USING 3D SIMULATION AND GAME TECHNOLOGY IN EDUCATION
A LITTLE ABOUT ME

RICHARD STALS
LEARNING TECHNOLOGIST
EDITH COWAN UNIVERSITY
SERIOUS GAMES
SERIOUS GAMES

THE BRADLEY TRAINER

Considered to be the first electronic serious game 1980
CASE STUDY

PARAMEDIC EDUCATION

MASS CASUALTY TRIAGE

TRADITIONAL

3
CARD SORT

Image by http://www.flickr.com/photos/rosenfeldmedia/
SIMULATION EXERCISE

Image by http://www.flickr.com/photos/er24ems/
3

CASE STUDY

PARAMEDIC EDUCATION MASS CASUALTY TRIAGE TRIAL
INSTRUCTION

Image by http://www.flickr.com/photos/artenice/
SIMULATION EXERCISE
SERIOUS GAME

Image from http://www.trusim.com/
CASE STUDY

Serious gaming technology in major incident triage training: A pragmatic controlled trial. *Resuscitation*, 81(9), 1175-1179 (Knight, J et al)
THE CHALLENGE

Image by http://www.flickr.com/photos/teegardin/
CHARACTER
WORKFLOW

mixamo

unity
THE SIMULATION

MCT

Intro | The Briefing | The Call | Credits
I FINISH TALK

Y U NO ASK QUESTIONS

RICHARD STALS
WWW.STALS.COM.AU