

SG4NS - SERIOUS GAMES - DEVELOPING EMOTIONAL COMPETENCIES FOR NURSING STUDENTS

PROJECT TOTAL DURATION

30 MONTHS (30.12.2020– 29.06.2023)

PROJECT TOTAL GRANT

€ 207 235,00 €

FUNDING

Programme: Erasmus+

KA2 - Cooperation for innovation and the exchange of good practices

KA203 - Strategic Partnerships for higher education

2020-1-PT01-KA203-078847



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[HTTPS://EC.EUROPA.EU/PROGRAMMES/ERASMUS-PLUS/PROJECTS/EPLUS-PROJECT-DETAILS/#PROJECT/2020-1-PT01-KA203-078847](https://ec.europa.eu/programmes/erasmus-plus/projects/eplu-project-details/#project/2020-1-PT01-KA203-078847)

PRIORITY RESEARCH TOPIC

INNOVATION IN NURSING CARE TECHNOLOGY AND HEALTH PROFESSIONALS' DEVELOPMENT AND TRAINING

PROJECT OBJECTIVES

TO BUILD A DIGITAL INTERFACE (SG PROTOTYPE) FOR SUPPORTING THE IMPROVEMENT OF EMOTIONAL COMPETENCE (EC) IN NURSING STUDENTS.

TO STRUCTURE AN EDUCATIONAL PROGRAM (COURSE FORMAT) OF EC IN UNDERGRADUATE NURSING STUDENTS.

TO TRAIN NURSING TEACHERS TO DEVELOP PEDAGOGICAL SKILLS AND KNOWLEDGE IN THE EMOTIONAL INTELLIGENCE (EI) FIELD.

TO IMPROVE NURSING STUDENT'S SKILLS AND COMPETENCIES ON EI MANAGEMENT.

APPLICANT ORGANIZATION

_UNIVERSIDADE DO MINHO (PORTUGAL) (UICISA: E RESEARCHERS: RUI PEDRO GOMES PEREIRA; ANA PAULA MORAIS CARVALHO MACEDO)

PARTICIPATING ORGANIZATIONS

_UNIVERSITA TA MALTA (MALTA)

_UNIVERSIDAD DE LEON (ESPAÑA)

_UNIVERSITA DEGLI STUDI DI GENOVA (ITALIA)

_UNIVERSITATEA STEFAN CEL MARE DIN SUCEAVA (ROMANIA)

_INSTITUTO POLITECNICO DE BRAGANÇA (PORTUGAL)

