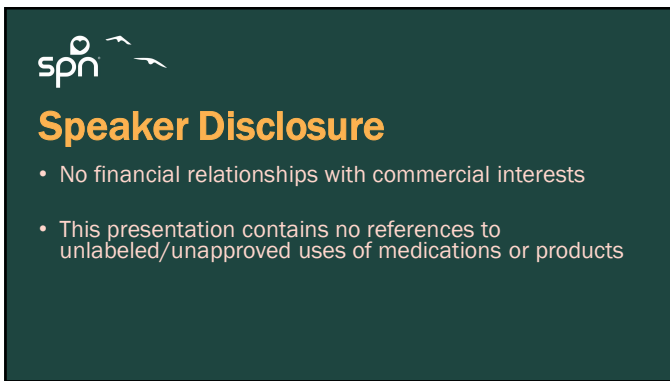




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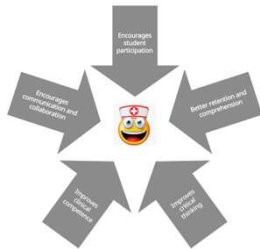
Objectives



- The learner will be able to define the types of generational learning needs.
- The learner will be able to describe how gamification can meet the student's learning needs while increasing engagement.
- The learner will be able to identify various activities that can be utilized in the classroom to enhance the learning experience while meeting generational needs

4

Importance of Engagement in Nursing Education



5

Challenges of Engaging Students




- Increased enrollment
- Influx of Gen Z students
- PowerPoint lectures are ineffective

6

The Millennial Generation Attributes


- The "internet generation"
- Digital natives
- Good collaborators
- Social beings/networking (Facebook, Instagram, etc.)
- Prefer mobile communication



7

The Millennial Generation Learning Preferences

- Hands-on learning over lecture-based learning
- Technology based learning
- Group projects and interaction



8


Generation Z Attributes







- Highly tech savvy
- Thrive in hands-on learning environments
- Short attention spans
- Struggle with focus, patience, social skills
- Open-minded
- Seek instant gratification

9


Generation Z Learning Preferences



-  INDIVIDUAL, SELF-PACED LEARNING
-  ENGAGING/ACTIVE AND VISUAL LEARNING ENVIRONMENTS
-  IMMEDIATE AND CONSTRUCTIVE FEEDBACK
-  SHORT, VISUALLY-RICH CONTENT

10

Strategies



- Flipped classrooms
- Mixed media
- Friendly competition
- Group work
- Hands-on activities

11

What is Gamification?



- Hands-on active learning activities
- Utilization of game elements in non-game settings
- Utilization of games to meet learning outcomes

12

Benefits



- Increases engagement and classroom participation
- Provides instant feedback
- Makes learning fun and memorable
- Supports skill mastery and critical thinking
- Increases learning outcomes and motivation

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Literature



- Alshiha and Al-Abdullatif (2024) found that both competitive (competing against one another for high scores and/or prizes) and cooperative (working with classmates to achieve a group goal) flipped-classroom techniques enhanced learning demonstrated by improved post-test scores in cognitive and skill achievements.
- In a study on student and faculty perceptions of gamification in the classroom conducted by Chan and Lo (2022), 87% of university and college students indicated a favorable perception regarding learning effectiveness and motivation; a survey of faculty perceptions of gamification revealed that 62.5% of teachers believe gamification to be an effective means to motivate university and college students to learn better.
- Livero et al. (2021) found that utilizing various gamification techniques such as puzzles, crosswords, tic-tac-toe and others in a pharmacology class fostered learning, increased student engagement and made the class enjoyable.
- Denoni-Bujan et al. (2025) found, after implementing various gamification strategies such as Jumanji, escape rooms, quiz games and Kahoot, that participants indicated the gaming techniques facilitated comprehension and encouraged class participation. They further indicated that some of the techniques fostered collaboration, provided immediate feedback and aided students to work on complex issues through play.

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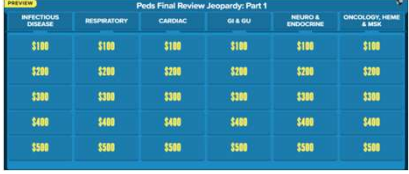
Gamification Techniques in Action



- 4 areas were identified in which gamification would enhance learning in the pediatric nursing course
 - cardiac anomalies
 - cerebral disorders
 - gastrointestinal disorders
 - endocrine disorders
- Faculty implemented games in 3 pediatric classrooms for each of the 4 identified areas with small rewards granted for participation
 - points added to assignment grades
 - candy
 - stickers

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Jeopardy!



- Jeopardy game created to review all content areas covered on final exam
- Students awarded small prizes for winning the round
- Increased student confidence in knowledge on course content
- Highlighted student weaknesses in content area to aid them in prepping for final

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AACN Essentials



- Gamification can be used to support the 10 AACN essentials for baccalaureate and graduate nursing education
- Case studies/case-based Kahoot and virtual patients enable knowledge for nursing practice (Domain 1)
- Error identification games and quality improvement and safety simulations enable students to plan and apply quality improvement interventions to contribute to a culture of patient safety (Domain 5)
- Team and group-based games and escape rooms foster interprofessional relationships by allowing students to simulate collaboration with the multidisciplinary care team (Domain 6)

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Developing APN/PNP Competencies




- Assessment
- Management
- Treatment Plan
 - Medications
 - Interventions

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BINGO in the APN/PNP Program



- Use as a pre-test
 - Apply prior physiology knowledge
 - Synthesize concepts covered in prior learning
 - In a virtual learning environment, an electronic BINGO card can be used
- Ex: bingobaker.com



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Use of Kahoot in APN/PNP programs



- Impacts critical thinking
- Provides opportunity for self-reflection
- Use to reinforce disease management using board-like questions
- Kahoot Jumble can be used to facilitate prioritization skills in the clinical setting



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Student Response



- Students evaluate the course and instructional methods used at the end of each semester
- Feedback was overwhelmingly positive
 - Fun and engaging way to review course content
 - Kept students focused in class
 - Made "learning a joy"
 - Enabled better understanding of course content
 - Looked forward to attending class
 - Anticipated that the class would incorporate "something fun"


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Student Instructional Rating Survey (SIRS) Results

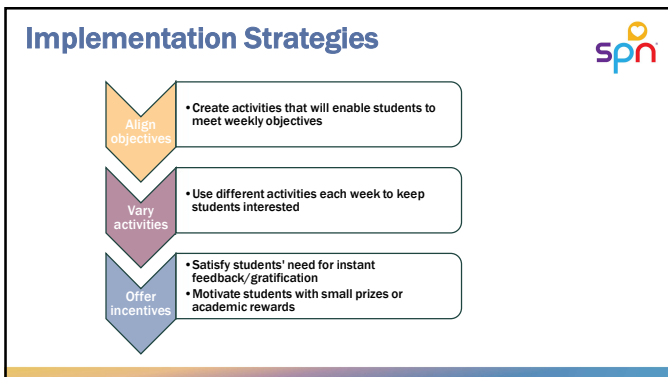


SIRS Criteria	Section	Fall 2025	Fall 2024	Fall 2023
Teaching Effectiveness	1	4.44	4.60	4.45
	2	4.96	4.81	3.94
	3	4.56	4.81	4.06
Instructional Methods	1	4.71	4.57	4.36
	2	4.85	4.76	3.93
	3	4.46	4.71	4.21

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- ### Faculty Observations
- 
- Students were engaged and enthusiastic
 - Students eagerly participated in the activities
 - Students truly enjoyed the activities especially the cardiac clay models
 - Students were gratified by winning the games and small prizes

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Questions



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