

The use of digital serious games and gamified resources in promoting the care of older people in nurse education

Discover how a team at Queen's University Belfast have codesigned and evaluated digital resources including [serious games](#) and embedded them into undergraduate and postgraduate nurse education to promote improved care of older people. This process can be adapted to a range of chronic healthcare conditions. Current resources include dementia awareness, delirium, restrictive practice and brain health to reduce dementia risk factors.

Suitable for educators engaged in delivery of pre-registration and post-registration health care professions / students.

Presenter

Professor Christine Brown Wilson

Director Internationalisation, School of Nursing and Midwifery, Queen's University, Belfast

Professor Christine Brown Wilson is a registered nurse with an international research profile in ageing and dementia focusing on service development and quality improvement in residential and community contexts. Christine is a Principal Fellow of the Higher Education Academy and champions interprofessional projects engaging health professions students in the codesign and evaluation of learning resources. This has included projects across the island of Ireland, and she is currently supporting allied health professions students in codesigning a dementia awareness game with the Chinese community in Singapore.



Chair

Adjunct Associate Professor Sarah Jeong

Sydney Nursing School, University of Sydney

Date: Tuesday 1 October 2024

Time: 2:30 to 3:30pm AWST (Perth)
4:30 to 5:30pm AEST (Brisbane, Sydney, Melbourne, Hobart)
4:00 to 5:00pm ACST (Darwin, Adelaide)

Register: <https://tinyurl.com/auhartford20241001>

Scan the QR Code to register

