

How to Play the Virtual Gaming Simulation (VGS):

- When you click on the VGS link: <https://pressbooks.library.ryerson.ca/healthhistory/> It will bring you to the main menu.



- When you scroll down the main page, you will see the Contents of the game.

- Then click on Introduction to learn about the focus of the game and how to play.



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Health History Interview – Virtual Gaming Simulation

Jennifer Lapum; Michelle Hughes; Joy Garmaise-Yee; Sara Richie; Sherry Espin; Don Rose; Susana Neves-Silva; Oona St-Amant; and Anneke Rummens

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After reading the Introduction, click on 'Next: Health History Interview Game' in the lower right corner

That will bring you to the Health History Interview page.

Introduction

This virtual gaming simulation is focused on performing a health history interview with a client moving into a retirement home for a three-week stay. 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.

For the best experience while playing the game, it is recommended that you have access to high-speed internet, and Google Chrome or Firefox as a web browser, to help avoid delays or site formatting errors.

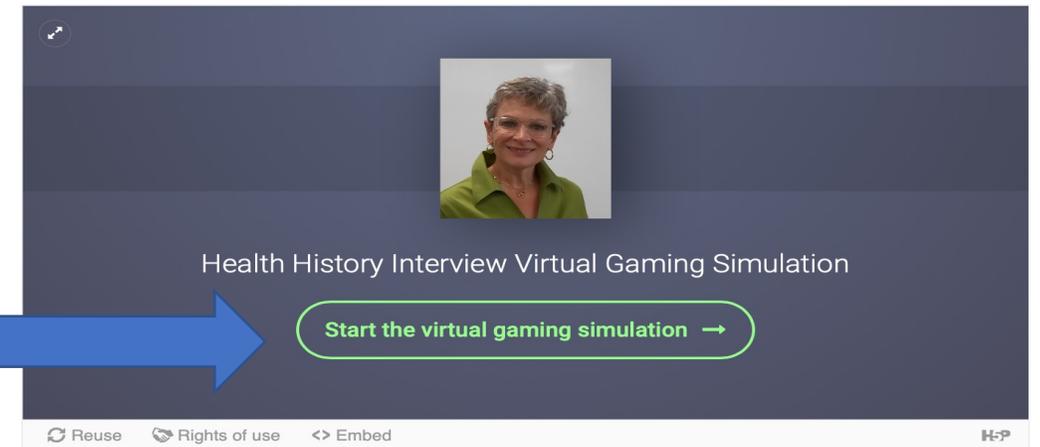


Now you are ready to play the virtual gaming simulation!

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

After you read the purpose and learning outcomes click “Proceed” in the upper right hand corner to bring you to the introduction of the virtual simulation scenario.

Health History Interview Game

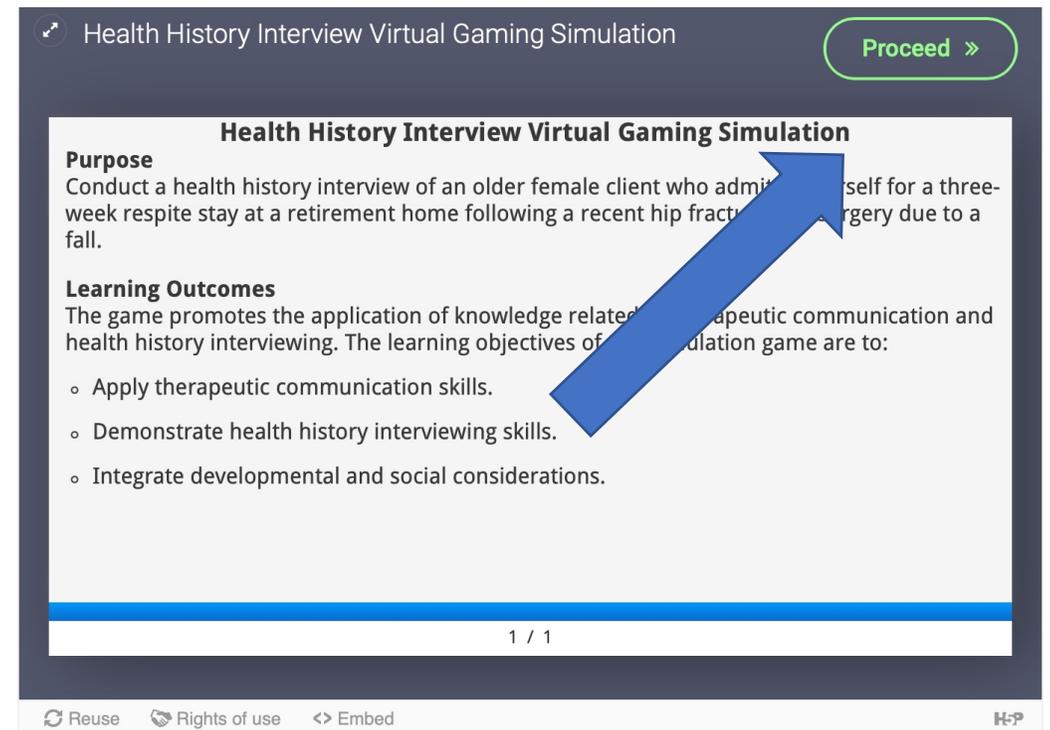


Health History Interview Virtual Gaming Simulation

Start the virtual gaming simulation →

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A blue arrow points from the text 'Start the virtual gaming simulation' to the button.



Health History Interview Virtual Gaming Simulation

Proceed »

Health History Interview Virtual Gaming Simulation

Purpose
Conduct a health history interview of an older female client who admitted herself for a three-week respite stay at a retirement home following a recent hip fracture surgery due to a fall.

Learning Outcomes
The game promotes the application of knowledge related to therapeutic communication and health history interviewing. The learning objectives of the simulation game are to:

- Apply therapeutic communication skills.
- Demonstrate health history interviewing skills.
- Integrate developmental and social considerations.

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A blue arrow points from the text 'Proceed' to the 'Proceed' button.

On the introduction slide, you will learn about your patient Ms. Gemma Egan. After you read the first page of the client's data, click on "Proceed" to move to the next slide.

After you read and document all of the client's data, click on "Proceed" This will bring you to the opening video.

Health History Interview Virtual Gaming Simulation

Proceed >>

You are Omara Egale, a registered nurse (RN) working at a retirement home.

Today you will be caring for Ms. Gemma Egan, a 70-year-old client, who admitted herself for a three-week respite stay at the retirement home. The client fractured her left hip (femoral neck fracture) and had surgery (treated with cemented bipolar prosthesis) to repair the fracture two weeks ago.

After a 5-day hospital stay, the client's sibling stayed with Ms. Egan at her home for the first 9 days. The client's sibling needs to go out of town for three weeks for work, and during this time Ms. Egan will be staying in the retirement home. Ms. Egan is a retired lawyer, who usually lives on her own and has no children.

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Health History Interview Virtual Gaming Simulation

Proceed >>

At discharge (from the hospital), Ms. Egan had limited mobility and could not weight bear for long periods of time. Over the last week, she has continued to use her walker (without wheels) and still requires assistance. Physiotherapy (PT) has made two home visits and is helping Ms. Egan with range of motion (ROM) exercises and her mobility. PT will continue at the retirement home. She also has appointments with an occupational therapist (OT). She was on an opioid for pain control in hospital and has shifted over to Tylenol with one Tylenol #3 at night. She has no known allergies.

You are just arriving back from your morning break and the administrative assistant informs you that Ms. Egan has arrived and is waiting in her room.

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This will bring you to the opening video.



Health History Interview Virtual Gaming Simulation [Proceed >>](#)

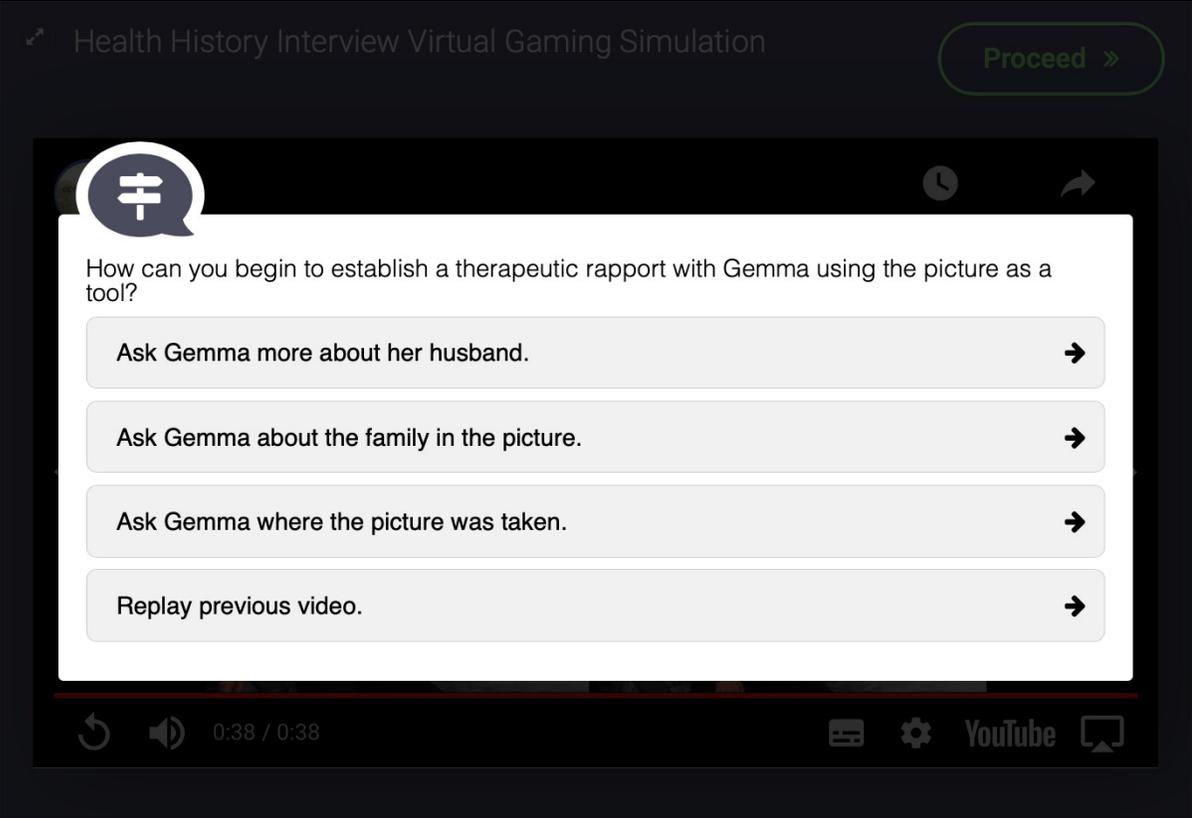


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After the video, you will be asked your first question.

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 screenshot shows a video player interface for a simulation titled "Health History Interview Virtual Gaming Simulation". A "Proceed >" button is in the top right. The video content displays a question: "How can you begin to establish a therapeutic rapport with Gemma using the picture as a tool?". Below the question are four multiple-choice options, each with a right-pointing arrow:

- Ask Gemma more about her husband.
- Ask Gemma about the family in the picture.
- Ask Gemma where the picture was taken.
- Replay previous video.

The video player controls at the bottom show a play button, a volume icon, and a progress bar at 0:38 / 0:38. The YouTube logo and a comment icon are also visible. Below the video player, there are links for "Reuse", "Rights of use", and "Embed", along with an "H-P" icon in the bottom right corner.

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 injury and experience is not real.
- Everything about the virtual simulation is fictional.

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After you complete the virtual simulation, remember to 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.



Reflective Questions

Instructions: In the health history interview virtual gaming simulation, you assumed the role of the registered nurse in a retirement home. The following is a series of questions to guide your reflection on your simulation experience. The questions will help you express your reactions, analyze issues, reflect on your performance, and make connections to future clinical practice.

There are 8 questions to be answered. It will take you up to 60 minutes to complete the questions.

1. What were your thoughts and feelings while playing this simulation?
2. How did you feel in the role of the nurse during this simulation? Did anything surprise you?
3. Did you learn anything about your own biases? Did you make any judgments