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



HTTPS://EC.EUROPA.EU/PROGRAMMES/ERASMUS-PLUS/PROJECTS/EPLUS-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: LISA GOMES; RUI PEDRO GOMES PEREIRA; ANA PAULA MORAIS CARVALHO MACEDO)

PARTICIPATING ORGANIZATIONS

- UNIVERSITA TA MALTA (MALTA)
- UNIVERSIDAD DE LEON (ESPANHA)
- UNIVERSITA DEGLI STUDI DI GENOVA (ITALIA)
- UNIVERSITATEA STEFAN CEL MARE DIN SUCEAVA (ROMANIA)
- INSTITUTO POLITECNICO DE BRAGANÇA (PORTUGAL)









