



Teaching methods for teaching Infectious Diseases FACTSHEET ON serious gaming

Teaching Method

Serious gaming

In this session we will present a definition of serious games, show a variety of examples and have participants experience the effects of gaming. We will discuss for which kind of learning objectives serious games are suitable and, using a serious game, how to get started if you plan on implementing games in medical education.

Learning objectives

What type of learning objectives can be met with this teaching method?

Serious games are used as an engaging active learning method. They can be used for all kinds of learning objectives, but are especially suitable for higher levels of Bloom's taxonomy (apply, analyze, evaluate). Serious games are also useful for experiencing an unknown situation (for example, how to manage an outbreak of an infectious disease) and to practice (new) skills.

Pros and cons

What are the advantages and disadvantages of this teaching method?

Advantages

Disadvantages