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Nursing Online Course Design: Scenario Based Learning Using an Interactive Tool

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General background

- Division of Continuing Education, Outreach, and online Learning
- Partnerships with campuses across the University of Wisconsin system.
- Ongoing work with UW-Green Bay's Professional Program in Nursing
- Opportunities to develop better online learning experiences.

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The BSN-LINC Program

- An RN to BSN distance learning program
- Targeted at out of state students
- In it's 15th year
- 30 credit hours total for Upper Level Courses
- Includes practicum w/remote partner institutions.

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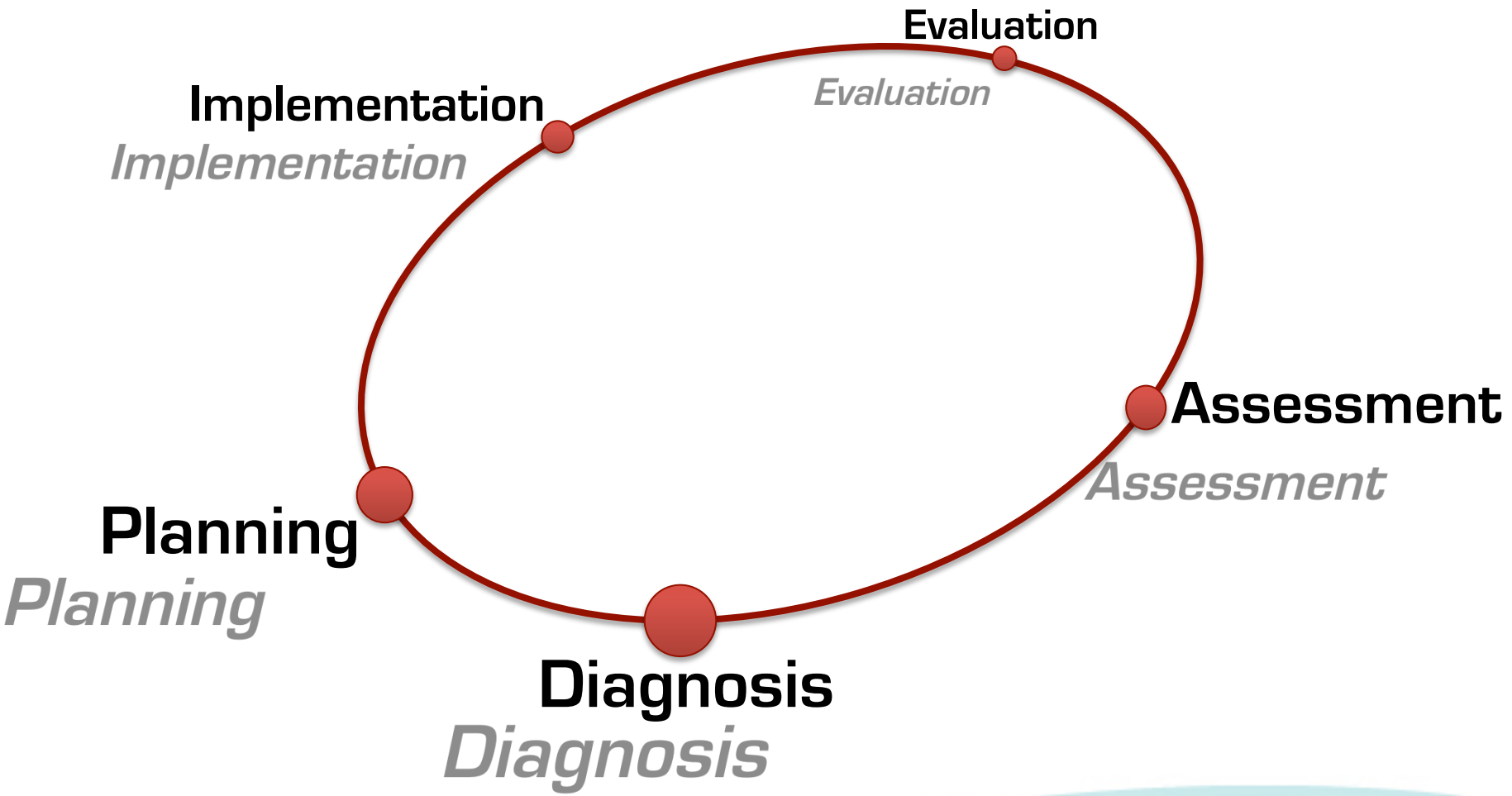
Course: Clinical reasoning



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A shift to Scenario-Based Learning

- Nursing students need to confront a variety of different situations.
- Assessment and feedback need to be separated.
- Scenarios need to provide access to external online resources from original cases.
- Original case has a progressive 3 part structure.

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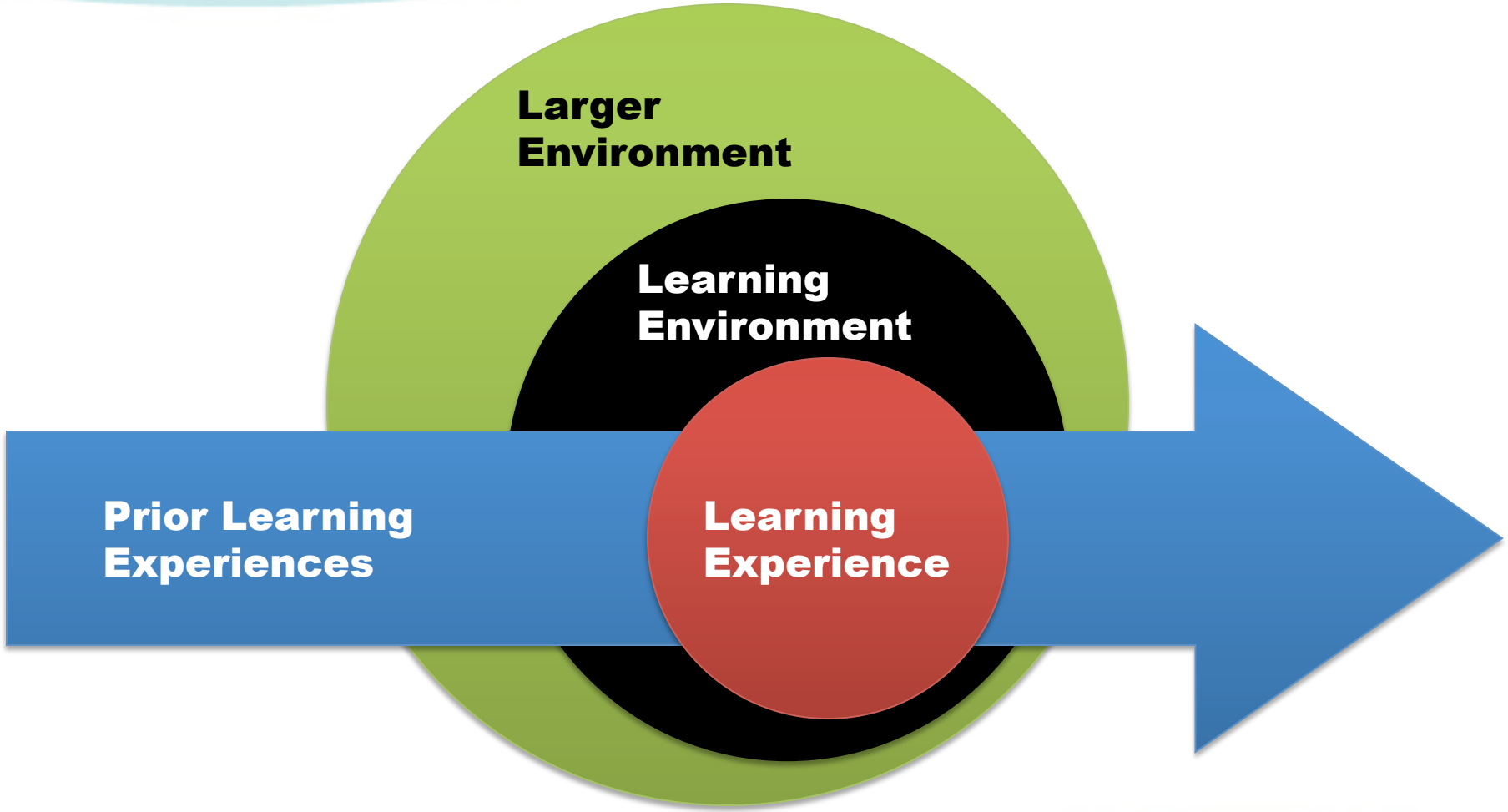
Challenges of Scenario-Based Learning

- The “branching narrative” issue.
- Real practice involves feedback from coworkers/supervisors.
- Performance analysis needs to account for series of decisions over time.
- Purpose is learning, not evaluation.

The Micro-SBL benefits

- Productivity for designers/developers/ instructors.
- Accessibility for learners
- Sustainability for learners – because of smaller size of scenario.
- Expandability to a large amount of scenarios.
- Affordability to produce SBL module quickly.
- Applicability to other discipline areas.

Constructivist background



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Instructional Theory Framework

The Micro-SBL concept & Reigeluth's four instructional principles framed:

1. Gain the learner's attention
2. Present information
3. Provide practice materials
4. Provide feedback

Designer/SME Dynamics

- Instructor at a distance, no physical presence in meetings with designers.
- Designers' struggle in making design decisions.
- Instructional designers and multimedia designers' brainstorming for design decision of Micro-SBL.
- Value of a primary designer contact with instructor for the designer team.

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Initial mock-up

Here is a possible long-form question, it takes up more space than normal. Ths question may have more than one sentence, but hopefully it can fit into this box without having to add a scrollbar.

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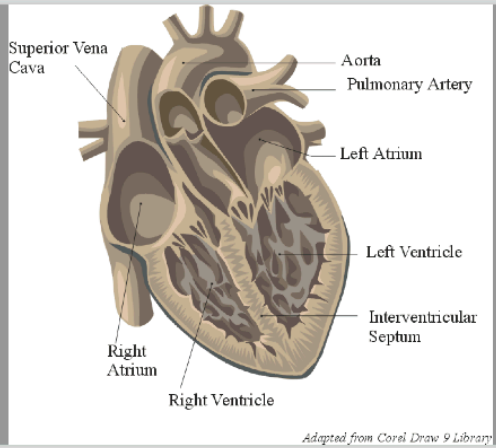

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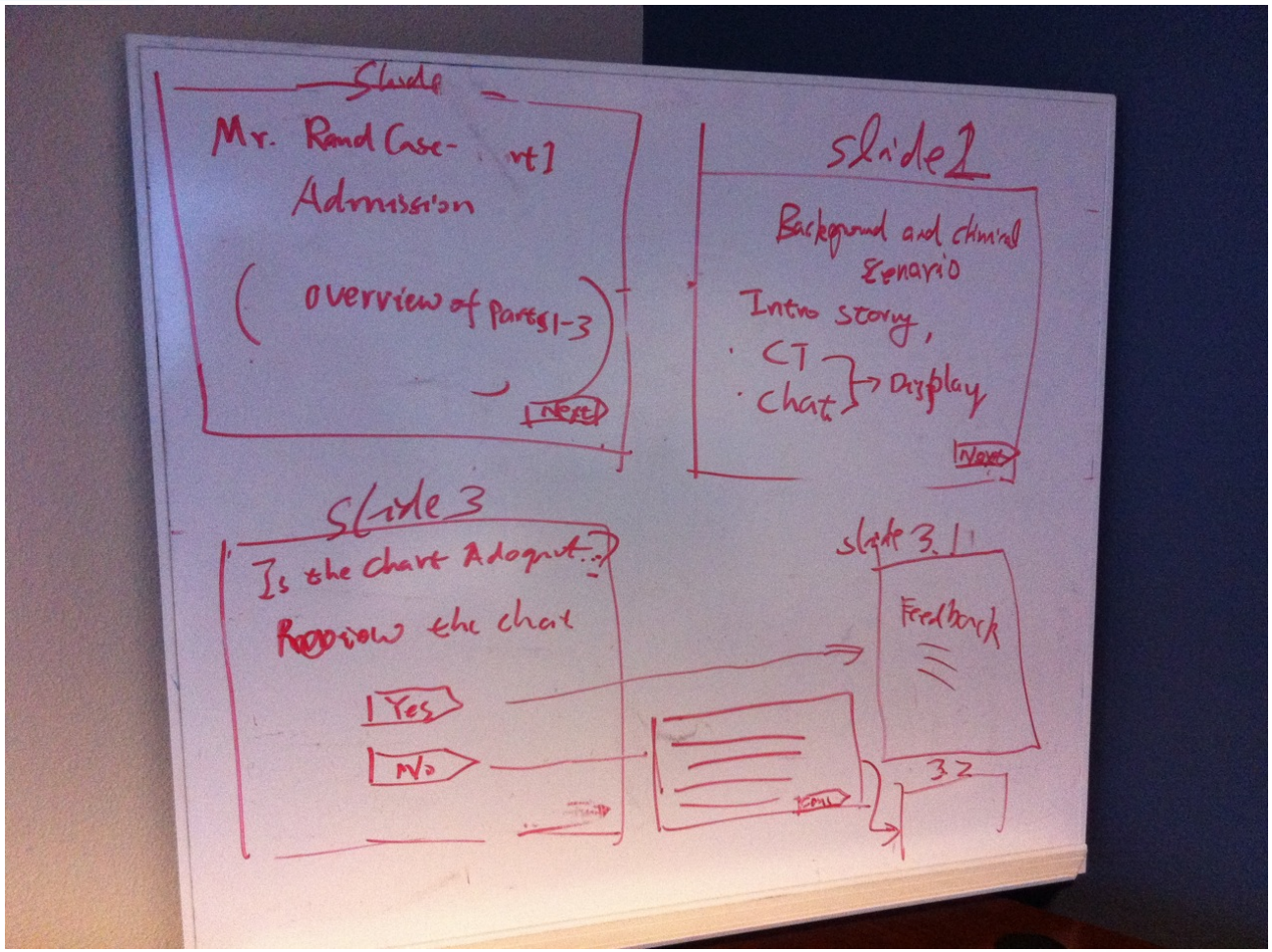
Development of User Interface (UI)



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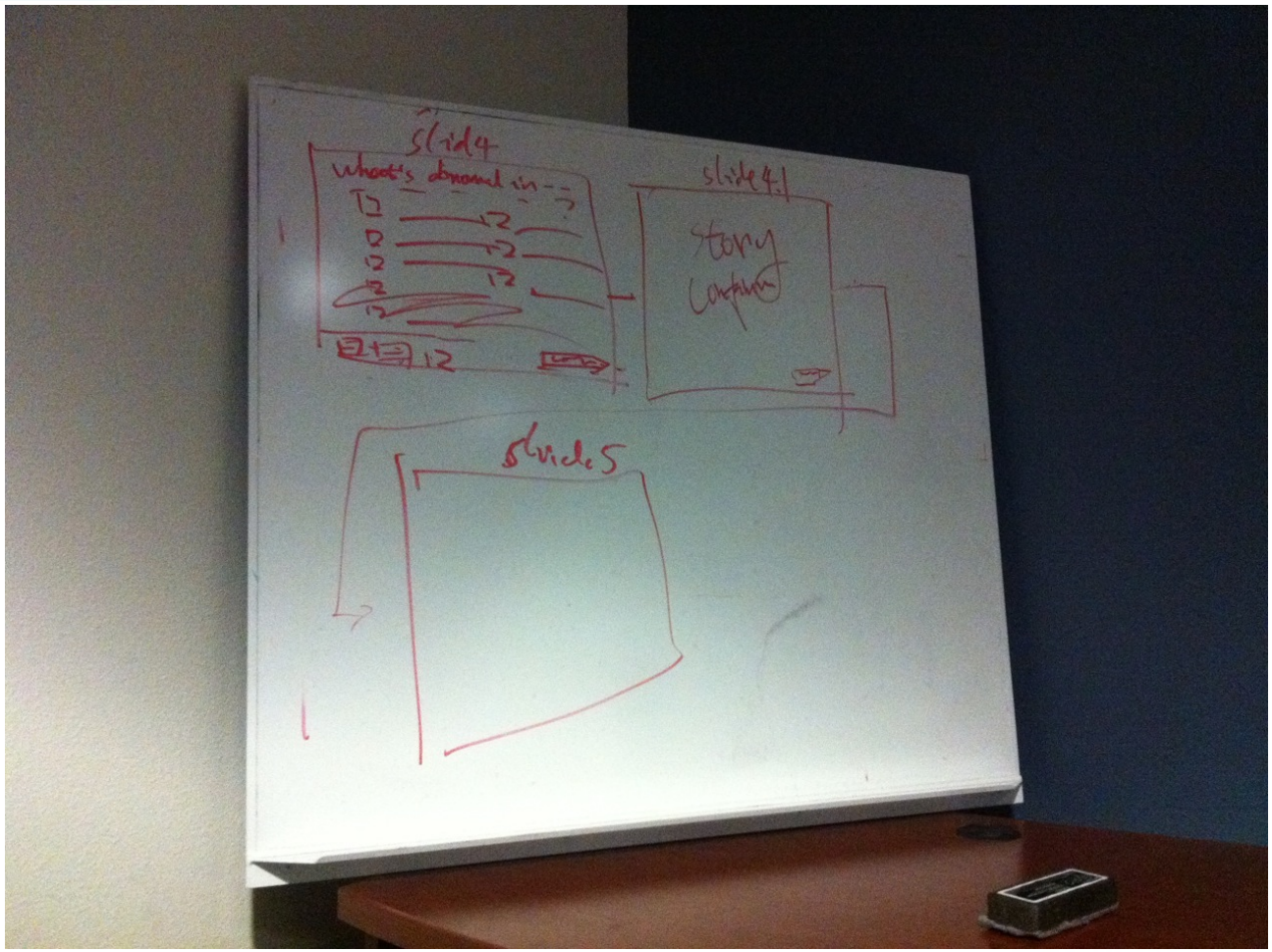

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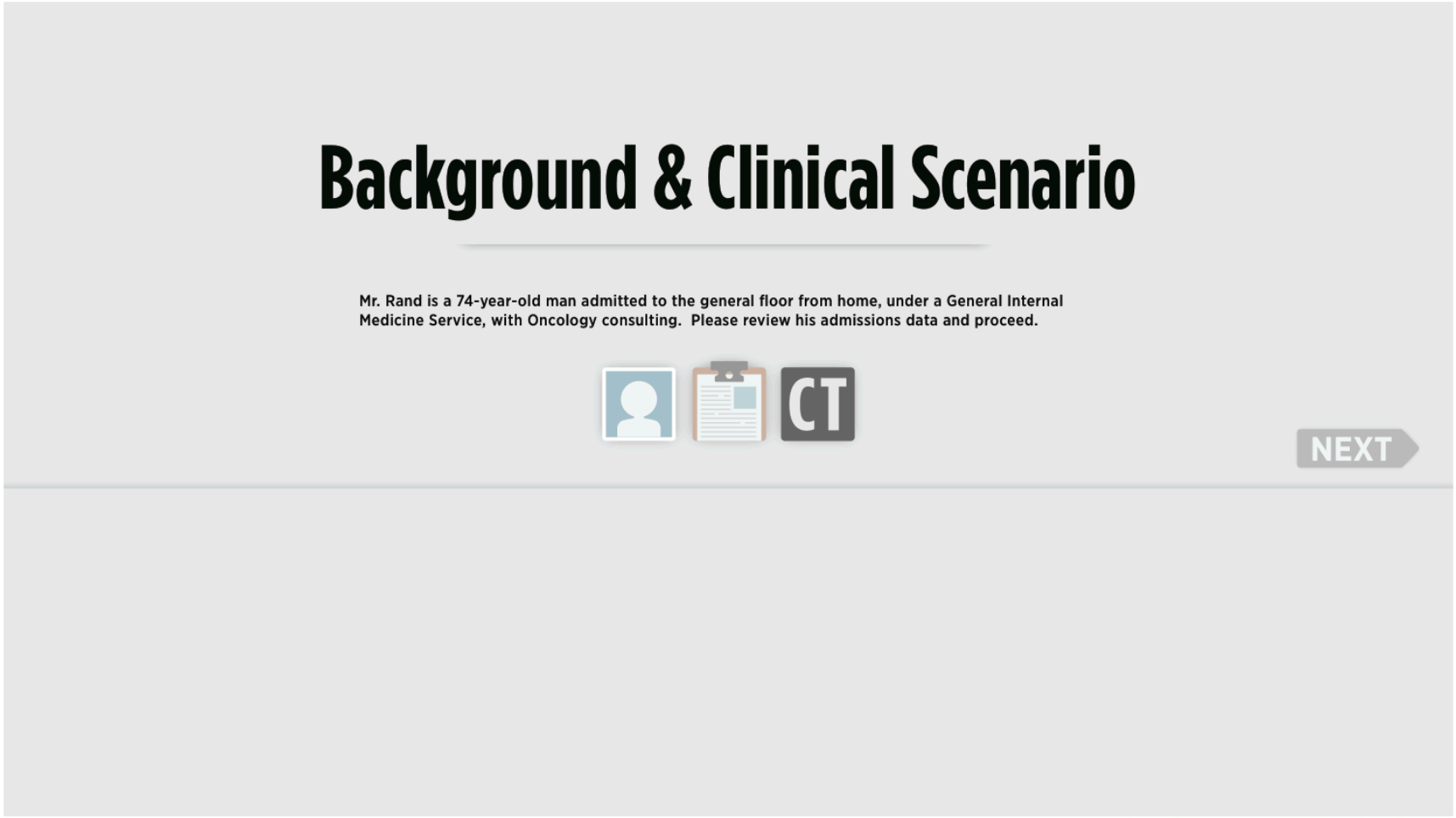
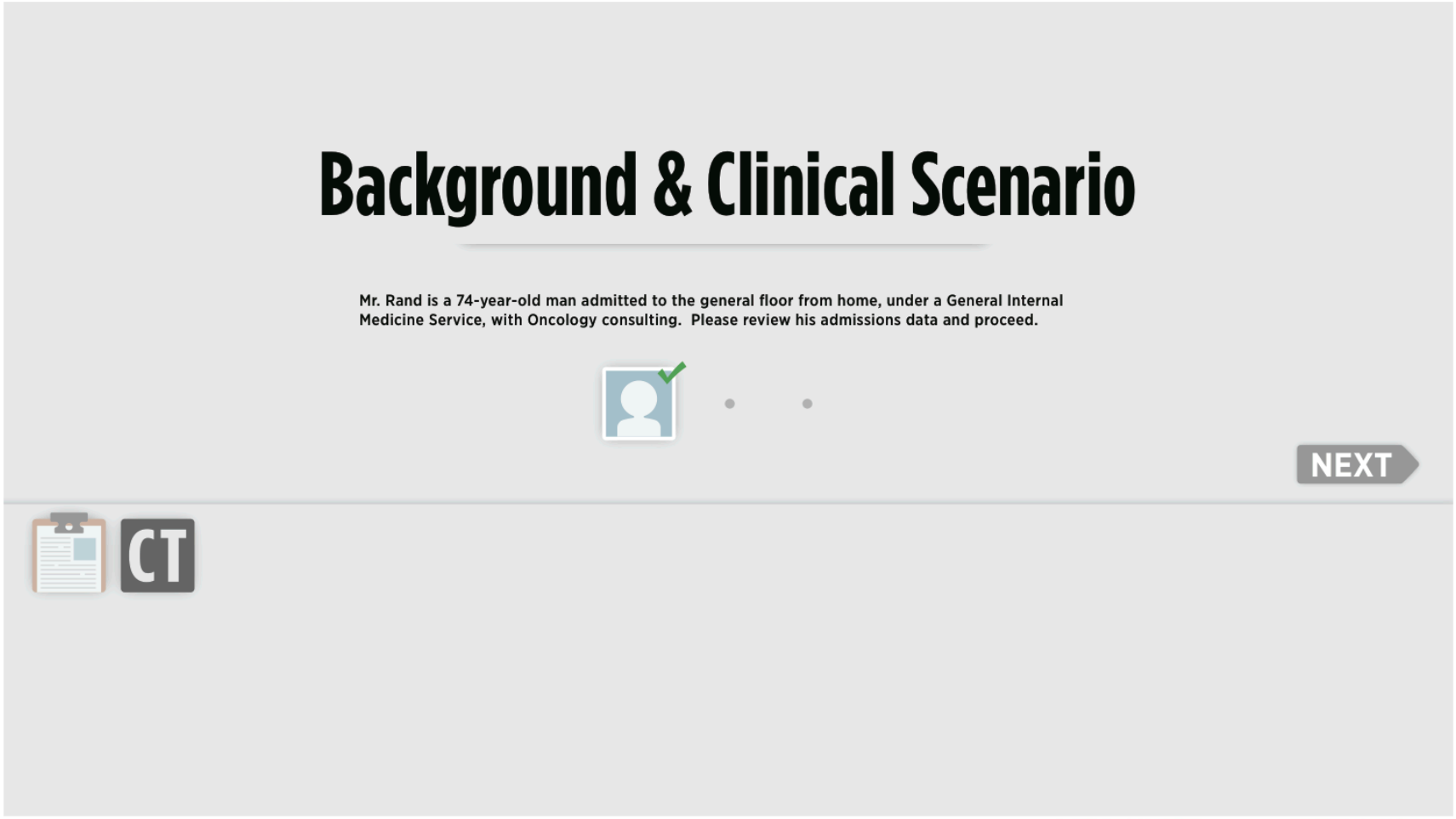
Game design influence: Inventory



Game design influence: Inventory



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Feedback: First iteration

Statistics

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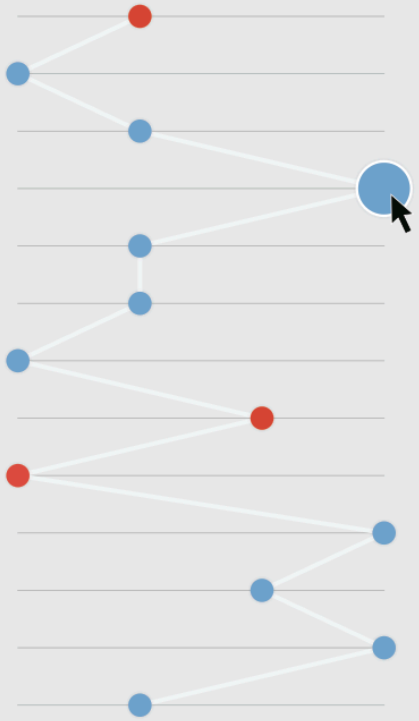

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YOUR ANSWER

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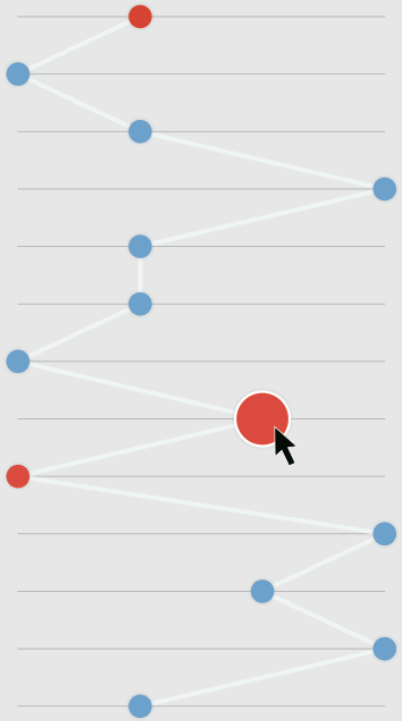

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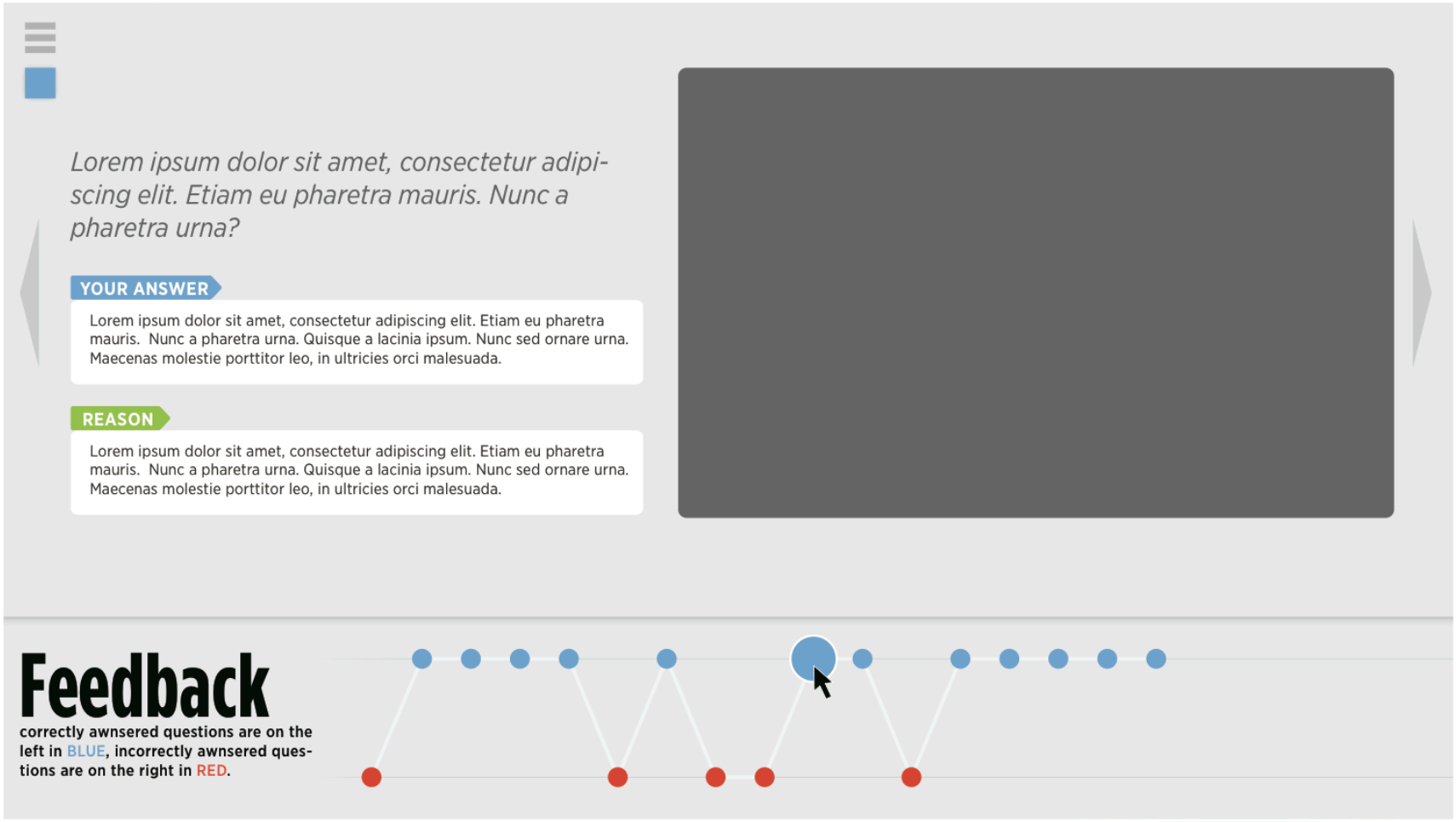
Feedback: second iteration



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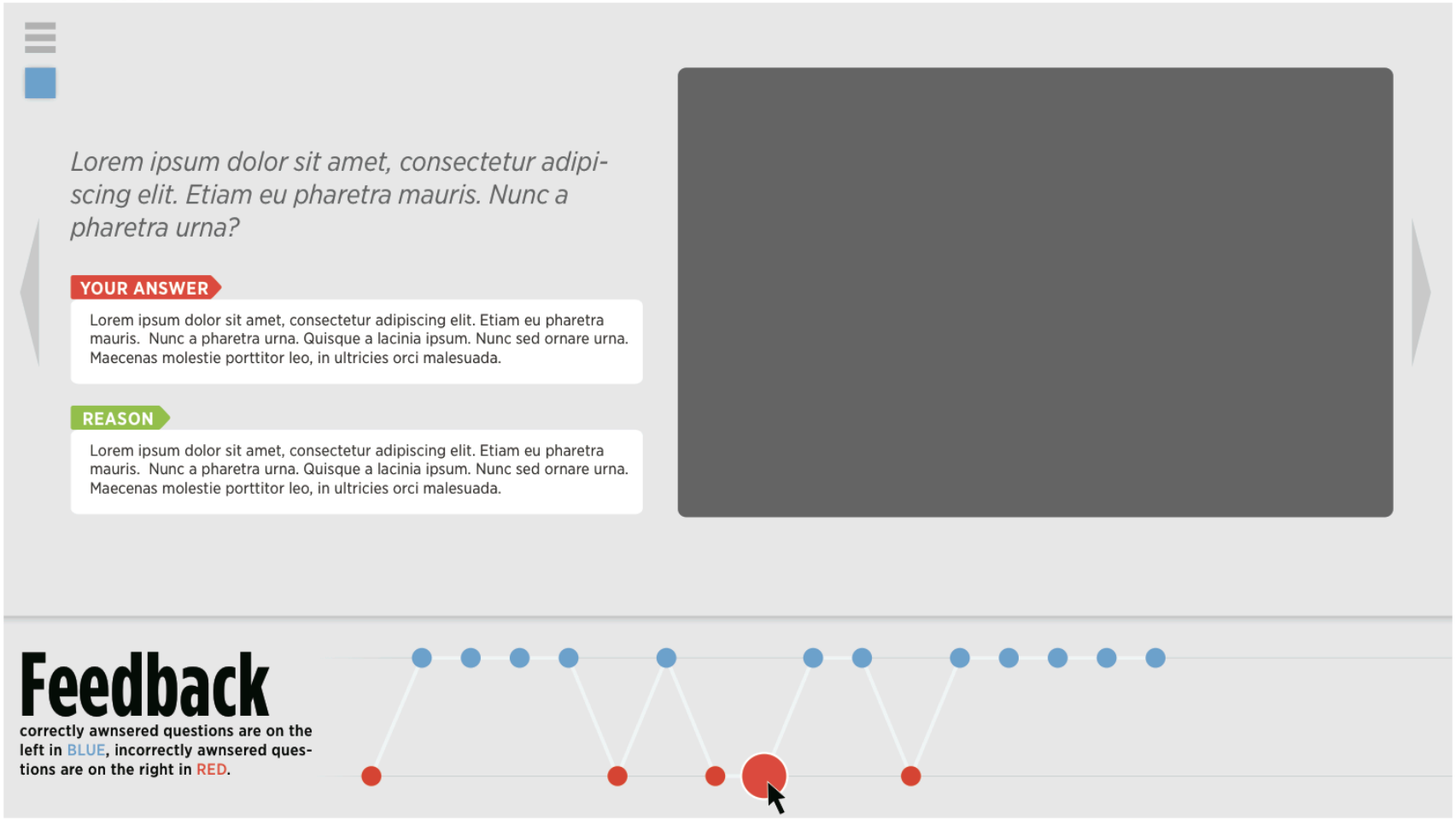

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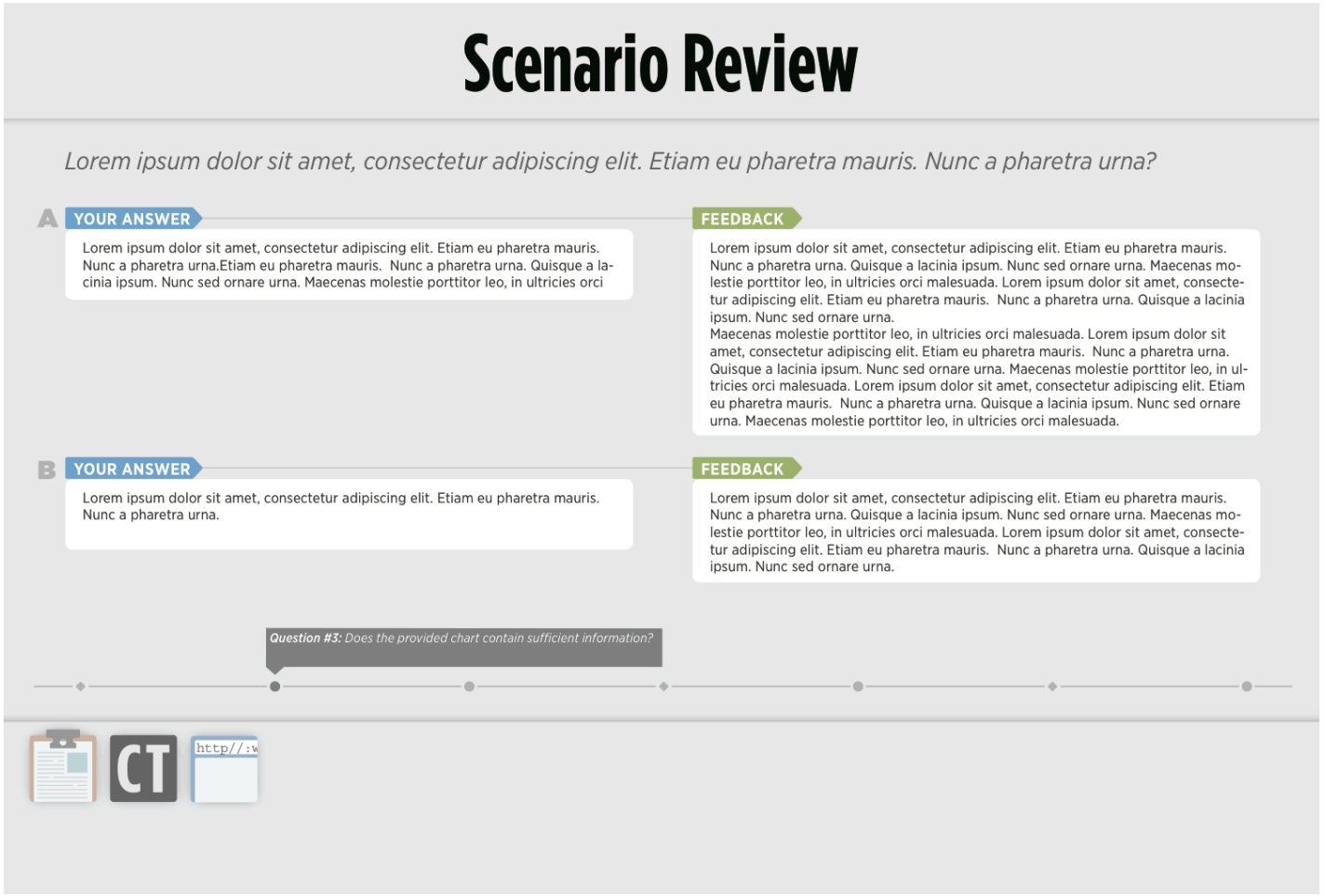
Feedback: third iteration



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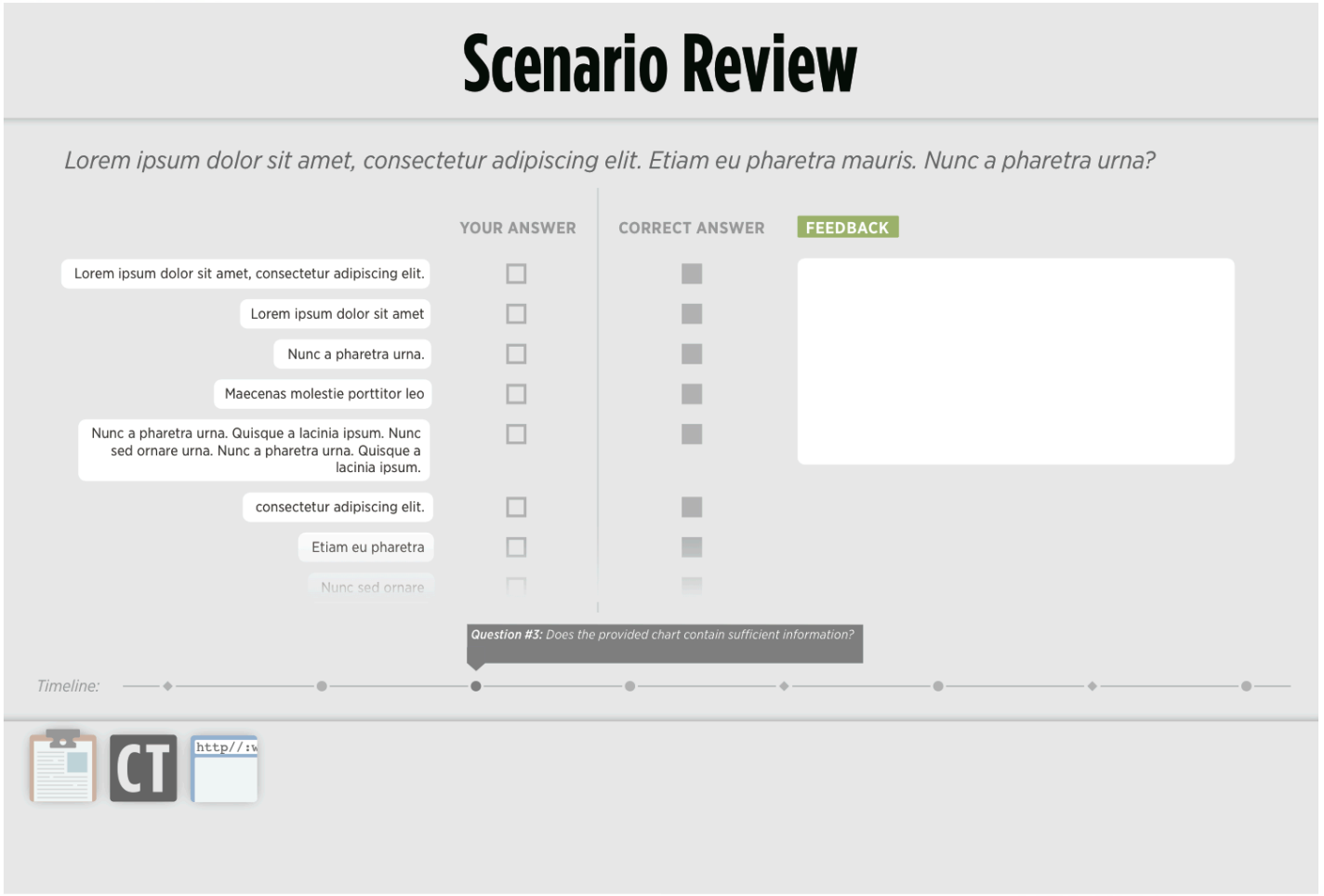

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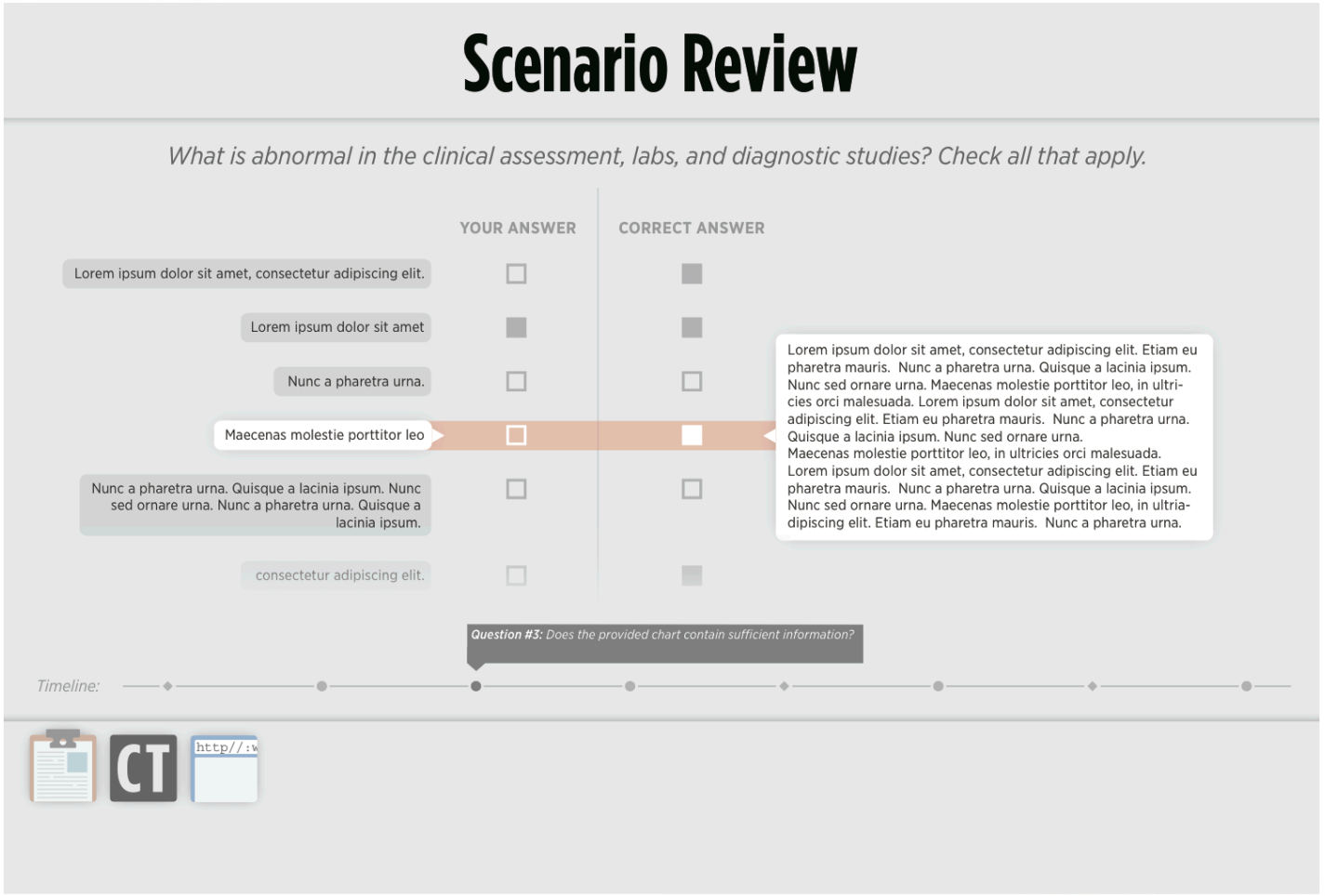

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Demo

Flash prototype

of the first

Micro-SBL

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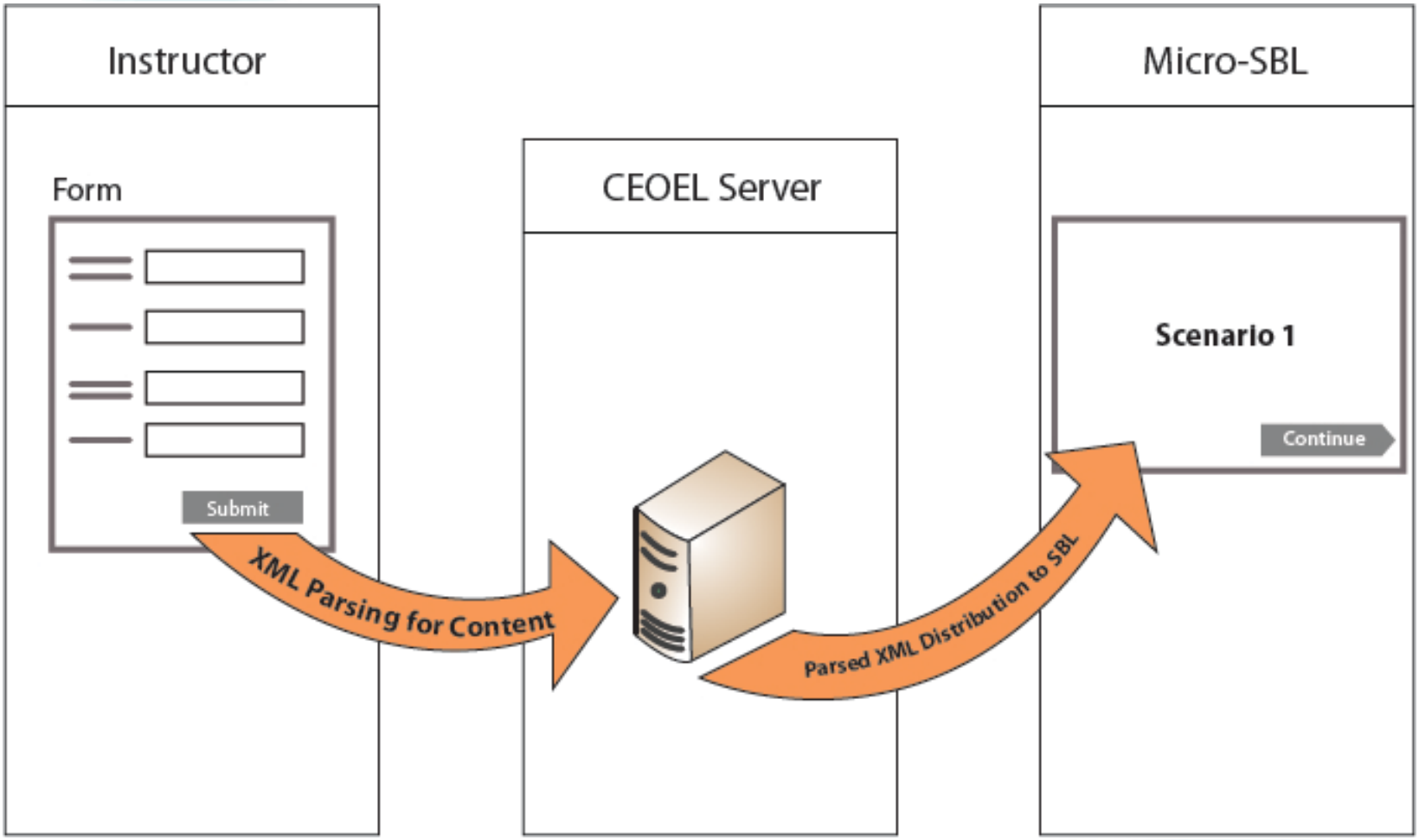
Automating development



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Next Steps

- User testing and refinement.
- Develop Micro-SBLs for parts 2 and 3.
- Deployment in BSN-LINC program.
- Develop and test form for automation.
- Implement Micro-SBL resources across other courses and programs.
- Explore optimization of Micro-SBLs as Learning Objects.

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Q/A

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