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**A Gamification Approach to Teaching Hospital English to Medical Students**

Poster Summary

Medical vocabulary and terminology can be difficult for medical students. When working in a hospital, they may find it difficult to understand what each department or ward is about. To assist students with these problems, a game called English Simulation Hospital was created to help students learn about different parts of the hospital. This poster presentation will go over the lesson plan and the game itself to demonstrate how students can learn vocabulary in a fun, gamified way.

Extended Summary

Gamification has played a role in assisting educators in higher education with language teaching. Specifically, creating games for use in the classrooms has helped improve motivation and engagement in students (Ivanjko, et al., 2020), because games are fun and help educators in making lessons enjoyable for the students. They are used in various genres such as information and communication technology, healthcare, marketing, education, and business (Husseinovic, 2023). Gamifying medical vocabulary is the basis of this presenter’s lesson plan. Medical vocabulary and terminology can be difficult for medical students. When working in a hospital, it might be difficult to understand what each department or ward is about. To assist students with these problems, a game (English Simulation Hospital) was created by the author to help teach about different parts of the hospital. This poster presentation will describe the lesson plan and the game itself. The game was used to teach medical English to nursing students and medical students at the university level. It is hoped this can be used in other teacher’s classrooms to assist learning medical vocabulary.

Biography

Dr. Frederick Bacala has been teaching English as a Second or Other Language for over 24 years. He has taught English at the university or college level in the United States and in Japan. His main interests are in Cultural Linguistics, World Englishes, and classroom methodology and curriculum.