



eMadrid
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eMadrid Seminar on “Educational Games in the Medical Field”

University Complutense of Madrid, UCM

Friday, February 17th 2012

Organizes: eMadrid Network

On Friday, February 17th 2012, a seminar organized by the eMadrid network on “**Educational Games in the Medical Field**” will be held at the University Complutense of Madrid.

eMadrid is a R&D program involving research groups of several Universities of Madrid. It is funded by the Region of Madrid and promotes research and development of Technology-Enhanced Learning. Coordinated by the University Carlos III of Madrid, eMadrid includes Autónoma University, Complutense University, Politécnica University, King Juan Carlos University of Madrid and the Distance Learning University UNED as full members and involves other universities, companies and related entities.

The schedule of talks is as follows:

15:00–15:30

Pablo Moreno Ger (UCM):

“Certification for the Processing of Infectious Agents: An Experience-based in Online Games at The Massachusetts General Hospital”

15:30–16:00

Manuel Giner Nogueras (UCM-HCSC):

“Video Games in Surgery”

16:00–16:30

Gaspar Ferrer (CATEDU):

“Teaching First Aid with Video Games: An Experience in Aragón's High Schools”

Where?

Universidad Complutense de Madrid
Faculty of Information Technology
Sala de Grados
C/ Prof. José García Santesmases, s/n
28040 - Madrid
<http://bit.ly/ikkYwc>

How to get there?

- **Subway:** Line 6 (Ciudad Universitaria)
- **Bus:**
 - **U (University bus)**
 - **F (Cuatro Caminos)**
 - **G (Moncloa)**
 - **82 (Moncloa)**



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Summary of talks

1. "Certification for the Processing of Infectious Agents: An Experience-based in Online Games at The Massachusetts General Hospital"

Members of the Massachusetts General Hospital working in the processing and mailing of infectious agents must obtain and renew every two years a certification of their knowledge about the preparation of submissions. This course, traditionally taught in person, includes theoretical presentations and practical demonstrations. The hospital, in collaboration with the eUCM Group of The Complutense University of Madrid, has developed a new online certification course, in which demonstrations are replaced by a simulation using game elements developed with e-Adventure. The simulation is proposed as a practical test, and it is required to overcome the game to get the certification. This talk will present an online course that is currently deployed in the hospital, including the assessment simulation.

2. "Video Games in Surgery"

Practical teaching is irreplaceable in Medicine. Experience is a key in clinical outcomes, that may be aggravated by malpractice (eg. Increase of infections). In this regard, it is particularly problematic in the operating room, where sterile conditions and sterility can be altered very easily; so that the first experience in operating room creates great stress on students. Therefore, it's necessary to instruct them on how to act in this new situation to reduce the stress and to avoid mistakes. To get this, educational video games can be helpful, so this presentation will describe a practical experience of creating a video game with e-Adventure and its evaluation experts and students.

3. "Teaching First Aid with Video Games: An Experience in Aragón's High Schools"

Learning basic techniques and behaviors in cases of respiratory and cardiac injuries contributes to an appropriate response at that time and increases the survival of the injured persons. A learning process that incorporates practical exercises with real models medical mannequins is not always easy or possible, but it's easier to get that using a video game. Our experience in High Schools shows that students learn how to respond to this situation by playing video games (the one developed with e-Adventure is available for free at the [CATEDU website](#)).





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Keynote Presenters' Biographies

Pablo Moreno Ger (UCM)

Pablo Moreno is an Associate Professor at the Department of Engineering Software and Artificial Engineering at the Complutense University of Madrid. His research activities focus mainly on the educational use of video games and on simulations with game elements. He has published over 60 articles and conference contributions. Pablo Moreno developed the original design e-Adventure as a part of his doctoral thesis. E-adventure is a tool for creating low-cost educational video games integrated into e-Learning environments. In recent years, e-Adventure has grown as a product, accumulating more than 25,000 downloads since its publication in 2009.

Manuel Giner Nogueras (UCM-HCSC):

Manuel Giner is Professor of the Surgery Department at the Complutense University of Madrid (UCM). He is also linked as a Medical Specialist to San Carlos Clinic Hospital. He began his academic career at the Surgery Department of the State University of New York (SUNY) Health Science Center, in Syracuse, NY (USA), as a Research Fellow for a period of 15 months (1985-86). He has held place as staff surgeon or surgery chief in different Spanish hospitals, and he has been an associate professor at different Spanish universities. His scientific research and production are based on i) Clinical Nutrition, ii) Short Stay Surgery and Minimally Invasive (being a pioneer of day surgery in Spain, Managing Editor of the Ambulatory Surgery Magazine and Associate Editor of the Ambulatory Surgery) and iii) Medical Education. He has led several projects of clinical research and national scope competitive education. He has also organized several scientific meetings, has published over 120 articles in magazines and books and has presented about 200 papers at meetings and conferences.

Gaspar Ferrer (CATEDU):

Diploma in Teaching in Zaragoza, Gaspar Ferrer has been working in rural schools of Teruel for twenty five years. He has worked in the Atenea Project since its inception. Master in Computer Education. Released to conduct research on "The ATENEA Project Influence in Aragon's Non Obligatory Education" during 97/98 Academic Year. He is Technologies Advisory at the Teachers' Center of Andorra (Teruel) and Founder and Director of the Aragon Educational Technology Center of the Education, University, Culture and Sport Department at the Government of Aragón.



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