

Abstract

Original Article

Theoretically Based Game for Student Success: Clinical Education

Demet Inangil, MSc

Lecturer, Medipol University, Faculty of Health Sciences, Nursing Department, Istanbul, Turkey

Correspondence: Demet Inangil, Lecturer, Medipol University, Faculty of Health Sciences, Nursing Department Kavacik Campus, Ekinçiler Street, No:19/34810, Beykoz, Istanbul, Turkey
E-mail dinangil@medipol.edu.tr

Abstract

Background: Nursing is an applied science and clinical education of nursing students forms the center of nursing education. Clinical experience accepted as an important and fundamental component of long nursing education. Importance of clinical learning experiences and limitations of its sources require habilitation of clinical implementation opportunities from clinical educators.

Aims: The aim of this study is to create an effective clinical education environment in the study, “Theoretically Based Game” plan frame, which encourages learning and motivates learning performance.

Methodology: Study was designed with respect to “Level 2” study group, which was formed as results of clinical trainer’s observations, and initiatives which were committed during applications with respect to educational research model, theoretical knowledge content, and controlled laboratory studies.

Results: As a result of positive feedbacks which were given by students and clinical trainer’s observations, it is been thought that this study is motivator, a compelling learning centered a game.

Conclusion: It is been thought that presentation of this kind motivator, compelling, learning centered environments benefits to the development of clinical education and forms evidence base to the nursing education.

Keywords: nursing education, clinical practice, game, success