

# THE X-GAMES

## SERIOUS GAME FOR EDUCATION IN RADIOLOGY

Utrecht University is developing a serious game for radiological image interpretation skills. Medical students will be stimulated to practice intensively, focusing on specific tasks, and are given feedback and the opportunity for repetition.

### What does the project involve?

Diagnostic imaging plays a central role in almost all medical specialties. An incorrect diagnosis leads to medical errors, with potentially severe consequences for the patient. That is why medical students must learn how to interpret radiological images correctly. It is essential that students receive intensive training, focusing on specific tasks, with feedback and the opportunity for repetition and improvement. However, there is little time available for this in clinical practice.

be open access and available 24/7: in other words, anyone can use it at any time. Since the serious game is a form of blended learning, it fits into the context of UMC Utrecht's innovative education development.

### How can other institutions benefit from this project?

The project results will benefit other educational institutions in two ways. Firstly, the game will be made available to courses offering education in radiological imaging skills. Secondly, institutions can use this

“Practice helps you reach perfection. This serious game provides realistic exercises and feedback to help you master the skills required for evaluating medical images while having fun!”

- Anouk van der Gijp

Serious gaming offers a potential solution. It facilitates intensive training using gaming elements that stimulate both the student's motivation and participation in learning activities. The aim of this project is therefore to develop, validate and evaluate a serious game for medical students receiving education in radiology. It will

serious gaming idea as a basis for developing e-learning or serious games at their own institutions.

The impact of the game on students' motivation and training intensity will be researched and the results will be described in a report.

### About this project

- **Project by:** Utrecht University
- **Period:** 1 September 2017 - 1 January 2019

### Want to know more?

Please contact Anouk van der Gijp (project manager):

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### Open and online education incentive scheme

This project is being carried out as part of the 2017 Open and Online Education incentive scheme. SURF and the Ministry of Education, Culture & Science are challenging Dutch higher education institutions to experiment with different types of open and online education.

[www.surf.nl/open-and-online-incentive-scheme](http://www.surf.nl/open-and-online-incentive-scheme)



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# OPEN AND ONLINE EDUCATION INCENTIVE SCHEME 2017

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