

7th CUE ESP Symposium 2024



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A Gamification Approach to Teaching Hospital English to Medical Students

Saturday 21 September 2024 11:10 (1 hour)

Poster Summary

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 was created by the author to help students and learn about different parts of the hospital. This poster presentation will go over the lesson plan, and the game itself. 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. Creating games for use in the classrooms has helped improve motivation and engagement in students. (Ivanjko, et al., 2020) Games are fun and helps educators in making lessons fun and enjoyable for the students. It is 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 was created by the author to help students and learn about different parts of the hospital. This poster presentation will go over the lesson plan, and the game itself. The name of the game is English Simulation Hospital. Students can learn vocabulary in a fun, gamified way. It is hoped this can be used in the classroom to assist learning vocabulary.

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Session Classification: Poster Session 1 Morning

Track Classification: Poster Presentations: Poster Sessions Morning (11:10am-12:10pm)