

Nicole Kaminski-Ozturk, PhD, and Brendan Martin, PhD

Background: I heea , age, f he COVID-19 a de ic, a ci ica, i e e, ici , e e i e e ed, ed ca i g a , eadi g ice, ed ac ica t , e/ice, ed ca i a t , e (LPN/LVN) deg ee, i c ea, i g e ied i t a, i t a i - ba, ed e e ie ce, ide ci ica ai i g hei, t de , . H e e ,, ca e ide ce e i , ega di g hee e f hi, cha gea d he a i t, da i ie, e ed b LPN/LVN g a , ac ,, he U i ed S a e, . Purpose: We, t gh 2.8 TaD.037 T 0-1.5

Background

Simulation-based education (SBE) is broadly defined as an experiential-based education or training method during which students practice and acquire specific skills in real-life situations and enhance their transition to practice (Morse et al., 2019). It allows students to hone their skills in terms of both frequent and rare events in spaces that resemble or simulate clinical practice environments (Lavoie & Clarke, 2017). It may involve the use of highfidelity manikins, low-fidelity manikins, standardized patients, or virtual environments (Bryant et al., 2020). The adoption of SBE has steadily increased (Smiley, 2019) since Hayden et al.'s (2014) landmark study that compared student learning outcomes conducted within in-person simulated and traditional clinical environments among prelicensure registered nursing students and since the subsequent release of NCSBN's simulation guidelines for prelicensure nursing programs (Alexander et al., 2015). The study and guidelines together suggest that high-fidelity simulated clinical experiences may be substituted for up to half of traditional clinical hours while maintaining end-of-program education outcomes and students' readiness to practice.

In parallel to the growth of SBE, virtual clinical simulation has experienced a less pronounced but similuaeds pidotruini6 3b si (n)25. 7.3 (e)15.4Text < Fa t3aine stTw 101d a 8li (m)15z729n5 (i)26.9 (c)4

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Results Descriptive Summary As depicted 17.n4 (n T)59.6 (a)4 (b)27.4 (l)23.1 (e 1)57.2 (, n)14.2 (e)-5.7 ((a)-7.2 (r)20.1 (l)30.8 (y a)-7.6 (l)-0.8 (l r)5.9 (e)2.6 (s)14.3 (p)-3

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utilized videos, including online videos, to support VCS, and a smaller proportion (33.0%, $\it n$

they used a variety of methods under the umbrella term *virtual simulation*. These include videos, virtual or augmented reality, online software packages, etc. To date, none of these approaches have been evaluated in the same rigorous manner as high-fidelity SBE (Hayden et al., 2014). Taken together with related studies on the topic (Kaminski-Ozturk & Martin, 2023; Martin et al., 2023), it is clear that there are inconsistent definitions and implementa-

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- ,	D, is a Research Scientist, Research
Department, National Council	of State Boards of Nursing, Chicago,
Illinois. B ,	D, is the Director, Research
Department, National Council	of State Boards of Nursing.
Corresponding Author: Nicole Kan	ninski-Ozturk, nkaminski-ozturk@
ncsbn.org	

Conflicts of Interest: None.

APPENDIX

A1. Survey Invitation

Clinical Course Curriculum

The follo ing i eme foce on here can age of clinical hore offe ed hor ghaim la ion.

 With regard to your clinical courses, what percentage of clinical hours were completed in simulation during the fall 2019 term and what percentage of clinical hours in simulation are anticipated during the fall 2020 term.

During the fall 2019 term, the percentage of clinical hours in simulation was:
0 10 20 30 40 50 60 70 80 90 100

During the fall 2020 term, the percentage of clinical hours in simulation are anticipated as:

0 10 20 30 40 50 60 70 80 90 100

- 6. With regard to your clinical courses, do you plan to offer high fidelity virtual simulation instruction (e.g. computerbased simulation, virtual reality, virtual simulation, virtual reality simulation, augmented reality, etc...) during the fall 2020 term?
 - Yes
 - \bigcirc No

Didactic course curriculum

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7. With regard to your didactic (lecturestyle) courses, what percentage of the didactic curriculum was completed online prior during the fall 2019 term, and what percentage is anticipated to be completed online during the fall 2020 term.

During the fall 2019 term, the percentage of lecture hours completed online was: 0 10 20 30 40 50 60 70 80 90 100

During the fall 2020 term, the anticipated percentage of lecture hours completed online:

0 10 20 30 40 50 60 70 80 90 100

8. Have you received additional funding or resources to enact curricular changes during the fall 2020 term?

6a. [If 6. = Yes] With regard to your clinical

hours were completed in virtual

the fall 2020 term.

anticipated as:

courses, what percentage of clinical

what percentage of clinical hours in

simulation during the fall 2019 term and

virtual simulation are anticipated during

During the fall 2019 term, the percentage

0 10 20 30 40 50 60 70 80 90 100

During the fall 2020 term, the percentage

of clinical hours in virtual simulation are

0 10 20 30 40 50 60 70 80 90 100

of clinical hours in virtual simulation

[lea e elec all ha a])

- Yes, we received additional funding.
- Yes, we received additional resources (e.g., formal training, new and/or updated software or equipment)
- No we have not received any additional funding or resources.
- No we have not enacted any pandemic-related changes for the fall 2020 term.
- Other (please specify)

6b. [If 6. = Yes] With regard to completing clinicals in virtual simulation, which (if any) of the following formats have your faculty utilized?

- Perform simulations with instructions from students who view them from a screen in another location
- Augmented reality, with technology like Google Glasses
- Augmented reality, with multidimensional computer screens
- Online software packages, such as web-based branching narratives, where students make decisions

Do you have any comments or concerns

you would like to add?

- Other (please explain) _
- O None of these

Survey Completion

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