



Competing to Escape Standard Educational Platforms: Incorporating Gamification Into Medical Education

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Objectives

- By the end of the activity participants will be able to describe the steps needed to develop a game based learning pathway in medical education
- By the end of the activity participants will be able to identify the 3 benefits of gamification in medical education
- By the end of the activity participants will be able to demonstrate 2 methods of gamification that can be used in medical education

Game Based Learning in Medical Education

Enhance
critical
thinking

Meaningful
learning

Increase
confidence

Improve
engagement

Strong
emotional
connection

Evidence

Gamification in Medical Education: An Approach to Enhance Active Engagement of Students

Abstract

Technology has found its root and application in all sectors, and the same stands true in the field of medical education. Moreover, with the emergence of the coronavirus disease-2019 pandemic, the use of technology in online teaching-learning and assessment has increased immensely. The purpose of the current review is to explore the utility of gamification apps to enhance the active engagement of medical students. An extensive search of all materials related to the topic was carried out in the PubMed search engine and a total of five articles on their suitability with the current review objectives. Keywords used in gamification and medical education. Gamification refers to the employment of games in nongame contexts with an intention to engage users and making them solve given problems. It promotes the delivery of information in a learner-centered manner, taking into account the requirement of individual students, especially by targeting those domains in which they are interested. These games are designed in such a way that it simulates a real-world, wherein students have to apply their knowledge into practice and solve problems, thereby enhancing the clinical decision-making skills. In conclusion, gamification and the use of technology should be acknowledged as the new aspects of curriculum delivery and all efforts should be made to incorporate them as one of the components of medical teaching and assessment in the future across all medical institutions.

Keywords: *Assessment, gamification, medical education*

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Gamification in Action: Theoretical and Practical Considerations for Medical Educators

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Abstract

Game-based learning in medical education

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At present, medical education is rapidly evolving. Game-based learning (GBL) has been gradually used for education, and several innovations have emerged. The emergence of serious games and gamification provides alternative approaches for educators to improve the medical teaching process. Both serious games and gamification exert their education-promoting function by providing the possibility of combining learning activities such as feedback, testing, and spaced repetition with active participation and autonomy as well as positive experiences for students. Developing effective GBL modalities has the potential to bring immersive experiences for medical students and improve their study outcomes. Herein, we reviewed recent studies employing GBL in medical education, including serious games and gamification teaching. Furthermore, we also discussed the effectiveness and limitations of GBL to suggest future directions for the development and application of GBL in medical education.

Frontiers in Public Health, 2023

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and, ultimately, learning. In line with self-determination theory, game design elements can be used to enhance learners' feelings of relatedness, autonomy, and competence to foster learners' intrinsic motivation. Poorly applied game design elements, however, may undermine these basic psychological needs by the overjustification effect or through negative effects of competition. Educators must, therefore, clearly understand the benefits and pitfalls of gamification in curricular design, take a thoughtful approach when integrating game design elements, and consider the types of learners and overarching learning objectives.

Academic Medicine, 2018

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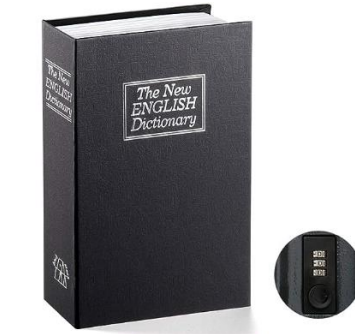
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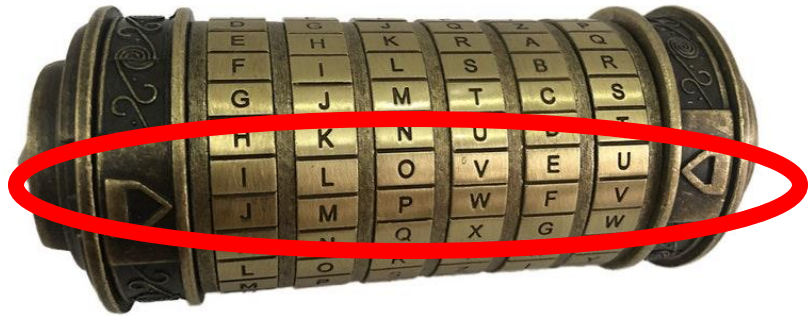
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Lets play a game!

