



# Gaming in Healthcare Training

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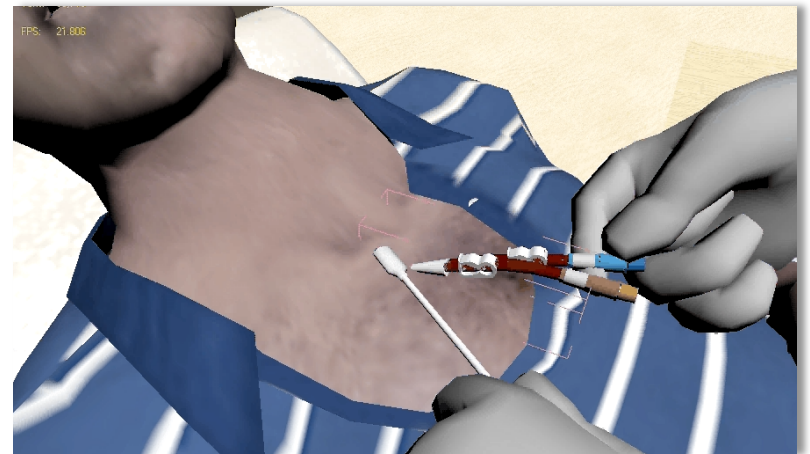


# Features of a 'Serious' Game



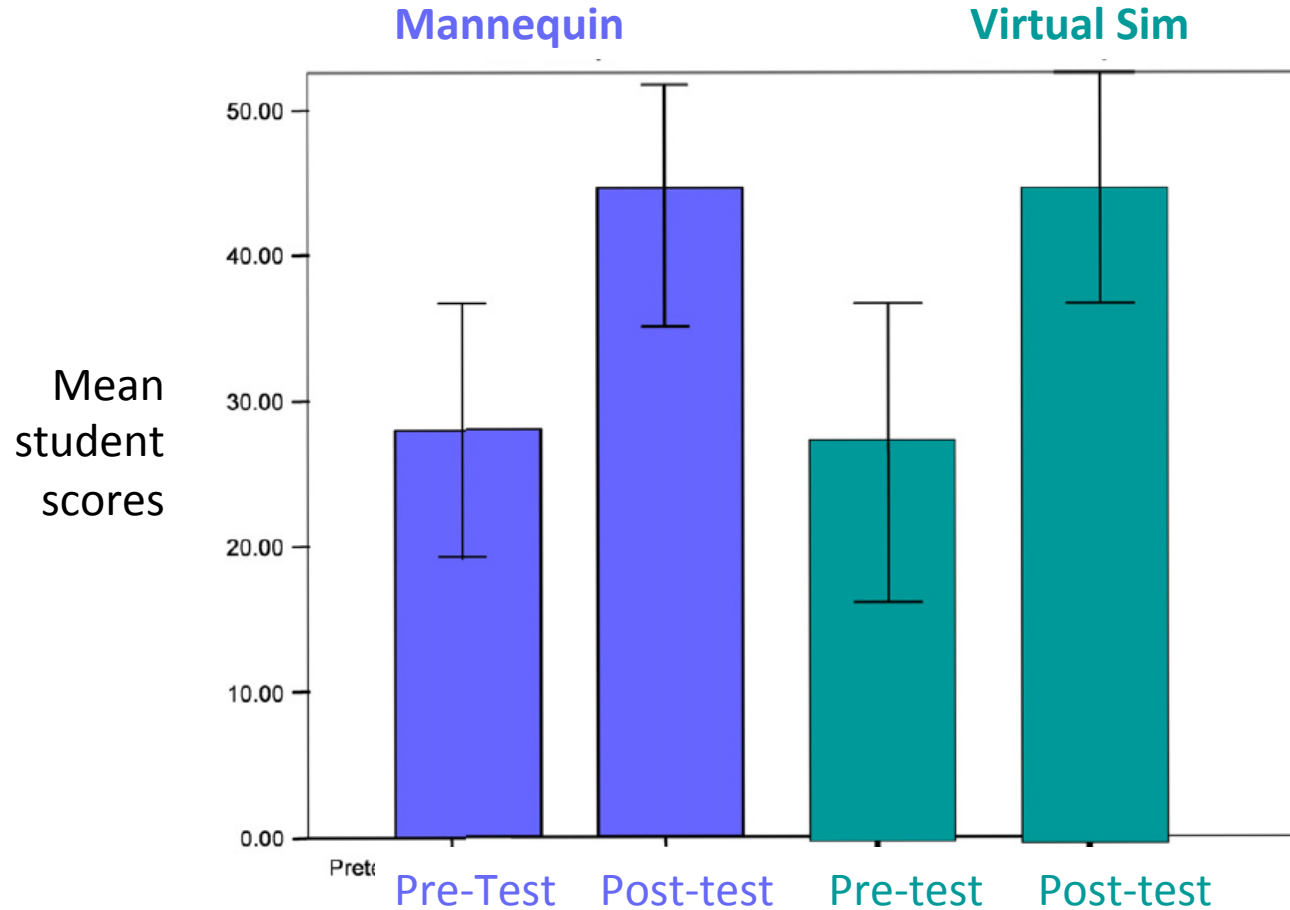
- Represents reality
- Your actions correspond to possible real actions
- Getting a good outcome ('saving the patient') is the main feature of the game
- Scores, competition, feedback, are additional features of the game
- Learning may be emergent from game play, or may be derived from feedback and mentor comments

# Examples of Games





# Learning Efficacy



Source: June 2007 Elsevier Saunders journal article "Virtual Worlds and Team Training" by Parvati Dev, Patricia Youngblood, W. LeRoy Heinrichs, and Laura Kusumoto



# Realistic situations for safe practice





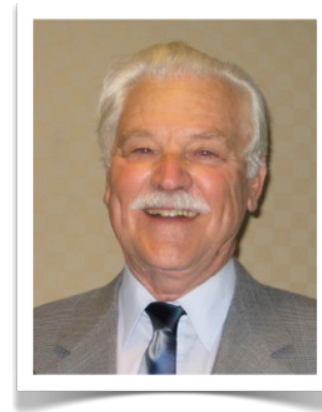
# THANK YOU

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# Architecture of Game

Session	Learning Management System
Tracking	Feedback, performance metrics
Scenario	Diagnosis, management, communication
Virtual patient	Medical pathophysiology
Medical simulation	3D space, objects, characters, function
Middleware	Integrate game engine, database, voice, etc