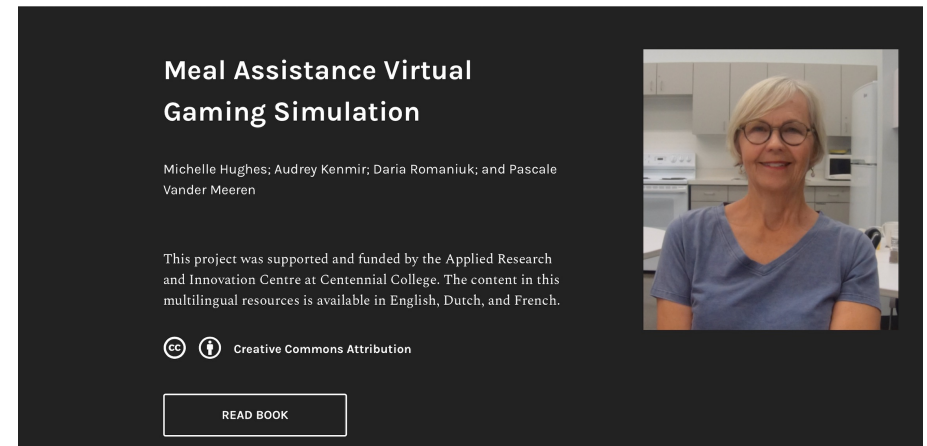


How to Play the Virtual Gaming Simulation (VGS):

- When you click on the VGS link: <https://ecampusontario.pressbooks.pub/mavg/> It will bring you to the main menu.
- When you scroll down the main page, you will see the Contents. The VGS is in three different languages: English, Dutch and French
- Then click on Introduction to learn about the focus of the game and how to play.



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After reading the Introduction, click on 'Next: Meal Assistance Virtual Simulation' in the lower right corner

That will bring you to the Pediatric Patient Virtual Simulation page.

Introduction

The meal assistance virtual gaming simulation (VGS) is based on a meal assistance scenario of a client diagnosed with dysphagia. As you play the game, you will be asked questions and you will need to choose the next best action to be taken. When you choose correctly, the video will continue to play on to the next decision point. If you choose the incorrect or not the best answer, you will receive feedback asking you to reflect on the answer you chose. You will then be given another opportunity to try again and choose the correct action that should be taken.

Now you're ready to play the meal assistance virtual game!

Click 'Next: Meal Assistance Game' on the bar in the bottom right corner to get to the next page.

On the 'Meal Assistance Game' page you will have a choice to play the game with or without closed captioning.

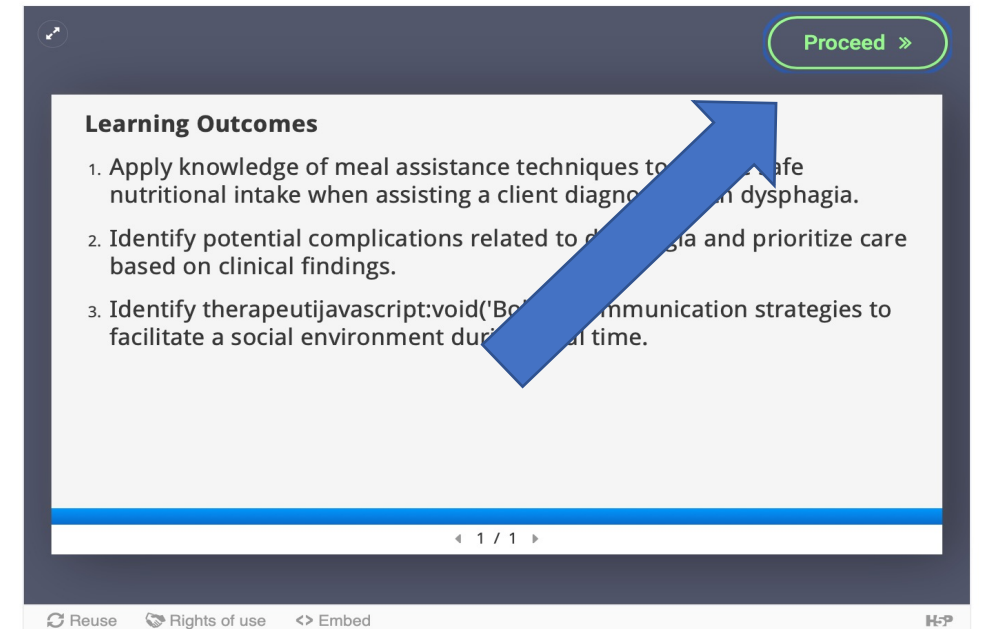


Meal Assistance Virtual Simulation

Now you are ready to play the virtual gaming simulation!

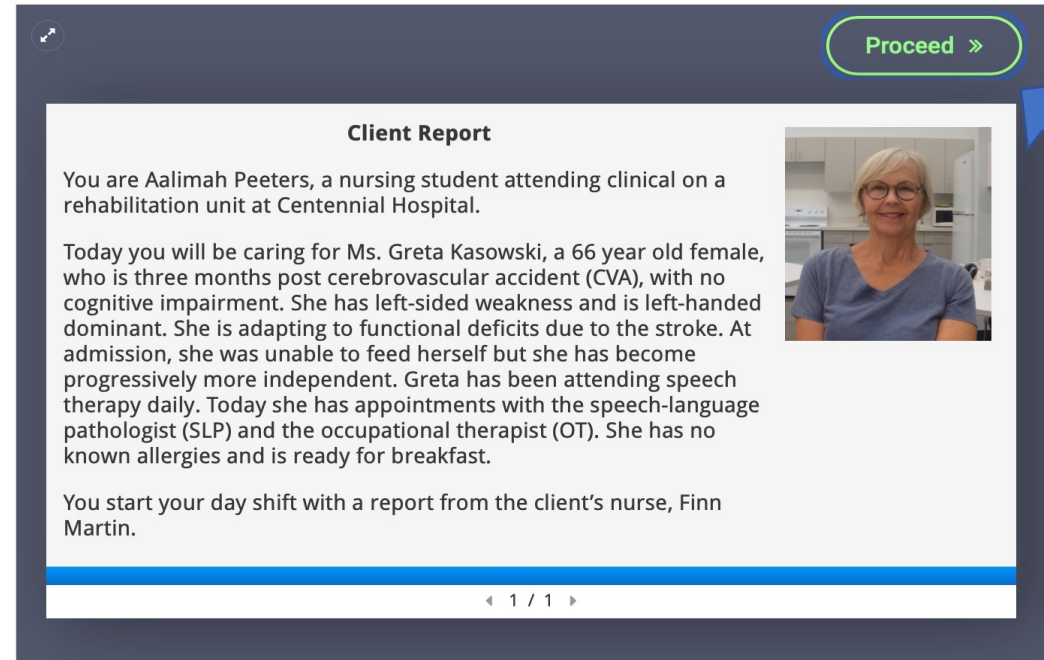
Once you click “Start the virtual gaming simulation”, it will bring you to the Learning Outcomes slide.

After you read the Learning Outcomes click “Proceed” in the upper right hand corner to bring you to the client report of the virtual simulation scenario.



On the Introduction slide, you will learn about your client Ms. Greta Kawoski. After you read and document the client's data, click on "Proceed"

This will bring you to the opening video.




Client Report

You are Aalimah Peeters, a nursing student attending clinical on a rehabilitation unit at Centennial Hospital.

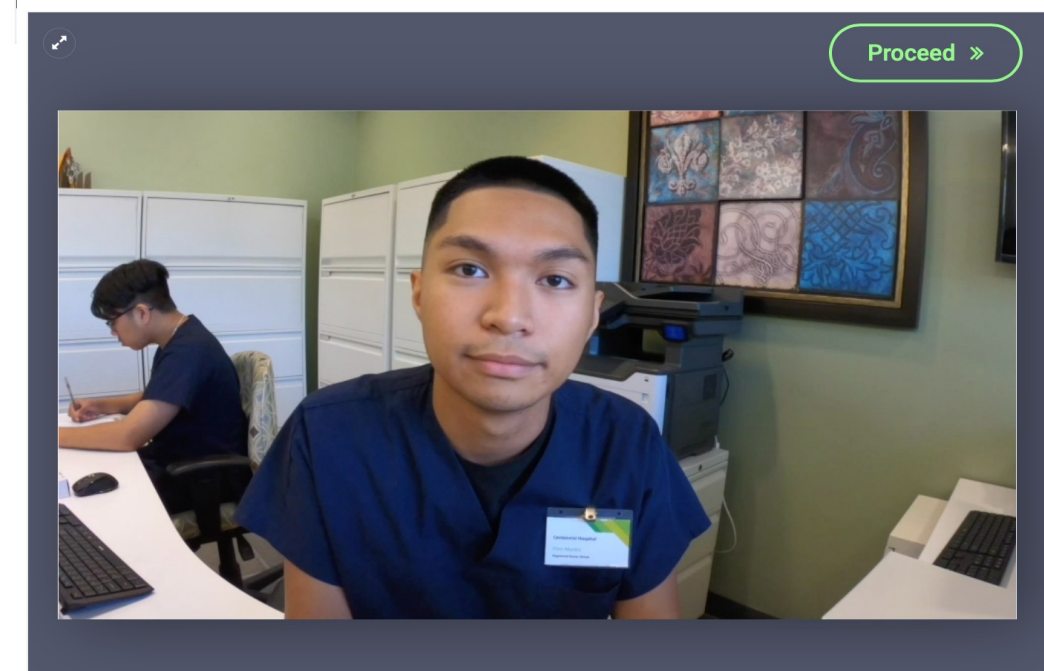
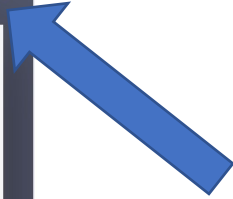
Today you will be caring for Ms. Greta Kasowski, a 66 year old female, who is three months post cerebrovascular accident (CVA), with no cognitive impairment. She has left-sided weakness and is left-handed dominant. She is adapting to functional deficits due to the stroke. At admission, she was unable to feed herself but she has become progressively more independent. Greta has been attending speech therapy daily. Today she has appointments with the speech-language pathologist (SLP) and the occupational therapist (OT). She has no known allergies and is ready for breakfast.

You start your day shift with a report from the client's nurse, Finn Martin.




Proceed »

« 1 / 1 »



Proceed »

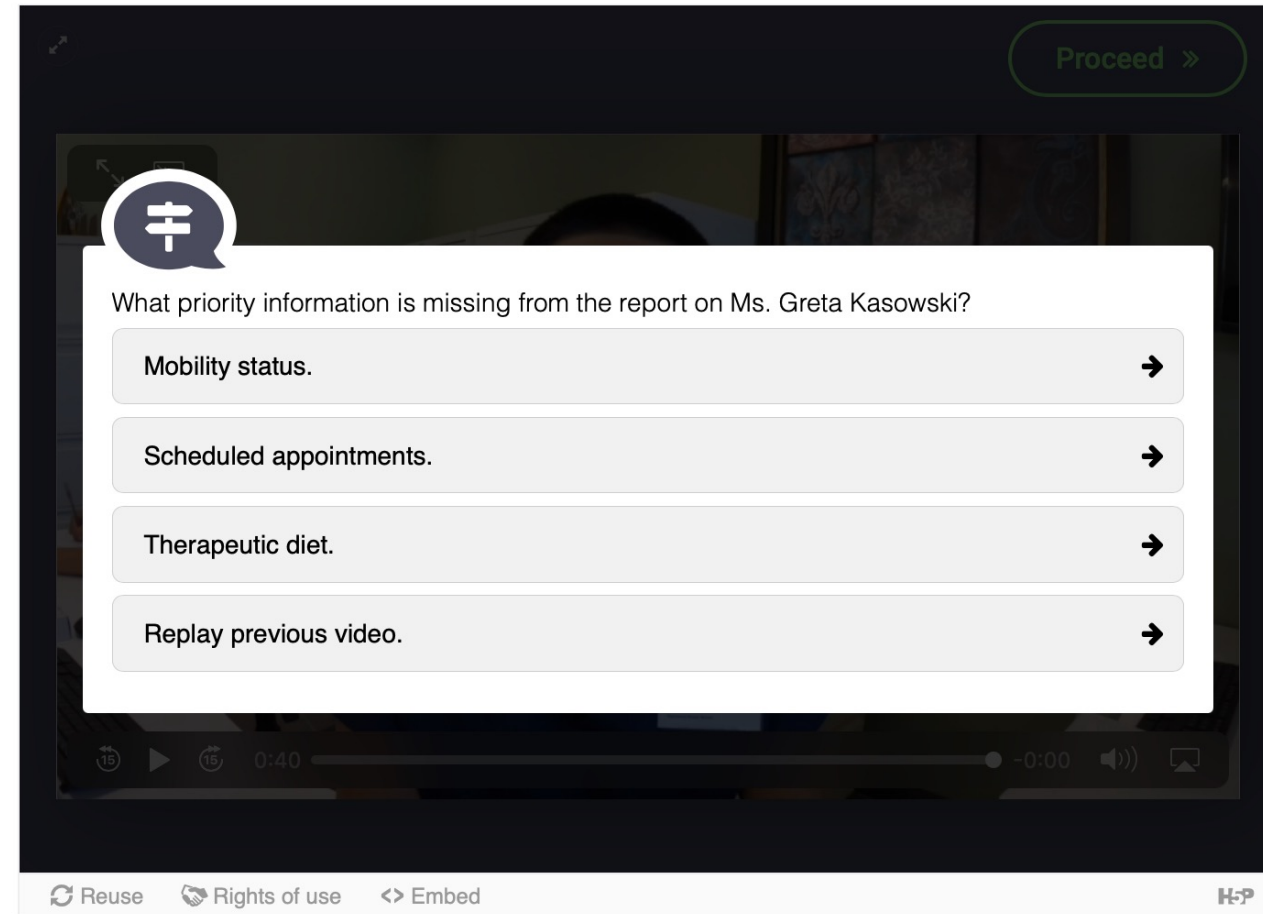


Reuse Rights of use Embed H-P

After the video, you will be asked your first question.

If you choose the best nursing action, the video will continue to play on to the next decision point.

If you choose the incorrect or not the best answer, you will receive feedback asking you to reflect on the answer you chose. You will be given another chance to select the correct answer.



The image shows a video player interface. In the top right corner, there is a green button labeled "Proceed >". A white quiz overlay is centered on the video. The overlay has a speech bubble icon with a list symbol inside. The question is "What priority information is missing from the report on Ms. Greta Kasowski?". There are four options, each in a light gray box with a right-pointing arrow:

- Mobility status.
- Scheduled appointments.
- Therapeutic diet.
- Replay previous video.

At the bottom of the video player, there is a progress bar showing 0:40 and a volume icon. Below the video player, there are three icons: "Reuse", "Rights of use", and "Embed". In the bottom right corner, there is a logo for "H-P".

Key Points to Remember

- Remember to keep the VGS confidential, until your peers have had an opportunity to play the game for themselves.
- Remember the characters in the virtual simulation are fictional. The patient's experience is not real.
- Everything about the virtual simulation is fictional.

After you complete the virtual simulation, answer the reflective questions (also known as a self debrief). The self debrief questions will assist you to assess your knowledge and reflect on your areas of strength and areas that require further development.



At the bottom of the Reflective Questions page, there is a Reflective Question word document that you can download to document your thoughts and feelings.

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Reflective Questions

- > **1. Can you describe in one or two words how you felt after playing the virtual game?**
- > **2. Reflect on the sequencing you played the VGS and write down the order you experienced it. What did you learn from the decisions you made?**
- > **3. What were you proud of? What went well for you during the game and why do you think it went well?**
- > **4. What was challenging for you during the game? What was the most difficult decision point and why do you think it was difficult?**
- > **5. How could you create a social environment for a client during meal time, while maintaining their safety?**
- > **6. How can you decrease the risk of choking and aspiration during meal assistance for a client with dysphagia?**