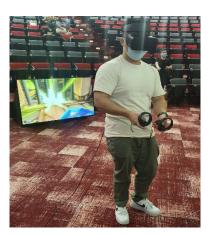# BN4701 SERIOUS GAMES FOR HEALTH

WHAT IS THIS MODULE ABOUT?

This module introduces gamification, simulations and serious games (SG), using real-world examples from healthcare and mental health. The content is interdisciplinary and includes cognitive neuroscience of memory and learning, psychological theories on motivation of why people play and instructional and game design principles. Students will play, apply a SG design framework and critically evaluate games for health. At the end, students will be competent to execute an evidence-based approach towards the design of a SG. This module will be taught by Dr Bina Rai (biebr@nus.edu.sg).

WHY YOU SHOULD CONSIDER THIS MODULE

You will learn instructional design of SG for health in a structured, holistic and interdisciplinary manner from NUS instructors as well as global experts. This module will introduce you to useful digital tools such as 3D Unity, Unreal Engine, and Figma that you can use in your future career (though no coding skills are required). You will be given opportunities to playtest several games, some requiring immersive technologies. For the group project, you will design gamified solutions for community health partners. This module will help sharpen your communication skills via playtest presentations, pitches and interaction with stakeholders. Most importantly, fun and play is injected into every lesson!

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