

Ashlar vellum graphite serial numberInformation Practices and Attitudes of Nursing Students During a Transition to Developing an Electronic Medical Record. Electronic medical records are widely accepted by healthcare providers to assist in efficient patient care. Nursing faculty at James Cook University are required to develop an electronic medical record (EMR). This study aimed to explore the information practices and attitudes of nursing students before and during a transition to an EMR. A mixed-method, sequential approach was used: quantitative (questionnaires) and qualitative (focus groups and in-depth interviews). Qualitative data were analysed using thematic analysis. The pre-transition group (n = 87) perceived an EMR to be a complex system with a culture of EMR adoption within the department. Transitioning to an EMR was challenging, with 81% (n = 72) reporting a 'passive' or 'challenging' approach to the change. Students were mainly passive in adoption, but more comfortable in development. The majority of students reported a lack of knowledge (n = 43), concerns (n = 45) and confidence in their ability to use an EMR (n = 43). Learning and building a working knowledge of an EMR was the primary goal of the transition. The information practices of nursing students were passive, requiring support from nursing faculty to facilitate change. Support structures during the transition (lecture, presentations, information resources) were valued by participants as well as the opportunity to practice new skills. Students preferred to learn individually rather than in a group setting. Students reported limited preparation and discomfort in the transition process. Strategies to support the transition to an EMR should be incorporated into undergraduate preparation. Electronic devices are becoming more sophisticated and include larger amounts of data and software. As an example, video players are becoming more demanding and expect to play more and different types of video content. The more demanding video players often include a large amount of code and software and a system may be able to support a single hardware device with a single firmware level. However, it may become increasingly difficult to support and tune a large number of devices when the devices have differing hardware, software and code levels. The increase in software applications, and the associated increase in code size, currently poses a problem for mobile computing. These increases are partially attributable to multi-media capabilities of the applications that are becoming more common. For example, video players can be software video players or hardware players. The code size of the video players has been increasing, as well as the memory associated

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