Abstract: Open Access

Online, Game-based Learning (GBL) on Melanoma: The Learning Experiences of a Medical Student

Tessa Li Chyin Lim[*]

[*] *Monash University, Malaysia*

ABSTRACT

The use of game-based learning (GBL) in dermatology education is not uncommon. GBL provides education to audiences around the world, wherever their learning environment allows them.The paper serves to present the experience of a medical student who developed a GBL program for malignant melanoma (MM) without prior skills in the development of GBL software or computer programming. The commercial GBL software used is 'Chat Mapper'. The program can be published in HTML and embedded in Moodle. It allows the creation of non-linear branching dialogue trees. The users will interact with a virtual physician which discusses the clinical features, risk factors, management, staging and prognosis of MM. A 6-min GBL program was practical to have a basic coverage of MM. To limit learner fatigue, the program is completed with audio, graphics and dialogue menus. It tailors to English-speaking users with visual and auditory learning styles. A straightforward navigating system can accommodate users at all levels of computer literacy. The program is compatible with laptop, desktop but not all phones. A period of one week was used to master the software, resolve any technical issues and to develop this program. Users who completed the program will be able to know more about MM. The program can be viewed at: https://tlderm.webnode.com/. Physicians may consider integrating GBL programs into routine practice. The development, however, might be hampered by the time factor, cost factor and the need for technical experts.

Keywords: Melanoma, Educational gaming, Game-based learning, Cancer

Corresponding author: Tessa Li Chyin Lim, Monash University Malaysia, E-mail: tessalim15@gmail.com