Yeaon (Pheobe) Kim TSSA Winter 2018

Yeon Kim
CSUSB, yeon.kim@csusb.edu

Follow this and additional works at: https://scholarworks.lib.csusb.edu/trc-tssa

Part of the Higher Education and Teaching Commons

Recommended Citation
https://scholarworks.lib.csusb.edu/trc-tssa/17

This Other is brought to you for free and open access by the Teaching Resource Center at CSUSB ScholarWorks. It has been accepted for inclusion in Teaching Skills Study Awards (TSSA) Reports by an authorized administrator of CSUSB ScholarWorks. For more information, please contact scholarworks@csusb.edu.
Name and Department: Yeon (Phoebe) Kim, Department of Nursing

Award Quarter and Year: Winter 2018

Conference attended: Elsevier Nursing Education Conference

The teaching strategy/strategies studied:

➢ Innovating Education
➢ Implementing Strategies to promote student success
➢ Innovative Techniques to include prioritization and delegation in Simulation
➢ Strategies to provide constructive feedback to students using the QSEN Competencies as a Framework: Deterring incivility and supporting quality and safety
➢ Engaging students in Active Learning Strategies to promote Critical Thinking in the classroom
➢ Developing serious virtual games to enhance simulation-based learning in Nursing education

How the strategy/strategies were/are applied in the course:

I taught 4-hour long class and needed to have students’ attention level high to the class till the end. Therefore, it was necessary to have fun and do something interesting during the class. What I applied included different games such as Kahoot, Jeopardy games, Cikker, etc. One of the best outcomes I had was the experience with Kahoot. Once students had Kahoot, I selected some questions out of Kahoot and students were informed in advance. Accordingly, students were more alert during the class and paid more attention as well as having interests in the activity. I also used Kahoot in competing attendance in the middle of the class, which enhanced the attendance of the entire class. The SOTE result I received from students showed students’ positive comments on using Kahoot. In addition, students’ average exam score was higher compared to that of students who were less experienced with Kahoot in the previous quarter.

What the impact of the strategy/strategies were/are in the course

➢ Positive Comments about Learning from Students
➢ Enhanced Class Participation
➢ Improved Attendance
➢ Improved Exam results in both regular exams and the exam (ATI) prepared for the National Council Licensure Examination