**CultureCopia®: Developing a Computer-based Electronic Transcultural Simulation Game Based on Leininger’s Culture Care Theory**

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**Purpose/Goals**

To develop cultural competence in undergraduate nursing students.

- To foster digital-based engagement and cultural competence learning through the use of educational computer gaming
- To promote customized culturally diverse learning experiences
- To promote long-term memory and transfer of cultural competence knowledge for application to clinical nursing practice

**Game Components**

- Six modules (lessons) come with the game
- The Instructor has the option to create more modules
- **Multiple frame types:**
  - Narrative/Story Frame
  - Video Frame
  - Multiple Choice Question Frame
  - Sorting Question Frame
  - Matching Question Frame
  - Feedback Frame

**Limitations**

- Lack of data on how games can support the teaching and learning of transcultural nursing
- Student interaction is limited to answering questions
- Attrition of student developers
- Difficulty recruiting art students
- Lack of design models for nursing games
- Limited financial resources to support the development of healthcare games

**Strengths**

- First educational computer game developed in the field of transcultural nursing
- Interdisciplinary approach involving faculty and students from nursing, computer science, and art departments
- Feedback for correct and incorrect responses
- Simulations of real life scenarios
- Associated audio component
- Videos embedded in modules

**Incentives**

Students earn points towards their virtual charity for each correct answer.

**Charities:**

- Nursing Students Stress Relief Fund (NSSR)
- Poor Nursing Faculty Association (PNFA)
- Nursing Students Tuition Help (NSTH)
- Recreational Support for Families of Nursing Students (RCFNS)

**Future Work**

- Piloting in progress
- Development of additional modules
- Potential for nationwide marketing

**Credits**

This project is a labor of love and dedication that resulted from the collaborative effort and creativity of the following faculty and students from the University of Michigan-Flint:

- **Department of Nursing**
  - Dr. Hiba Wehbe-Alamah, Assistant Professor
  - Dr. Marilyn McFarland, Associate Professor
  - Crystal Call, Student

- **Department of Communication and Visual Arts**
  - Eric Hall, Student
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- **Department of Computer Science, Engineering, and Physics**
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  - Sean Collins, Student
  - Joseph Jackson, Student
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  - Matthew Newkirk, Student
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  - Charles Sharp, Student
  - Alec Tower, Student

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