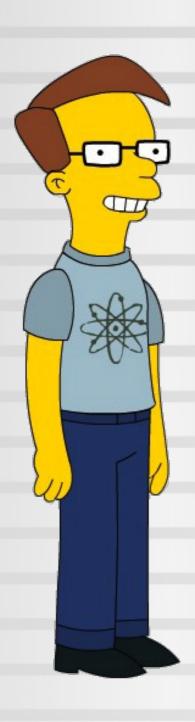
CREATE WORLD 2012

5-7 DECEMBER GRIFFITH UNIVERSITY BRISBANE



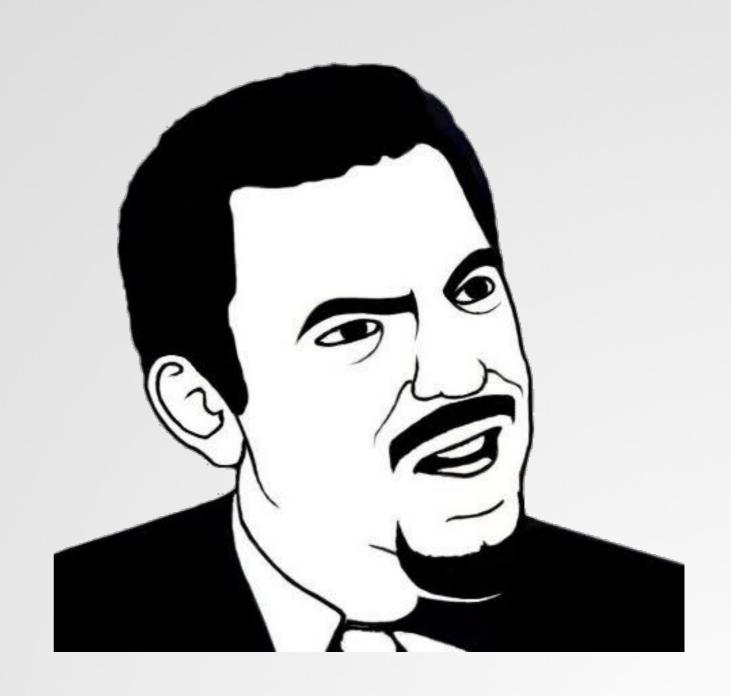
USING 3D SIMULATION AND GAME TECHNOLOGY IN EDUCATION

A LITTLE ABOUT ME

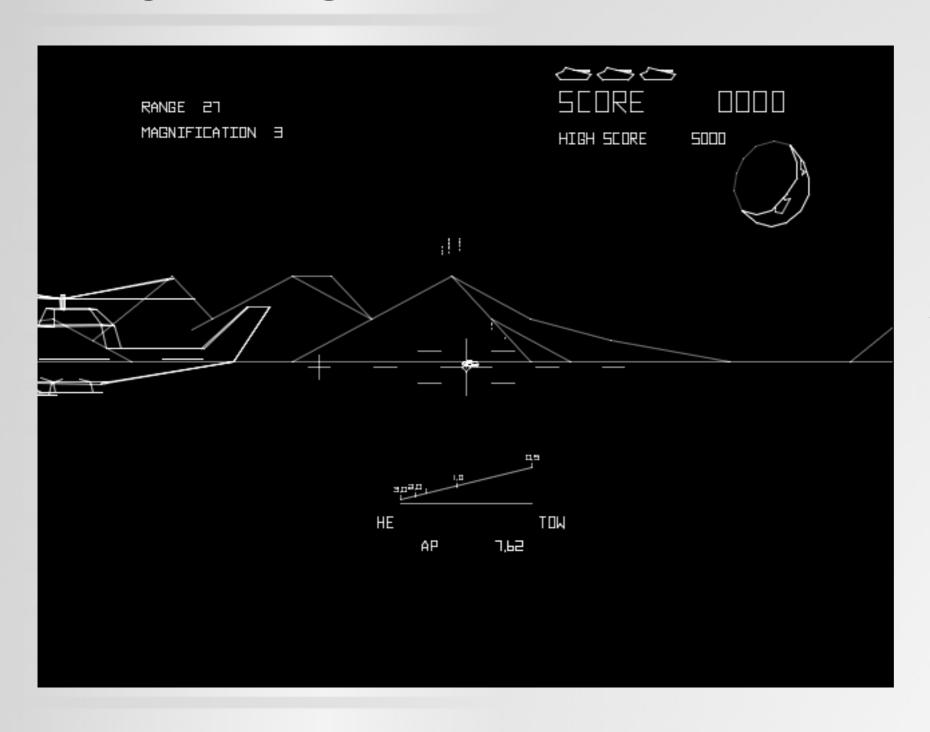


RICHARD STALS LEARNING TECHNOLOGIST EDITH COWAN UNIVERSITY

SERIOUS GAMES



SERIOUS GAMES



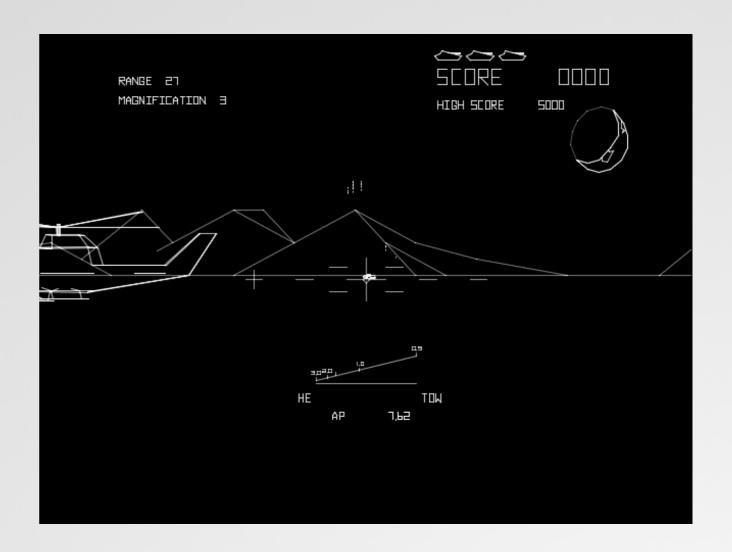




SERIOUS GAMES

THE BRADLEY TRAINER

Considered to be the first electronic serious game 1980







CASE STUDY

PARAMEDIC EDUCATION MASS CASUALTY TRIAGE TRADITIONAL



INSTRUCTION



2

CARD SORT





SIMULATION EXERCISE



CASE STUDY

PARAMEDIC EDUCATION MASS CASUALTY TRIAGE TRIAL



INSTRUCTION





SIMULATION EXERCISE



2

SERIOUS GAME



CASE STUDY

FINDINGS

CASE STUDY

Serious gaming technology in major incident triage training: A pragmatic controlled trial.

Resuscitation, 81(9), 1175-1179

(Knight, J et al)





MODEL

WORKFLOW

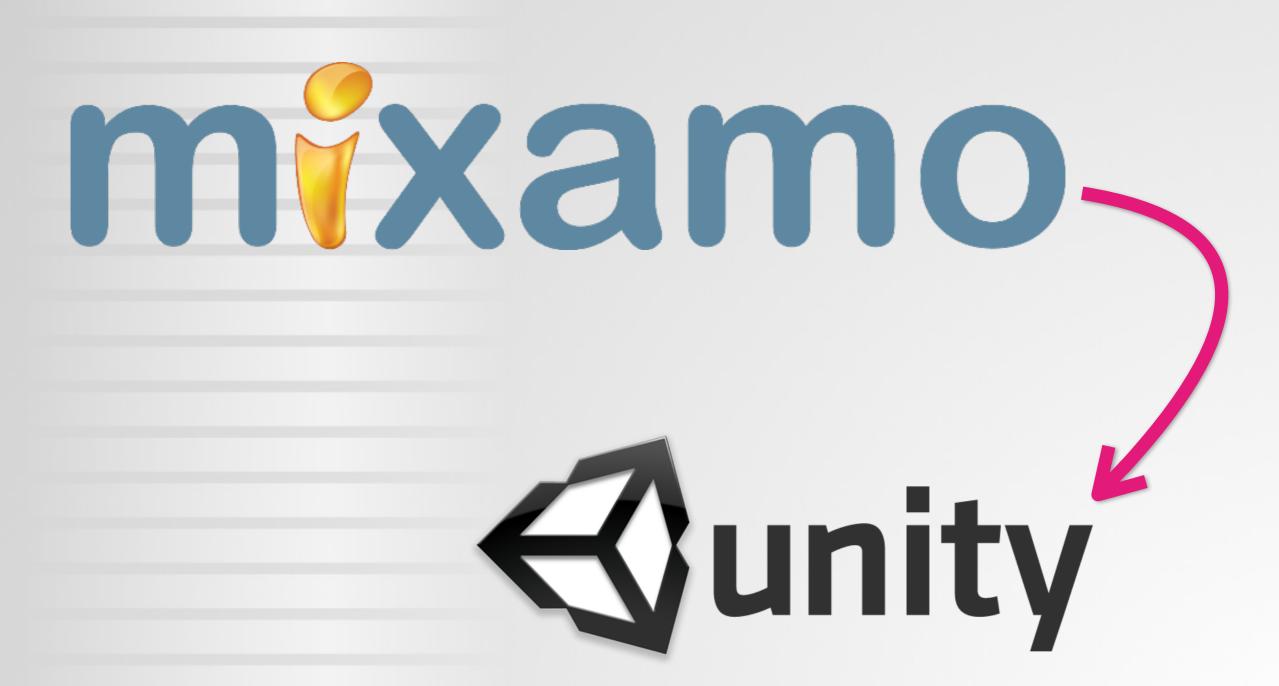








CHARACTERWORKFLOW

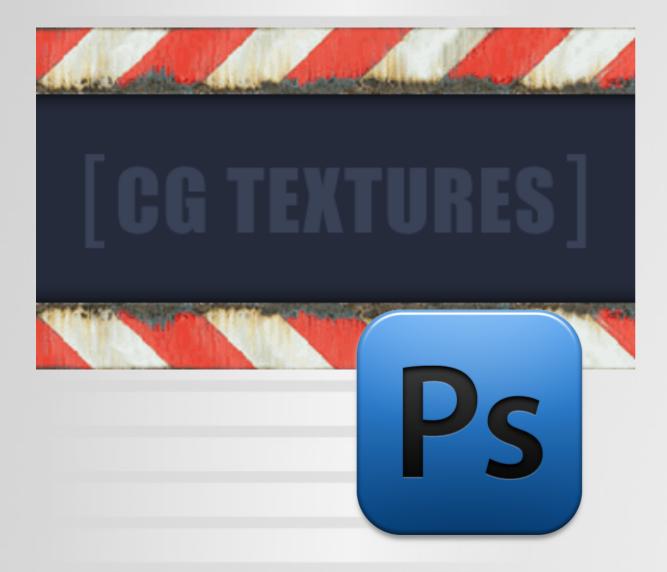


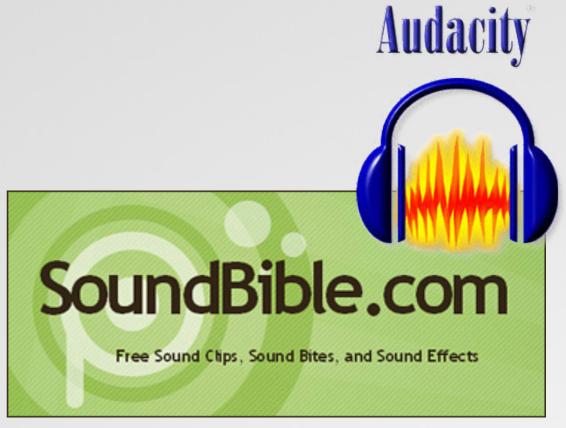
ANIMATIONWORKFLOW





WORKFLOW

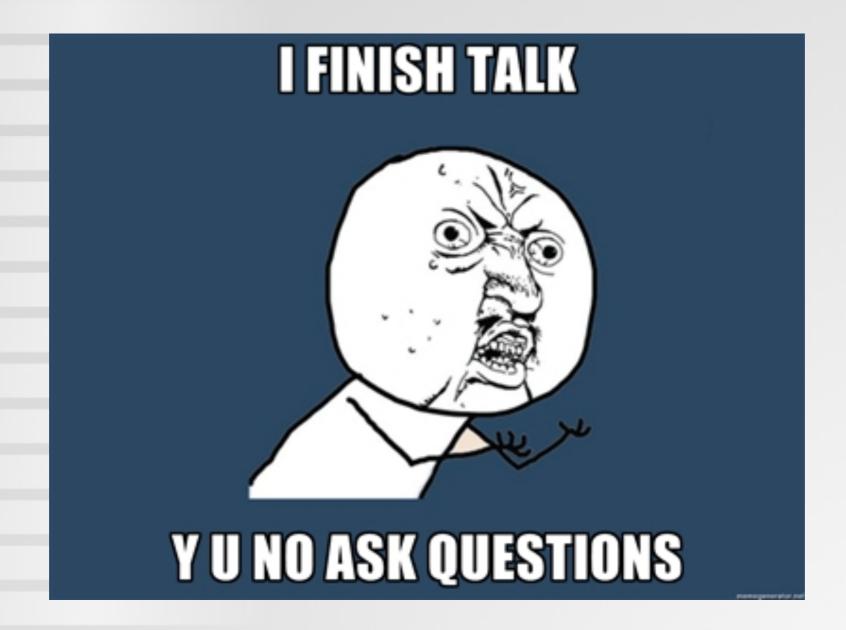




THE SIMULATION







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