Submission template
Best use of simulations or virtual environments for learning

The judging panel will score submissions according to how well they fulfil the specific bullet points outlined below .

Please use these bullet points as headings for each section to explain as clearly and concisely as you can how your submission meets the criteria. This does not preclude you from including other sections, however, you should consider the word count if you do.

There is a maximum word limit of 2000 words. Submissions exceeding this limit will not be judged.

Your entry may be disadvantaged if the judging panel is unable to see your submission in action. You also need to be prepared to provide evidence for claims you make about impact and effectiveness.

- There was a clear rationale for the use of a simulation or virtual environment as an approach to meet the requirement.

- The simulation or virtual environment displays innovation or originality that has been applied to positive effect.

- The use of simulations or virtual environments has been effectively aligned with learning objectives and outcomes.

- Simulations or virtual environments have contributed to learner engagement, enjoyment and motivation.

- Simulations or virtual environments have successfully contributed to learning.

- The reaction of learners to the approach has been positive.

- Simulations or virtual environments have delivered value for money, particularly in comparison with alternative methods.

- The use of simulations or virtual environments has made an impact in terms of individual and organisational performance.

Please also refer to the full criteria for this category, which can be found at
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