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Workshop

Train the Trainer Course: How to develop Serious Games?

**IMPORTANT NOTICE: access this workshop is limited to pre-registered delegates

About this session:

Simulation and gaming are engaging strategies to learn and understand medical crises management and technical skills. Serious Games are a simple fun way to teach and consolidate known and new information in a competitive lively learning environment.

**Monday****27 May 2024**

10:30 – 12:30

Serious Game Zone

Over this two-hour session, participants will learn about this novel educational strategy, how to define debrief goals in advance, how to teach and reinforce the important Serious Games learning goals. Participants will gain an understanding of strategies to design the learning in a fun engaging manner, and some tips and tricks for troubleshooting the design and running of Serious Games.

Learning objectives:

Upon completion of this Train the Trainer Course for Serious Games, participants will be able to:

- Know and understand the concept of Serious Games in anaesthesia;
- Create a goal-oriented programme for Serious Games;
- Build specific games to achieve educational goals;
- Recognize and troubleshoot game flow challenges;
- Create a logistical plan to run a Serious Games activity;
- Identify and train instructors suitable for this educational strategy.

Target audience:

*This **Train the Trainer Course for Serious Games** is targeted at medical practitioners who wish to learn how to put together Serious Games in their medical centre, and/or at congresses. Prior attendance to a Serious Game is recommended but not mandatory.*

Faculty:

Facilitator: Yitzhak Brzezinski Sinai (Tel Aviv, Israel)

Facilitator: Dana Karol (Tel Aviv-Yafo, Israel)

Facilitator: Elisheva Fiszer (Tel Aviv, Israel)

Facilitator: Ruth Shaylor (Tel Aviv, Israel)

