ABSTRACT

The differences of Students’ Competence of Nursing Education Achievement of Practical Learning with Clinical Simulation By Audio Visual Media and Giving SOP

Introduction: Now a days, the demand of the health care is more increasing, the health problems are more complex, the science development and the nursing technology is more sophisticated, so education of nursing must be able to prepare the graduation of Nurse that competence and able to compete not only in national but also in global through competency test. The used of simulation as learning methods has been widely adapted by the field of health not only to training evaluation but also the nurse performance. The aimed of this research was knowing the differences of the students’ competence achievement in Nursing Education on practicum learning by clinical simulation with audio visual aids and giving SOP. Methods: This research used quasi experimental design with pretest-posttest control group design approach. The sampling technique used random simple sampling method, consist of 40 respondents, taken based on inclusion criteria. The research variables were practicum learning and student competence. The research was analyzed by using Independent T Test. Result and Analysis: Data were analyzed by using Independent T Test with p value=0,000 of cognitive score, p value=0,000 of affective score, p=0,000 of psychomotor score and p=0,000 for the competence score. The results showed that there were many differences in increasing of cognitive, affective, psychomotor and competence of the students between control group and experimental group. Discuss and Conclusion: There are many differences of student competency achievement on practical learning between clinical simulation with audio visual aid and giving SOP. Clinical simulations with audio visual aids can be used as a method of effective learning models to improve clinical skills, nursing communication and critical thinking of students. Suggestions for further research is it necessary to develop critical thinking student with clinical simulations based on the Benner theory and competency’s test will use as research outcome.

Keywords: learning methods, learning media, student competency