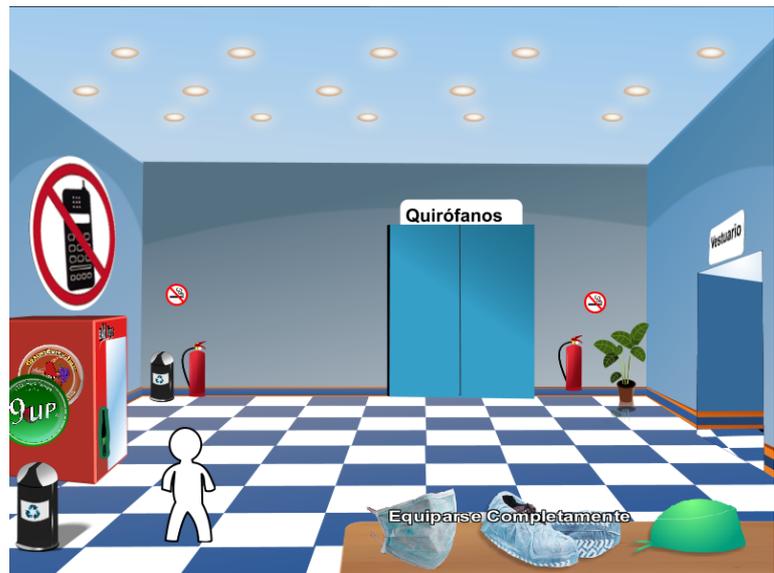


TITLE OF THE SCENARIO	Clinical Surgery* (Cartoon version)	
Keywords	Doctor, clinical surgery, hospital, surgeon, health studies, medicine	
Who do I want to teach?		
Age range and grade of the learners	All ages and backgrounds. The goal is to provide an overview of the surgery clinical practice in a fun way. It could be used for health studies students, but also for kids that are about to take surgery, as a way to facilitate their understanding of the procedure and as a consequence limit the psychological impact of the intervention. It could be also a brief introduction to the surgery field for 16-17 years-old students that are interested in studying health sciences. The game could also be used to motivate students to start a career in health sciences.	
Special characteristics of learners	- Not applicable -	
The learning emphasis?		
Learning subject /field / skills or dimension	Overview of the clinical surgery practice.	
Specific Goals	To provide an overview of what is the job of a surgeon and the inner workings of a surgery room in a fun way.	
The teaching emphasis?	Rate 0-5	
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show to the learners how to do things related to this subject / content, i.e. I will be a model for them)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide the necessary artifacts for the learners to find out / discover a specific concept / knowledge on their own. I will organize guiding activities and provide tips)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
	Participation (I will organize sessions in which learners can discuss, share and / or collaborate for learning a specific subject / content and I will facilitate the interaction between them)	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practise, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Description of the game	Narrative description of the game plot	The player plays the role of a Nursing student that visits the hospital to watch a surgery intervention as practical training.



The first step is to get properly dressed in the changing room. After that, the student has to find the surgery room. In his way he may make any of the next common mistakes:



- Not switching off the mobile phone



- Provide erroneous care to the patients (e.g. giving answers to questions that only the doctor can provide).
- Enter the room in an inappropriate way (e.g. without looking first through the window to check if anyone is leaving the room at the same time).

Once the student enters the room, he'll be supervising the intervention.



- Randomly, different common situations may happen:
- A colleague gets sick and needs to be escorted outside.

		<p>- One of the instrumentalists requests some equipment, and the student has to provide the supplies in the appropriate manner.</p> <p>- Some materials drop from the table to the floor. The student must decide how to manipulate unsterilized material.</p> <p>After all these situations, the student is provided with a detailed assessment report showing all the errors he/she made and adequate feedback.</p>	
	Goals	Operate correctly in all situations that he/she is presented with.	
	Rules	The student loses/wins points if a wrong answer is provided.	
	Challenge	Many situations are unfamiliar for the student. The level of realism makes providing the right answers more challenging.	
	Satisfaciton system /feedback cycle	<p>The game provide feedback by:</p> <p>- A point system is included to increase enhancement. Other game mechanics could include time pressure and challenges to make the game more variable.</p> <p>- Characters that are present in the game, who express disconcert and disappointment when the student does not commit procedures as expected, and thank otherwise.</p> <p>- Feedback about the clothing that the player is currently wearing is provided visually at all times.</p>	
		Learning settings	Estimated time
	Students access to the UCM's virtual campus to play the game before they go to a real intervention. They can play as many times as needed	At home	Unlimited
			2 sessions
How will I evaluate students?			
Evaluation approach	No assessment needed - the game wouldn't be used in official studies		
What will learners need in order to achieve learning objectives?			
Prerequisite	Basic concepts about surgery		
Setting and materials	Students need a computer at home		
What is needed to implement the scenario?			
Application involved	Mandatory	<e-Adventure>, The game	
	Optional		
Infrastructure	Mandatory		

/ equipment	Optional	
Learning resource type	Interactive (point-and-click) game	
Time / space resources		
Other things to consider		
<p>* This game was developed as a proof of concept for the Clinical Surgery game. However, it was found interesting for the purposes above described and it's considered a good by-product of the development of the "official game". This game won't be completed or evaluated with real students but it can serve as an example for teachers interested in developing "advergames" like this one.</p>		