Gamification Apps for Medical Students

About the project
The TUM Medical Education Center (TUM MEC) forms a unit with the Chair of Medical Didactics, Medical Teaching Development and Educational Research, aiming to combine administrative and academic fields of action and thus promoting excellence in medical teaching.

Digitalization with big data, machine learning, or artificial intelligence has already reached the medical world. But what happens when more and more decisions are made by machines? How will this influence the work of future doctors?

The digital literacy project develops a digital course for medical students to train them for the future challenges of digitization in the medical profession.

Requirements/ Tasks
This IDP aims at developing various small gamification scenarios for students. The IDP should present everyday situations in the medical profession as a game. Games should confront students with decisions that illustrate the complexity of the interplay of humans and machines. This IDP allows you to develop own gamification apps and apply and didactically extend your knowledge.

• experience in game development or the willingness to acquire it
• willingness to work interdisciplinary

We offer
• create your own game scenarios
• gain insights into the didactics of teaching digital skills in the field of medicine
• a nice and interdisciplinary team

Application
Please send your application to christina.figalist@tum.de

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