

Digital Game-Based Learning: A Didactic Experience in the Pre-Degree Nursing Career

Solís de Ovando, A.^a Rodríguez, A.^b, Hullin, C.^c

^a Author, Facultad de Enfermería, Universidad San Sebastián, Santiago, Región Metropolitana, Chile.

^b Author, Facultad de Enfermería, Universidad San Sebastián, Puerto Montt, Región de los Lagos, Chile.

^c Co-author, Facultad de Enfermería, Universidad San Sebastián, Providencia, Región Metropolitana, Chile.

Abstract

Nowadays we are faced with a society immersed in globalization and native technology, causing a great challenge in the university teaching staff. The gamification, as teaching-learning didactic methodology, gathers the characteristics that allow to motivate and achieve an active and significant learning. The objective of this work is to show the experience of the nursing career, which combines the learning based on games and the use of digital applications.

Keywords:

Kahoot, Formative assessment, Game-based learning, Nursing

Introduction

In nursing, the learning process is the key to achieve the professional profile required. Considering students as digital natives, it has been understood that classes must be conducted in an interactive and innovative way.

Since 2013, a free web page shows up ; Kahoot, which allows the active participation of the student, answering questions and / or surveys made by the teacher, through an electronic device such as mobile phone, tablet or computer, being the pioneer in educational didactic through gamification.

On the other hand, games provide an instantaneous response as an educational tool, taking place in an important part of the digital world, allowing classes with fun and encouraging active participation in meaningful learning activities. The games offer direct and real-time exposure to new data and information in an interesting, entertaining way and awakening the curiosity of the students.

This experience between the student and teacher, allows to review and assess the practical utility of Kahoot within some subjects of the Nursing Career, in the motivation of the student body.

Methods

The University of San Sebastián has 4 branches in Chile and over 30,000 students. Being Nursing one of the careers with the highest number of enrolled students with 4000 students. A formative evaluation was carried out, using the Kahoot Quick response platforms, evaluating 5 subjects with this methodology, with a total of 560 students of pre-grade nursing career.

Results

100% of the students had a device with Internet access in class: all used mobile phones. There were no internet access issues

during any of the questionnaires. At the end of the assignment, the students evaluated gamification in classes, as a strategy that favors motivation, attention and learning.

Conclusions

Kahoot is a digital tool that allows formative evaluations, fostering the teaching-learning process, increasing the participation and motivation of students during their training. One of the challenges, for the teachers who face a digitally and constantly changing world, is to be able to use information and communication technology as a teaching-learning tool in the classroom, considering that the main channel of communication of the new generations (digital natives), are mobile devices.

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Address for correspondence

Rodríguez, A.: arodriguezv@ussmail.cl

Solís de Ovando, A.: angeles.solisdeovandoc@gmail.com