

SERIOUS GAMING DOESN'T HAVE TO BE SERIOUSLY EXPENSIVE!

Alex Drinkall: TEL Programme, Health Education England

Richard Price: TEL Programme, Health Education England (and Yorkshire Ambulance Service)

1) Do computer games have a place in healthcare education and training?

The same principles which make games so addictive and compelling can be applied to learning content, improving learner engagement and improving learning outcomes and knowledge retention.

Developing effective game based learning can be seriously expensive, but it doesn't have to be!



2) We created a "serious" e-Learning game to improve awareness of patient dignity and respect with an aim of improving patient care. Incorporating video scenarios, rewards for completing objectives and reflective activities. Learners were encouraged to complete the game to improve their patient care.

3) **70%** of learners judged the learning to be better than traditional linear e-Learning courses with many citing the rewards and recognition as the primary reason for the improvement. Learners were encouraged to submit a reflective post following the learning and providing a means of measuring behaviour change.

4) Games based learning proved to be largely successful and while much more complex to develop, was relatively cheap to produce using in-house resources. Learner engagement was significantly improved using these techniques.



The principles of the computer games industry can be applied to education and training, without a large budget and learner outcomes are improved.

