

## Student Built Gamification

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### Abstract:

#### Background

Pharmacology is one of the single most substantial parts of the National Council Licensure Examination-Registered Nurses (NCLEX-RN) exam (~19%) which is a standardized psychometric exam. Gamification is applying game elements in non-game settings to influence an individual's behavior in doing something they would not have wanted to do otherwise by giving them a reason to

#### Method

The objective of this study is to study the effect of a student self-developed pharmacology game in a nursing pharmacology course to improve their depth of understanding of the subject.

#### Results

The majority of questions came from a third of the class who participated with multiple questions created. Students who worked over three hours of question writing and game participation correlated 0.66 with a higher passing grade on a national pharmacology benchmark testing exam. The younger student did play the game more often but did not write more questions than their older peers.

#### Conclusion

Students who participated in question writing and game participation had significantly higher scores than students' who did not participate in the question writing or game participation.

### Biography:

Dr. Aaron McColpin has been in health care for over 28 years working as a Respiratory Therapist, Registered Nurse, Nurse Practitioner, and Educator. He has doctor work in nursing, education, and health care. He currently is an assistant professor in the College of Nursing and Health Professions at the California State University Channel Islands. He has BS degree in Nursing and Health Science, an MSN with Nurse Practitioner from Graceland University and a DNP from Maryville University. Dr. McColpin has extensive experience in clinical nursing practice and academia including teaching in traditional, hybrid, and online environments with experience in Emergency Medicine, Critical Care, and Family Practice.



### Publications:

1. Personality Effect on Quality of Life in Chronic Obstructive Pulmonary Disease
2. Using Game Format in Small Group Classes for Pharmacotherapeutics Case Studies
3. Engaging Nursing Students in an Edible Pharmacological Concepts Lesson: Cookies in the Curriculum
4. Engaging Nursing Students in an Edible Pharmacological Concepts Lesson: Cookies in the Curriculum
5. Educational Games as a Teaching Tool in Pharmacy Curriculum.

[30th Surgical Nursing & Nurse Education Conference, SURGICAL NURSING 2020, Hanoi, Vietnam, August 03-04, 2020](#)

**Abstract Citation :** [Aaron McColpin, Student Built Gamification, SURGICAL NURSING 2020, 30th Surgical Nursing & Nurse Education Conference, Hanoi, Vietnam, August 03-04, 2020, Pages: 0-1](#)