

EXERCISE 2.3 (US)

1. Undergraduate nursing students are generally taught medication _____ skills in a calm and uninterrupted simulated environment.

A) administration
B) injury
C) construction
2. The rough _____ of disability include physical mobility impairment, vision/hearing impairment, cognitive disability, people with mental illness labels and chronic illness.

A) strategies
B) categories
C) regulations
3. Visionaries offer strong claims for the educational benefits of _____ games, but there is a need to test those claims with scientific research.

A) computer
B) institute
C) security
4. Online _____ reviews are increasingly used by consumers to make informed decisions about tourism-related products.

A) definition
B) consumer
C) theory
5. Gamification refers to the implementation of game design _____ in real-world contexts for non-gaming purposes to foster human motivation and performance.

A) elements
B) policies
C) assessments

6. Most leadership development programs tend to _____ on individuals who are already or aspiring to be in positions of authority.
- A) impose
 - B) elaborate
 - C) focus
7. Marine organisms are known to ingest plastic _____ that vary widely in size, shape, color, and polymer type.
- A) items
 - B) methods
 - C) factors
8. Promoting the right to equal _____ in politics is crucial for strengthening democracy, promoting social inclusion, and fostering economic development.
- A) participation
 - B) incomes
 - C) methods
9. A _____ goal for professors in academia is to provide their students with the necessary subject knowledge, skills, experience, and confidence.
- A) financial
 - B) primary
 - C) research
10. Selecting appropriate teaching _____ in nurse education is necessary to make the training more appealing and more effective.
- A) strategies
 - B) consumers
 - C) injuries

Answers: 1. A, 2. B, 3. A, 4. B, 5. A, 6. C, 7. A, 8. A, 9. B, 10. A