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| **AWARD:** | **VR STUDENT** |
| **Nominee:** |  |
| **Name of Judge:** |  |
| **Essential entry criteria:**Must answer yes to all | Student is a Member | Yes / No |
| Nomination is GDPR compliant[[1]](#footnote-1) | Yes / No |
| Used appropriate form | Yes / No |
| Has **not** won this award before[[2]](#footnote-2) | Yes / No |
| **Scoring Key**(Do **not** use half points) | 0: Inadequate or inappropriate 1: Minimally achieved2: Moderately achieved3: Well achieved4: Fully achieved5: Exceeded expectations |
| 1. The student’s background (course, professional history, experience) is relevant and there is a strong rationale for their studies in VR (approx. 200 words)
 | Score: |
| 1. A clear description of their chosen focus area is provided, and this is a relevant area for attention in contemporary VR. The nomination demonstrates an evidence-based approach to VR practice, with supporting references.
 | Score: |
| 1. Conclusions and recommendations flow logically from their discussion and are both relevant and realistic to help shape future VR practice.

  | Score: |
| **TOTAL:** |  **# out of 15** |

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| ***NB:*** *Testimonials and any other supporting evidence are not scored separately. They should be considered only in relation to how they support/evidence the degree of achievement in the 3 scored sections above. E.g. strong, clear and relevant testimonials will strengthen one or more of the scored components.*  |
| **From the guidance given:** **The Nomination:** should be no more than 1,000 words in total and may take different formats, such as: a case study; an evaluation of an aspect of VR practice experienced on placement; a reflection on the student’s own learning/practice in this area; or a review of the literature on a contemporary VR issue. We are keen to hear from student members on a broad range of VR issues. The nomination should include:* The student’s background (course, professional history, experience etc.) with a rationale for their interest in VR (approx. 200 words)
* A clear description and discussion of the VR-related issue/topic they are focusing on. This may be a VR-related aspect of class-based learning; independent study; learning on placements; observations on practice (or other). It may focus on VR-related products, tools, services, research or anything else that would be of value to improving VR practice and the development of the evidence base in VR. (approx. 600 words)
* Conclusions and recommendations should be made for future practice/research/education in this area and how this type of study/investigation/observation has impacted the student’s own future practice (approx. 200 words)

The nomination can be supported, by testimonials from other parties or evidence from practice. Please see the Guidance Document for details regarding use of appendices |

1. All applications must conform with GDPR. Other than the nominee and any nominator, no individual should be identifiable within the nomination or the appendices (e.g. client/ patient/ customer/ service user/ colleague etc.) [↑](#footnote-ref-1)
2. This award is open to individuals practicing in any aspect of VR in the UK including advisors, case managers and assessors. Previous winners in the practitioner category are not eligible to be nominated again in this category. [↑](#footnote-ref-2)