

## Singapore leverages serious games and simulation in healthcare education

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### **SIMS i3 (Inspire, Innovate and Incubate) Hub leverages the latest immersive technologies in serious games to transform training in healthcare**

Dr Koh Poh Koon, Senior Minister of State, Ministry of Health & Ministry of Manpower has unveiled the new SingHealth Duke-NUS Institute of Medical Simulation (SIMS) i3 Hub.

The SIMS i3 Hub is a healthcare simulation training facility which houses a wide array of Extended Reality (XR) solutions and cutting-edge gaming equipment to hone the clinical skills and competencies of healthcare professionals.

Through the i3 Hub, SIMS aims to inspire collaborations and innovations in healthcare simulation by bringing together like-minded healthcare professionals, while fostering the incubation of new ideas to enhance patient safety. The name i3 reflects the focus on these three key areas: Inspire, Innovate, Incubate.

The Basic Cardiac Life Support (BCLS) game, developed by the SingHealth Alice Lee Institute of Advanced Nursing, aims to reduce the duration of in-person training by 25 per cent. The game will also be integrated as part of the official BCLS certification training across SingHealth in 2022, and is estimated to train up to 5,000 healthcare professionals in a year.

To support the proliferation of serious games in healthcare education, SIMS has collaborated with Serious Games Asia to develop the Healthcare-Training and Assessment Hosting Platform (Health-TAP). This cloud-based software is a one-stop integrated platform that can host serious games for up to 5,000 players at any one time. The platform also collates data across the games in a central repository, which will offer healthcare educators useful insights, in future, into learning gaps and to spark new ideas for the development of more games.