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Med Student Video Games

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2210: Technical Writing for Health Science Majors

<u>E-Health, Biometrics, and Gaming Assignment</u>

We have discussed in class how the last half of the last century introduced incredibly sophisticated, specialized, and complex technologies into the medical sphere, including prosthetics, medical imagine, and computer-based organ networks such as pacemakers and insulin pumps for diabetics. Since then, the marriage of technology and personal health has only increased, as things like Google Glasses, smartwatches, Fitbits, 3D-printed organs, and novel patient software databases have emerged to become the norm in medical practice. This phenomenon often goes by the name of "e-health" or "biometrics/control" (cf. Foucault et al.) Along with this development in the health professions, medical schools have also begun to use digital tools to augment traditional learning and simulate laboratory and hospital settings.

In this assignment, please find 3-5 "cases" on the video game/med tutorial app. *Prognosis*. There are supposedly >500 cases here, so please look for something that fits in with your targeted field and/or simply interests you. These cases are short and 5 should take you less than 20 minutes. Provide me with a 500 word document that 1) describes briefly the 3-5 cases you played with; and 2) how this form of training felt to you compared to being inside a lab or hospital setting. What are the pros and cons of video games for med students? Is this something you want to see more of as you enter grad schools? (Hint: get used to it!)