The Faculty Development Office

Serious Games in Health Professional Education

Thursday, May 11, 2017

CyberMed Classroom 208/9
McIntyre Medical Sciences Building

Proposed Agenda

12h15 REGISTRATION AND WELCOME
12h30 PLENARY PRESENTATION: Serious Games in Health Professional Education
13h15 SMALL GROUP SESSION I: Plan & Design a Serious Game Prototype
14h15 COFFEE BREAK
14h30 SMALL GROUP SESSION II: Peer Feedback on a Serious Game Prototype
15h15 CONCLUSIONS & LESSONS LEARNED
15h45 ADJOURNMENT

Workshop Goals

By the end of this workshop, participants will be able to: outline key game-related definitions and theories relevant to the design of a serious game in health professions education; choose clinical learning objectives that are coherent with a serious game instructional approach; explain the roles of clinical, gameplay and post-gameplay narratives in learning from serious games; create a serious game prototype for health professional education.

Please register online at www.mcgill.ca/medicinefacdev as soon as possible, but no later than May 1st, 2017.

Faculty Development Office, Lady Meredith House
1110 Pine Avenue West, Room 103, Montreal, QC H3A 1A3
Tel: (514) 398-2698 / Fax: 398-6649 / E-mail: facdev.med@mcgill.ca
or register online at: www.mcgill.ca/medicinefacdev