Educator User Guide: Using the Virtual Gaming Simulation as an Assessment in a Course

Assignment: Crisis Intervention Virtual Gaming Simulation

Value: 30% (Part 1: Self-debrief paper 22% and Part 2: in-class debrief 8%)

Format: Self-debrief paper (6 to 7 pages, not including title page) and group debrief

Background:

Virtual gaming simulations (VGS) are digital experiential teaching-learning tools that help learners develop problem-solving skills in safe learning environments. VGSs are internationally recognized and evidence-based tools that help bridge the theoretical knowledge taught in the classroom setting with the practical knowledge required for the field.

This VGS was generously funded by eCampusOntario the Virtual Learning Strategy as well as the faculty and students at Seneca College, School of Community Studies. The VGS is a digital recreation of a complex mental health scenario that demonstrates working with a client who is suicidal. The VGS allows the learner to be in the role of a mental health counsellor, Marcus, who makes decisions that he believes are needed to best support the client, Kelly. The VGS may take 30 to 60 minutes to complete and will provide a performance report at the end of the game. The VGS is well suited for a laptop and/or tablet and not be compatible with mobile devices.

Assignment Details:

Part 1 Self-Debriefing Paper: Learners are required to play the entire VGS and complete a self-debriefing paper. The self-debriefing paper is a reflection on their gaming performance using the report and reflection questions provided in the self-debriefing section. The paper is expected to be 6 to 7 pages in length (not including title page) and requires no additional sources. This paper is expected to have a formal APA 7th edition title page but can be in written in first person.

Part 2 Group Debrief: One to two weeks after the paper submission, learners are expected to participate in an in-class debriefing session to discuss their performance in a large group. Attendance is mandatory.

Evaluation Rubric:

Criteria	Value
Part 1: Quality of self-reflection and analysis of gaming performance using report.	20
Part 1: Professional presentation (APA title page, all questions were answered, page length, etc.)	2
Part 2: Attendance and engagement in group debriefing on simulation project.	8
Total Value	30