Can Edutainment and Gamification be combined in effective training experience? the SIMCUP example

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It has been demonstrated that simulation can meet the general educational goals of transfer of knowledge, strengthening of cognitive strategies, and skill development while adding a dimension of team training.

An important change in medical and nursing education is the arrival of millennial students. To ensure success, medical educators need to know and accept the unique characteristics of these new learners.

The use of gamification is becoming more and more popular to motivate teaching and learning, also in healthcare. Gamification is the process by which users are encouraged and enticed to perform tasks by incorporating elements of game design and competition. Inherent reward and enjoyment can foster motivation and the effectiveness of competition in healthcare education has been well supported in the literature.

Taking inspiration from the SimWars, the format was modified and a new simulation competition was designed with the aim of engaging participants to partake in deliberate practice and to experiment using different types of simulations and simulators. The education value of this new format has also been demonstrated. Our 4-year experience with SIMCUP and its grounding pedagogical and educational rationales will be reported.

Reference

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