SGH PGAHI
POSTGRADUATE ALLIED HEALTH INSTITUTE

Deconstructing Storytelling for Serious Games: How To Engage, Yet Keep It Real?
7 March 2024

Introduction

The use of serious games is becoming increasingly popular in various healthcare domains. Serious games can potentially serve as powerful tools in healthcare because they are motivating and can present realistic simulations of real-life situations. Players can learn from their mistakes in a safe environment without having to experience any negative consequences from their actions. However, many educators are excited about the use of gaming technologies but do not know where to start in terms of developing a good story. So, what makes a good game story? How can you create serious games with a good storyline?

This course aims to provide participants with an understanding of the basic elements of a good game storyline and how to make a simple "play-your-own-adventure" game story.

Course Objectives

At the end of the course, participants will be able to:
• Understand the elements of a good story
• Gain an insight into how to create a simple "play-your-own-adventure" game story

Course Outline

This course focuses on how to develop an engaging storyline by identifying the ingredients of a good game story. Participants will also gain an insight via a hands-on walkthrough on how to create a simple "play-your-own-adventure" game story.

Course Details

Date	:	**7 March 2024, Thursday**
Time	:	**2.00 pm – 5.30 pm**
Duration	:	**Total 3.5 Hours**
Class size	:	**30 pax**
Device required	:	**Laptop / Desktop** *(with microphone, speaker and webcam)*
Platform	:	**Zoom Cloud Meetings** *(Meeting details will be provided at a later date)*
Fee per pax	:	**S$320** (SingHealth) **S$350** (Regular) *(inclusive of prevailing rate of GST)*

Registration

To register *(internet access is required)*, scan the QR code or click on the web link. Registration closes on **16 February 2024, Friday. (Extended to 23 February 2024, Friday)**

https://form.gov.sg/659ffc21f5e91e0011f92fa9

Upon registration, you agree to the Terms & Conditions of PGAHI.

Teaching Faculty

Clin Assoc Prof Kevin Yap
Pharmacy Practice Manager & Serious Games Lead
Division of Pharmacy
Singapore General Hospital
Adjunct Senior Research Fellow
School of Psychology & Public Health
La Trobe University

Clin Assoc Prof Kevin Yap is an inter-disciplinary digital health strategist, healthcare innovator and cyber pharmacist researcher. His interests include the development and quality evaluation of healthcare innovations, telehealth/mHealth applications, extended reality, metaverse and serious games, artificial intelligence and 3D-printed applications, among others. He has over 100 journal publications, 4 book chapters, 1 book and presented at more than 100 local and international conferences. His work on serious games has won several awards, including the Pharmaceutical Society of Singapore (PSS)-Pfizer Innovation and Scientific Research Award, and the Re-imagine Education International Awards in the USA by the Wharton School and QS Rankings organization.

Besides being an Associate Editor of the Annals of Medicine and Surgery and on several other journal editorial boards, Kevin is also an invited reviewer of numerous international journals, grants and conferences.
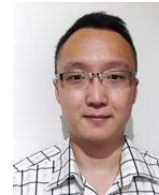
Dr Michael Liem
Lecturer in Digital Health
School of Psychology and Public Health
La Trobe University

Dr Michael Liem has a background in biotechnology and bioinformatics. His research experiences have been in the domains of cancer OMICs, targeted therapies through lipid nanoparticles, and rapid monitoring of disease progression and drug responses. Since his PhD, he has transitioned into the domain of digital health and technology-enhanced learning. He is currently the coordinator of the subjects in Contemporary Topics in Digital Health and Virtual and Telehealth, which are taught to postgraduate students with a variety of backgrounds ranging from healthcare and health sciences to engineering, computer sciences, as well as business analytics, among others.

Michael is particularly interested in merging technologies with virtual care models in healthcare settings. These include disruptive innovations in the areas of genomics, bioinformatics, nanoparticles, regenerative and precision medicine to enhance health-related outcomes.

Target Audience

Healthcare professionals and healthcare educators who are interested in using serious games in their area of work

Quick Links

FAQs, PGAHI Programmes, Training Calendar and Directory