

From Virtual Worlds to Real Success: Immersive Learning's Impact on NCLEX and New Graduate Practice Readiness

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I have no financial disclosure or
conflict of interest with the material
in this presentation.

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Objectives

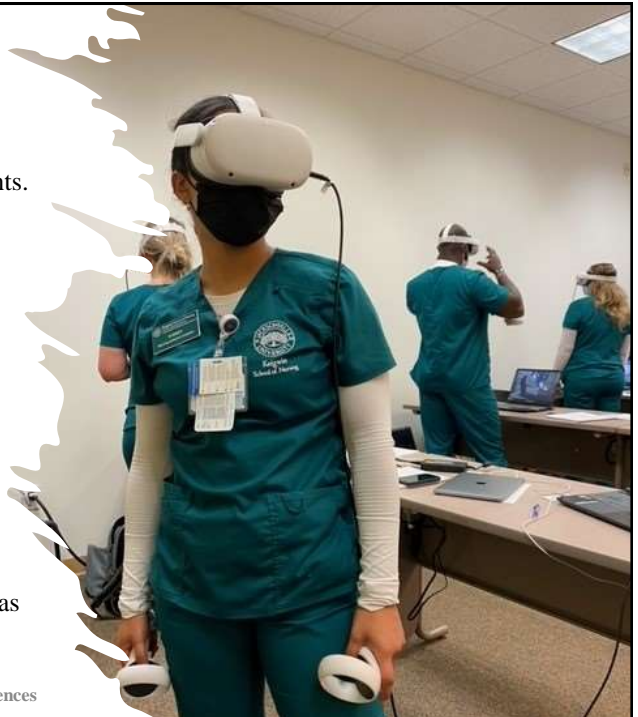
- Describe immersive learning.
- Discuss the value of immersive learning for today's learner and the benefits in nursing education.
- Examine the project implemented and review data.
- Examine lessons learned and future utilization of immersive learning.

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What is Immersive Learning(IL)?

- Utilizes technology to create fully simulated environments.
- Students are immersed into a virtual dialogue.
- 100% of learner's thinking capacity is required.
- Highly engaged learning experiences.
- Simulates real-world scenarios in a safe environment.
- Performance in a virtual work environment can be used as an indicator of performance in a real work environment.

Please see handouts for references



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The Value of Immersive Learning

- The world is becoming increasingly technological
- Active learning
 - Artificial intelligence and its impact on nursing education
- Personalized learning
- Better knowledge retention
 - Bridge the academic-practice gap
- Provides stimulating visualizations
 - Evokes an emotion
- Focused immersion
 - minimizes distractions to enhance engagement

Please see handouts for references

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Today's Learner

- Traditional pedagogies aren't enough.
- Crucial to incorporate technology in some way for the modern learners.
- Need to be motivated.
- Desire for more realistic, engaging content.
 - directly connecting to their coursework

Gen Z

- Crave autonomy and instant feedback.
- Bite-sized learning (micro-lessons).
 - Lessons that are time-efficient.
- Grew up with personalized experiences (Netflix) and they want their education to be similar.

Please see handouts for references



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Funding

Funding for this project was awarded from the Florida Department of Education through the EPIC (Entrepreneurism, Policy, Innovation, and Commerce) Program at Jacksonville University.

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Project Question

Does the Utilization of Immersive Learning within a Traditional BSN program increase NCLEX-RN and New Graduate Practice Readiness?



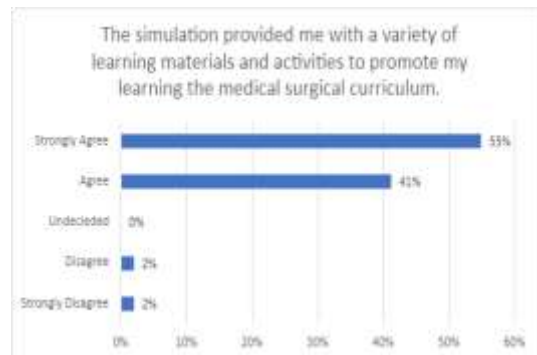
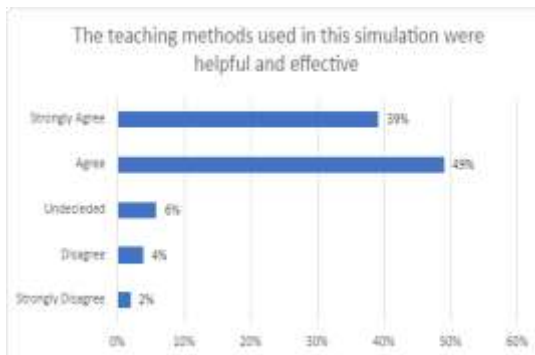
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Project Overview

- Immersive learning was incorporated into:
 - critical care clinical
 - leadership/transition to practice didactic course
 - synthesis/practicum clinical course
- Virtual Reality and Virtual Clinical Experiences
- The National League for Nursing Student Satisfaction and Self-Confidence in Learning survey
- NCLEX-RN comprehensive predictor exams (x3)
- Student Success Specialist
- Micro-lessons
- NCLEX-RN individualized study plan

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The National League for Nursing Student Satisfaction and Self-Confidence in Learning survey



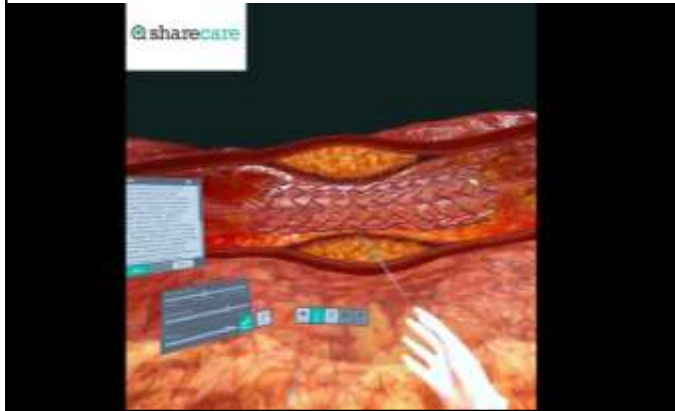
<https://www.nln.org/docs/default-source/uploadedfiles/default-document-library/instrument-2-satisfaction-and-self-confidence-in-learning.pdf>

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Virtual Reality



sharecare



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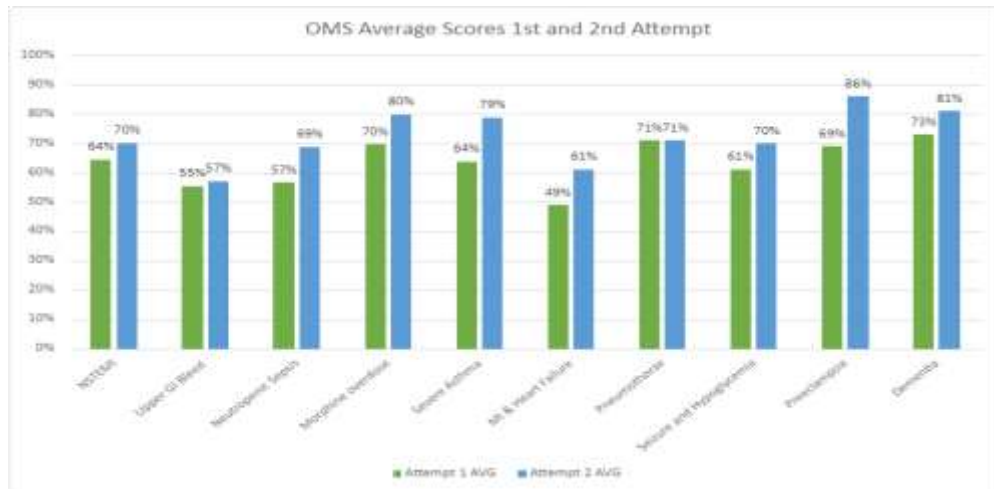


Virtual Reality Oxford Medical Simulation

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Virtual Reality

Oxford Medical Simulation



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Current Time: 4:00 PM

History	Labs	Primary Care Note	Mosby's
Orders	MAR	Nursing Notes	Flow sheets

BG 150-199 3 units
 BG 200-249 5 units
 BG 250-299 7 units
 BG 300-349 9 units
 BG > 350 11 units
 insulin glargine - 45 units, subcutaneous, daily
 isosorbide mononitrate extended release (Imdur ER) - 30 mg, PO, daily
 levothyroxine - 50 mcg, PO, daily
 lisinopril - 20 mg, PO, daily
 metoprolol extended release (Toprol XL) - 50 mg, PO, daily
 oxybutynin extended release (Ditropan XL) - 10 mg, PO, daily
 pravastatin - 40 mg, PO, daily
 spironolactone - 25 mg, PO, BID
 venlafaxine extended release (Effexor XR) - 150 mg, PO, daily

Family History:
 No pertinent family history

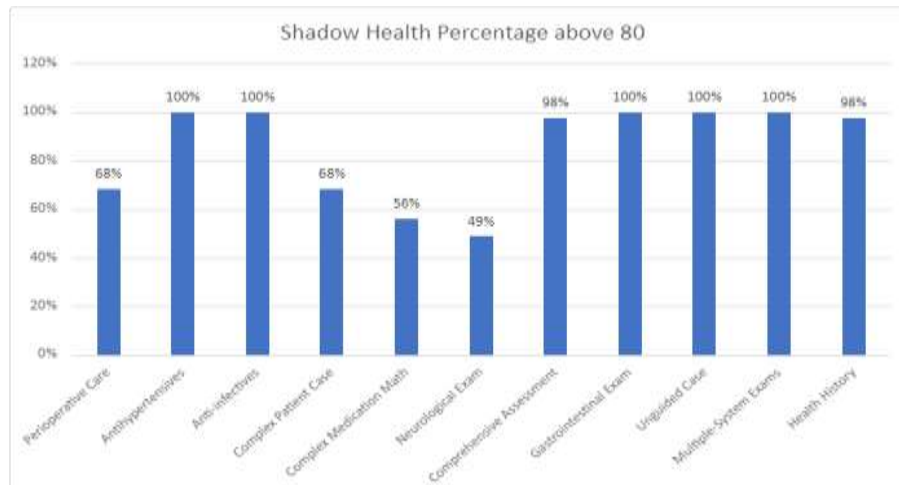
Virtual Patient Simulations

Shadow Health

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Virtual Patient Simulations

Shadow Health



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Clinical Thinking and Reasoning
NovEx Novice to Expert Learning

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Pre- vs. Post Assessment: Virtual Clinical Performance Scores*

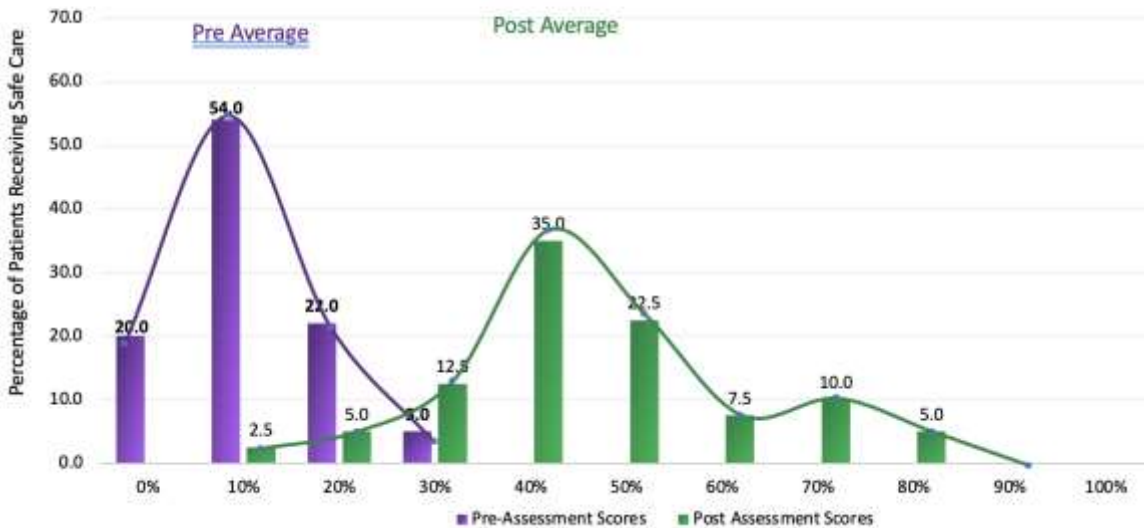
% Patients Receiving Safe Care Using EBP with Highest Priority Care



*Requires ALL required interventions are completed and in order of priority care

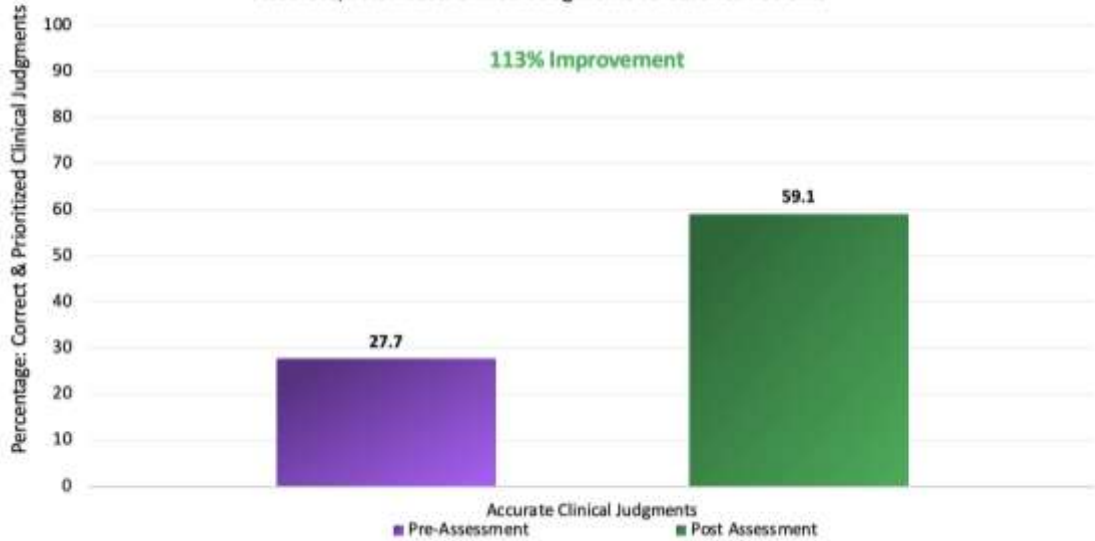
Pre- vs. Post Assessments: Spread of Lowest-Highest Pass Scores

Spread of Learner's Outcomes: Patients Who Were Safely Cared For



Pre- vs. Post Assessment: Clinical Judgments*

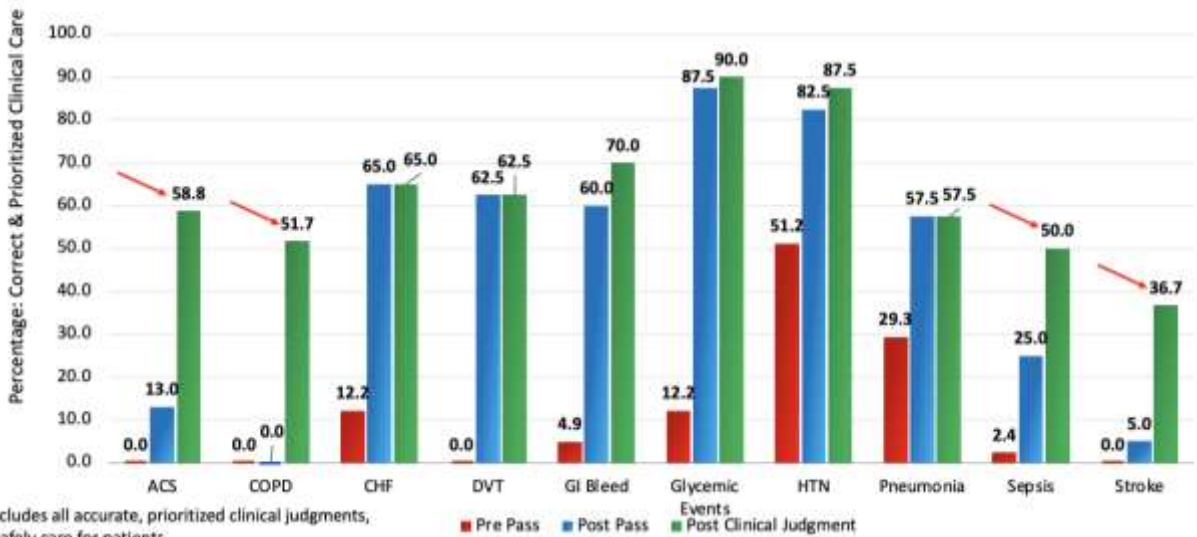
Accurate, Prioritized Clinical Judgments to Care for Patients



* Includes ANY accurate, prioritized clinical judgments, whether completing all required care or not

Pre vs Post Pass & Clinical Judgment Scores* by Condition

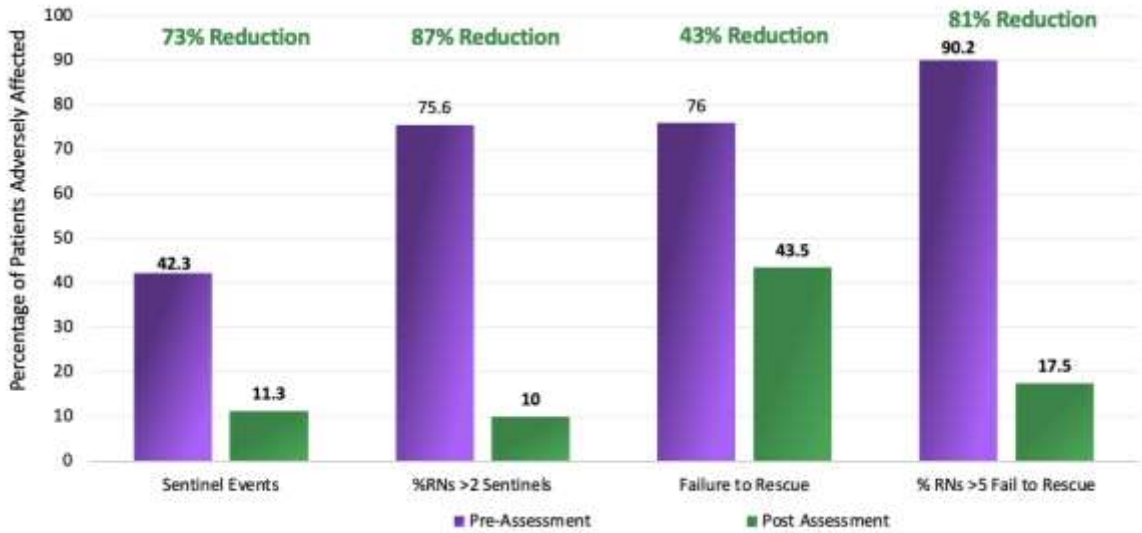
Accurate, Prioritized Clinical Judgment by Condition



* Includes all accurate, prioritized clinical judgments, To safely care for patients

Pre- vs. Post Assessment: Patient Safety

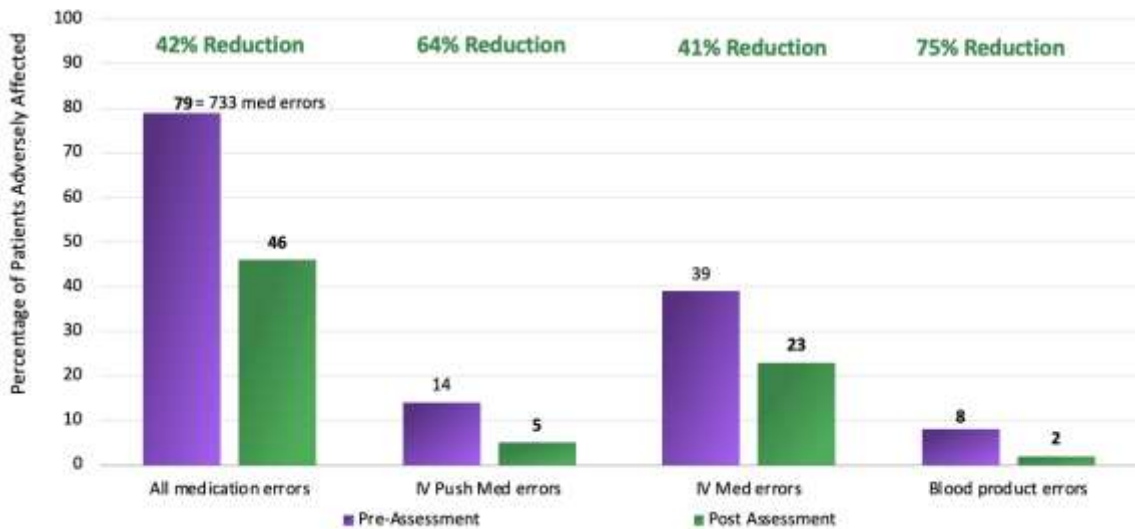
Accurate, Prioritized Clinical Judgments re: Patient Safety



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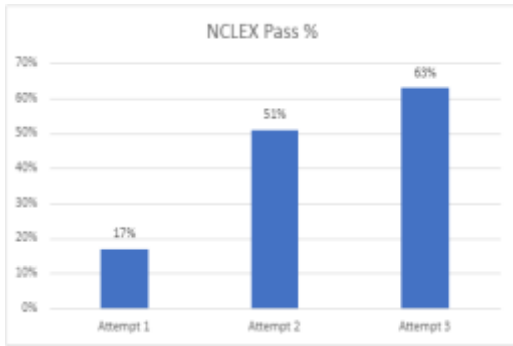
Pre- vs. Post Assessment: Medication Errors

Patient Safety re: % of Patients Receiving Medication Errors



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NCLEX-RN Predictor Exam Scores



Student	Pass NCLEX % - Probability of passing NCLEX 1	Pass NCLEX % - Probability of passing NCLEX 2	Pass NCLEX % - Probability of passing NCLEX 3	Attempt 1 -> 2	Attempt 2 -> 3
Student 1	53%	57%	92%	Improved	Improved
Student 2	57%	80%	87%	Improved	Improved
Student 3	57%	58%	89%	Didn't Improve	Improved
Student 4	52%	42%	52%	Improved	Improved
Student 5	55%	55%	51%	Improved	Didn't Improve
Student 6	52%	52%	58%	Improved	Didn't Improve
Student 7	73%	90%	93%	Improved	Improved
Student 8	74%	95%	98%	Improved	Improved
Student 9	55%	55%	95%	Improved	Improved
Student 10	54%	54%	92%	Improved	Improved
Student 11	57%	55%	80%	Improved	Improved
Student 12	47%	65%	80%	Improved	Didn't Improve
Student 13	57%	95%	95%	Improved	Improved
Student 14	43%	49%	41%	Improved	Didn't Improve
Student 15	74%	76%	75%	Improved	Improved
Student 16	51%	47%	56%	Improved	Improved
Student 17	64%	52%	55%	Improved	Improved
Student 18	76%	71%	64%	Improved	Improved
Student 19	65%	98%	95%	Improved	Improved
Student 20	74%	93%	96%	Improved	Improved
Student 21	56%	95%	98%	Improved	Didn't Improve
Student 22	74%	96%	96%	Improved	Improved
Student 23	64%	50%	53%	Improved	Improved
Student 24	50%	60%	52%	Improved	Improved
Student 25	56%	78%	80%	Improved	Improved
Student 26	70%	82%	93%	Improved	Improved
Student 27	66%	95%	93%	Improved	Improved
Student 28	69%	84%	93%	Improved	Improved
Student 29	66%	76%	82%	Improved	Didn't Improve
Student 30	65%	55%	98%	Improved	Didn't Improve
Student 31	65%	90%	97%	Improved	Improved
Student 32	74%	64%	67%	Improved	Improved
Student 33	27%	36%	67%	Improved	Improved
Student 34	65%	49%	95%	Improved	Didn't Improve
Student 35	53%	71%	80%	Improved	Improved
Student 36	60%	90%	98%	Improved	Improved
Student 37	56%	71%	88%	Improved	Improved
Student 38	56%	55%	95%	Improved	Improved
Student 39	75%	85%	82%	Improved	Didn't Improve
Student 40	64%	58%	93%	Improved	Improved
Student 41	64%	55%	84%	Improved	Didn't Improve

Lessons Learned



VR Equipment and Software



Timing



Beneficial for both Students AND Faculty



Questions?

Contact information: asantos1@ju.edu

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**Please feel free to take a complete
reference list provided by presenter.**

Thank you!



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