning

- Active learning strategies are “active thoughts about experiences in order to foster constructive knowledge” and “engaged in ‘doing’ with others, emphasizing the social dimensions of learning (Watkins, Carnell, & Lodge, 2007, p. 71).
- Utilizing game design for nursing education has several advantages including, self-pacing, risk-free environment, competitive nature, and immediate feedback to the learner (Malicki et al., 2020).

Tour of Nursing Video Game



Clipboard with Learner Options



Medication and Medical Supply
Room



Bedside Report Sheet

Scott Valdez Age: 82

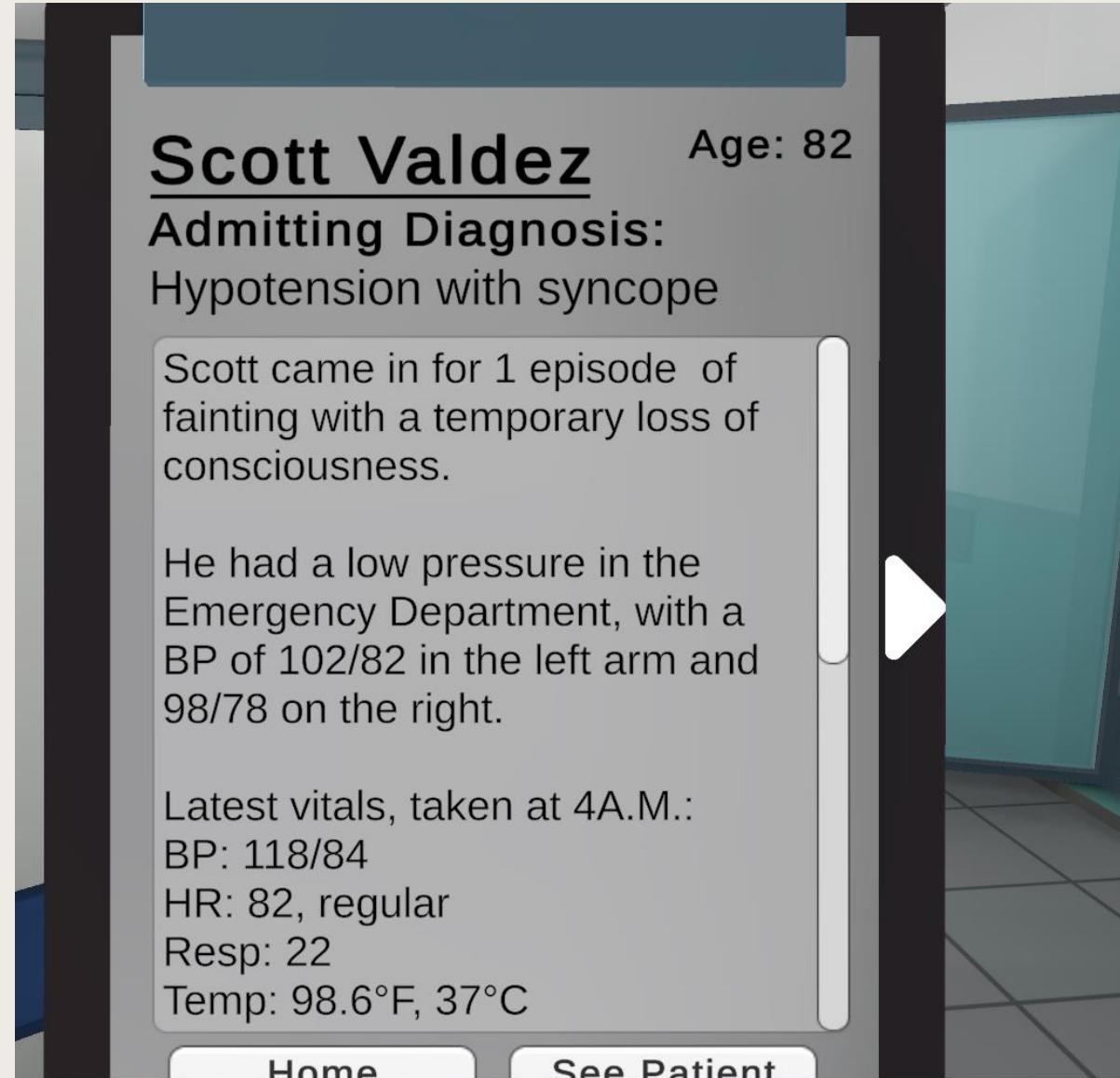
Admitting Diagnosis:
Hypotension with syncope

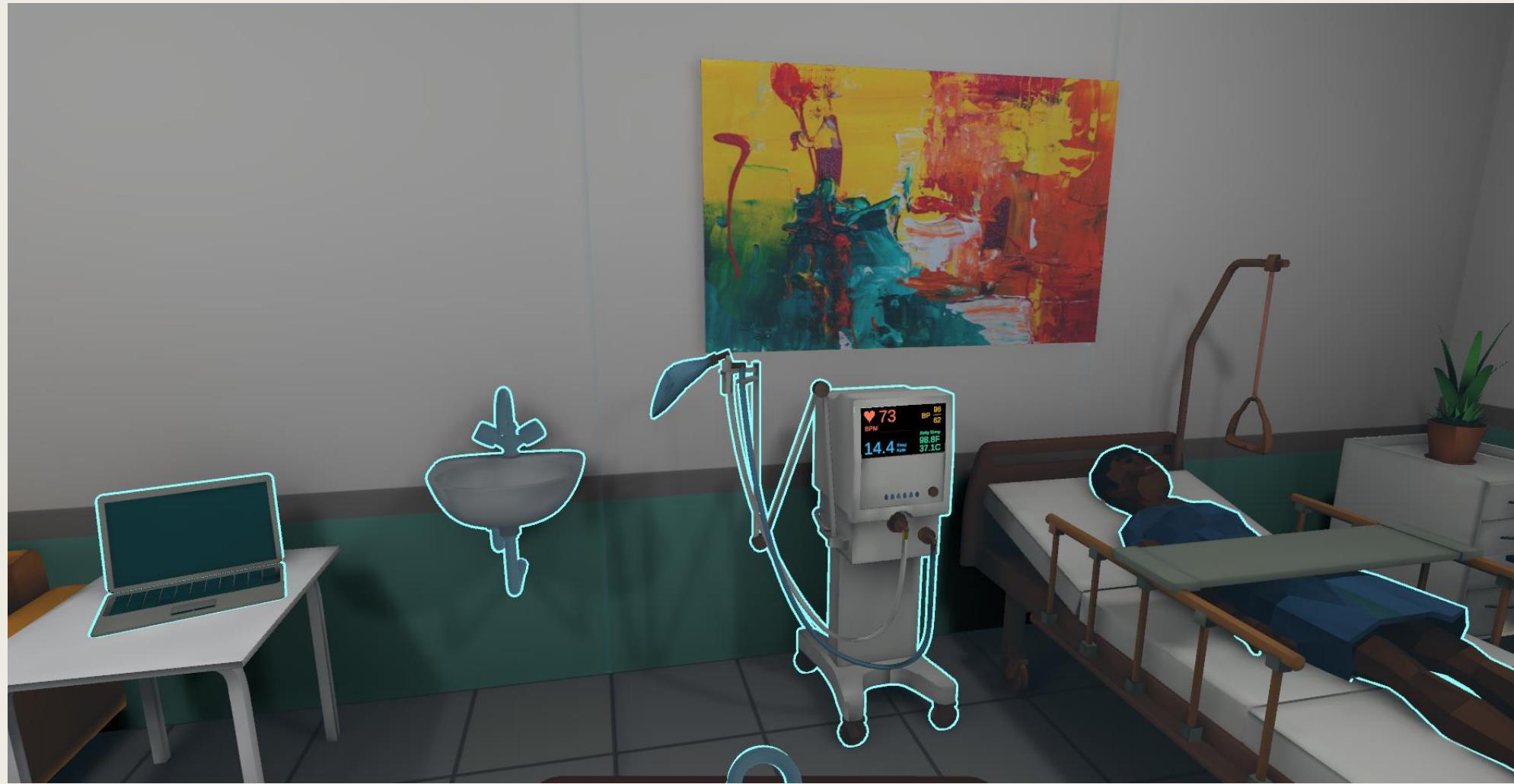
Scott came in for 1 episode of fainting with a temporary loss of consciousness.

He had a low pressure in the Emergency Department, with a BP of 102/82 in the left arm and 98/78 on the right.

Latest vitals, taken at 4A.M.:
BP: 118/84
HR: 82, regular
Resp: 22
Temp: 98.6°F, 37°C

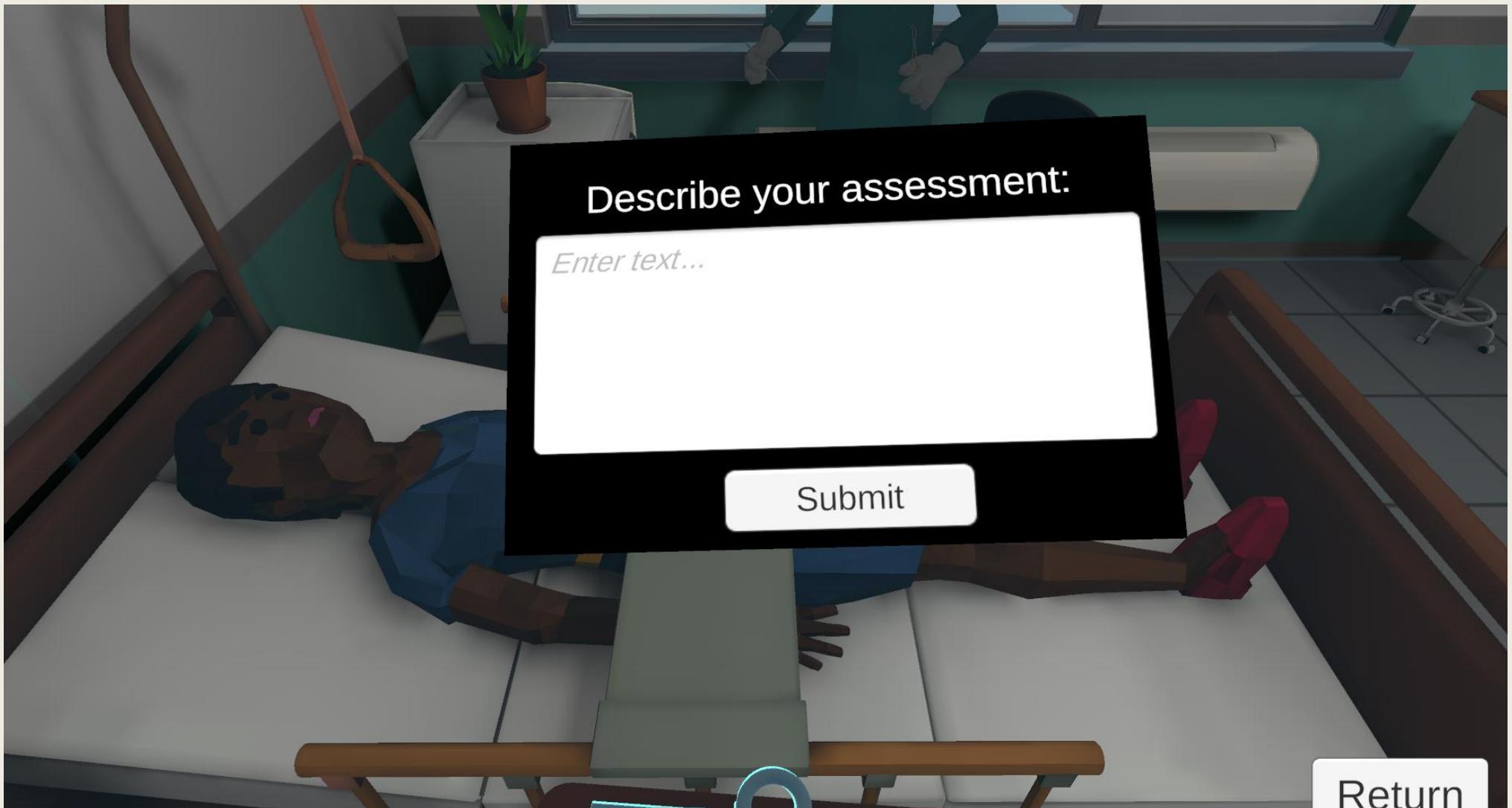
[Home](#) [See Patient](#)



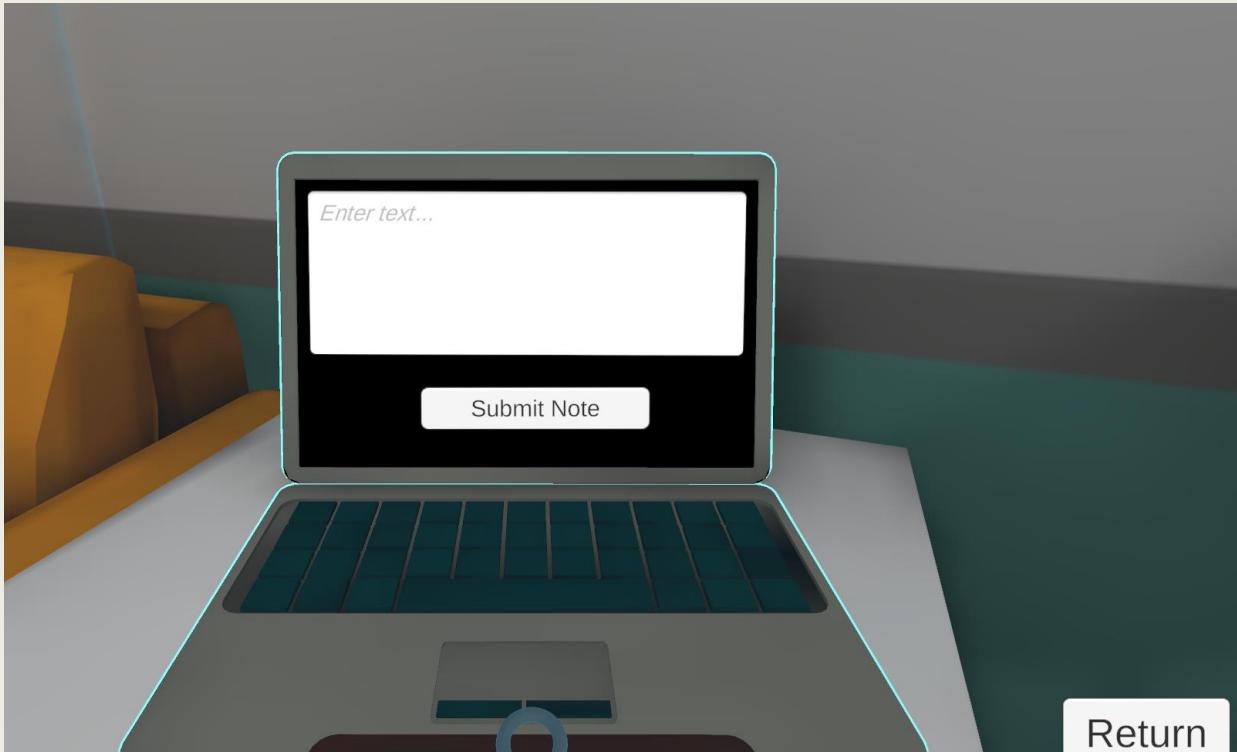




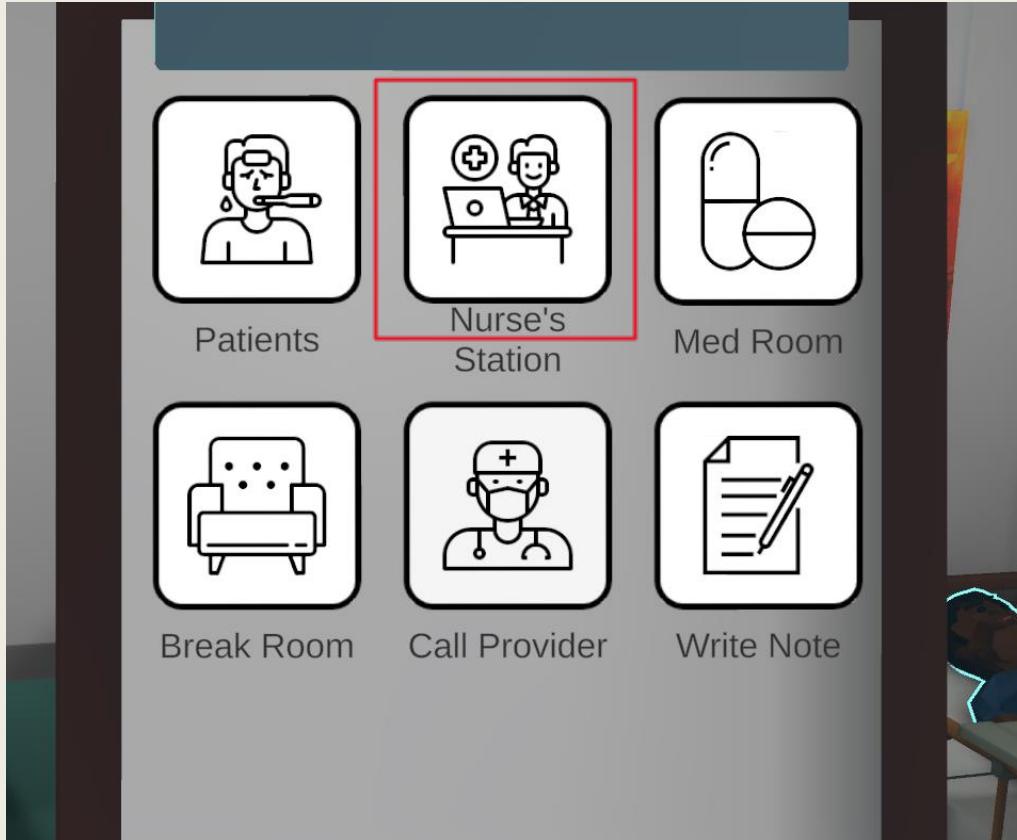
Critical Thinking Opportunity for Learner



Nursing Note/Summary of Care



When learner has completed the care for their Patients-Click on the Nurse's Station Option, then Clock Out



Faculty View of the Game Log after Student completes the Video Game

December-24-2025_05:54PM
moved to [ClockIn \(UnityEngine.Transform\)](#)

05:54:48PM
Clocked In

05:54:53PM
Picked up Clipboard

05:55:21PM
moved to [BreakRoom \(UnityEngine.GameObject\)](#)

05:55:23PM
Put clipboard away

05:55:57PM
Viewed Clipboard

05:56:03PM
moved to [MedRoomOverview \(UnityEngine.GameObject\)](#)

05:56:05PM
Put clipboard away

05:56:25PM
Viewed Clipboard

05:56:46PM
Put clipboard away

Vitals for Scott Valdez:
December-24-2025_05:57PM
HR: 69
BP: 117/71
Resp: 16.2
Temp: 98.7F, 37.0C

05:57:26PM
moved to [ValdezOverview \(UnityEngine.Transform\)](#)

December-24-2025_05:57PM
moved to [ValdezAssess \(UnityEngine.Transform\)](#)
December-24-2025_05:58:10PM
Nurse chose to palpate the patient's abdomen.
Description of assessment:
I will use soft, light palpation to all 4 quadrants of the [abd](#).

05:58:29PM
moved to [ValdezOverview \(UnityEngine.Transform\)](#)

December-24-2025_05:58PM
moved to [ValdezAssess \(UnityEngine.Transform\)](#)
December-24-2025_05:59:13PM
Nurse chose to auscultate the patient's chest.
Description of assessment:
I will listen to the lungs sounds anterior, posterior, and lateral-bilaterally.

Preliminary Findings

- Participants shared positive reactions and perspectives after playing the nursing education video game. “Exciting,” “cool,” and “made me really critically think.”
- Participants shared feedback on future revision to make the nursing education video game(s) better for student learning.
- Time to Decision-2 minutes or greater to Nursing Decision, the “correct” or more critical points were observed in the game log.

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