

# BE A HERO

## HELD - A SERIOUS GAME FOR RESUSCITATION EDUCATION



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# MOTIVATION

# GOAL OF THE PROJECT

- **ENHANCING KNOWLEDGE ABOUT THE RIGHT PROCEDURES IN A RESUSCITATION SITUATION**
- **ENHANCING MOTIVATION TO LEARN CARDIOPULMONARY RESUSCITATION (CPR)**
- **SHORTENING THE PHYSICAL PART OF THE COURSE ON SCHOOLS, WITH THE SAME RESULT**



Dokterdokter.nl



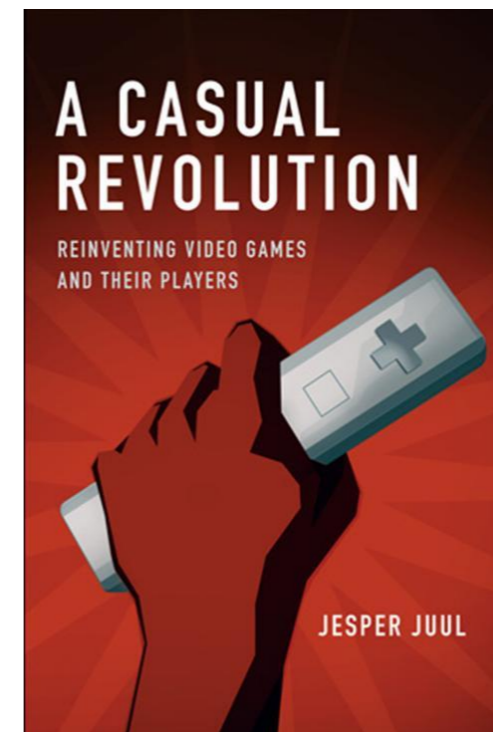
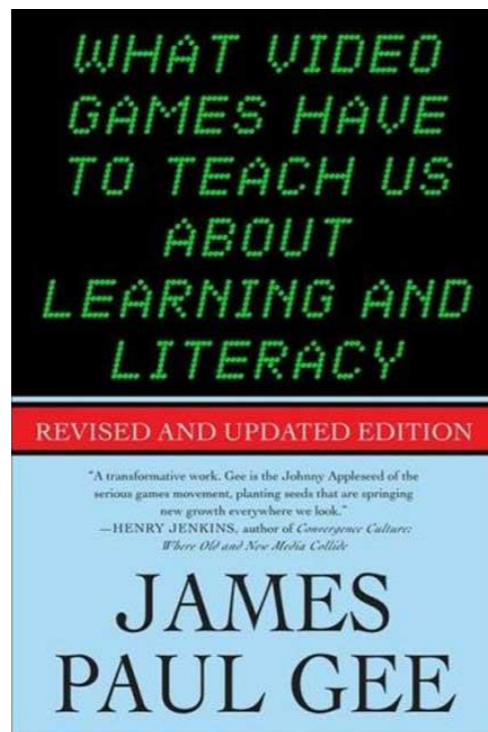
Gamingciyher.com



# APPROACH

# USE OF A SERIOUS GAME

- **GAMES FIT THE TARGET GROUP VERY WELL ('DIGITAL GAME NATIVES')**
- **GAMES ENGAGE AND MOTIVATE**
- **GAMES CAN HAVE A POSITIVE EFFECT ON (PRACTICAL) LEARNING PROCESSES**

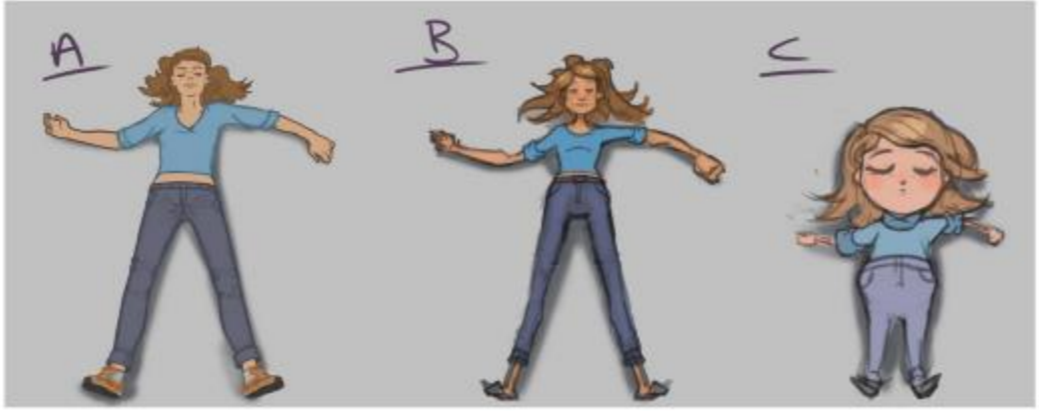


# DEVELOPMENT OF HELD

- **EXPERIENCED GAME DEVELOPERS**
- **IN CLOSE COOPERATION WITH THE DUTCH HEART FOUNDATION (HARTSTICHTING)**
- **TESTING THE PROTOTYPE AND ART STYLE WITH THE TARGET GROUP**

Welk type vrouwelijke slachtoffer zou je het liefst terug willen zien in het spel?

Slachtoffer A.  
 Slachtoffer B.  
 Slachtoffer C.  
 Dat weet ik niet precies.



Hieronder zie je ook nog mannelijke slachtoffers - welke vind jij hier het leukst?

Slachtoffer A.



# GAME CONCEPT

- **SELF-EXPLORATIVE LEARNING**
- **ADDING COMPONENTS ONE STEP AT A TIME**
- **RANDOM TOP-DOWN SCENARIO'S**
- **REWARD AND FEEDBACK AFTERWARDS**
- **COMPETITION AND COLLECTIBLES**





87%

6952 p Totale score 1 x Aangereken  
 0 p Week score 6 x Schokken  
 60 x Aantal gespeeld 540 x Borstcompressies

**HANDELINGEN**

**MEDIA**

**AED's**

The image shows a dark-themed dashboard with a red progress bar at 87%. It features four main sections: 'HANDELINGEN' (Actions) with icons for a person, a person with a heart, a person with a pulse, a person with a pulse, and a person with a pulse; 'MEDIA' with various social media icons; 'AED's' (Automated External Defibrillators) with icons for different AED models; and a statistics section with four rows of data: 'Totale score' (6952 p), 'Aangereken' (1 x), 'Week score' (0 p), 'Schokken' (6 x), 'Aantal gespeeld' (60 x), and 'Borstcompressies' (540 x).

WERELD VRIENDEN  
 SCHOOL KLAS

**WERELD SCOREBORD**

1	Alex Turbo Gemetab school Hield	41956
2	S.C. Helder Voorbeeld school Voorbeeld klas	10746
3	Max vanHuf nul nul	9785
4	Azusa azusa nul nul	9015
5	Nisa Verloek nul nul	8235
27	Marten Van Antwerpen Gemetab school Ralroet	470
28	Jordy Roelofs Gemetab school Ralroet	423
29	Abdef Azdad nul nul	110

**KLAS** VUL CODE IN  
 Niet ingedeeld in een klas

**VRIENDVERZOEKEN**  
 Geen openstaande vriendverzoeken

VRIEND ZOEKEN

The image shows a dark-themed dashboard with a 'WERELD SCOREBORD' (World Leaderboard) on the right. The leaderboard has five columns: rank, name, school, and score. The top five entries are: 1. Alex Turbo (Gemetab school Hield, 41956), 2. S.C. Helder (Voorbeeld school Voorbeeld klas, 10746), 3. Max vanHuf (nul nul, 9785), 4. Azusa azusa (nul nul, 9015), and 5. Nisa Verloek (nul nul, 8235). Below the leaderboard are sections for 'KLAS' (Class) with a 'VUL CODE IN' button and 'VRIENDVERZOEKEN' (Friend Requests) with a 'VRIEND ZOEKEN' button. The 'KLAS' section says 'Niet ingedeeld in een klas' and the 'VRIENDVERZOEKEN' section says 'Geen openstaande vriendverzoeken'. At the top, there are tabs for 'WERELD', 'VRIENDEN', 'SCHOOL', and 'KLAS'.



# TEACHER PORTAL

- **WEB PORTAL FOR TEACHERS TO KEEP TRACK OF PROGRESS**

The screenshot displays the 'Docentenportal Held' interface. The top navigation bar includes 'Home', 'Jouw gegevens', and 'Alle scholen'. The user is logged in as 'admin'. The main content area shows the following information:

- School:** Veenlanden College
- Gemiddelde score:** 11078
- Leerlingen (12):** A table listing 12 students with their scores and progress.
- Leerling verzoeken (1):** A list of one student request, Hillary MunozRamos, with 'Actie' options.
- Leerling toevoegen:** A form to add a new student.
- CSV export:** A link to export the data as a CSV file.

	Voornaam	Achternaam	Gebruikersnaam	Email	Score	Weekscore (afgelopen 7 dagen)	Speeltijd (in min)	Aantal gespeeld	Tutorial
X	Noah	Kruijver	Noah15	noahkruijver@gmail.com	3194	3194	0:52	13	✓
X	Erik	Slingerland	ErikH3C	14487@leerlingen.hetvvc.nl	81102	81102	2:43	100	✓
X	Luuk	Slot	Luukslot	luuk1611@gmail.com	3385	3385	0:43	13	✓
X	Eline	Sprengers	ElineSprengers	14552@leerlingen.hetvvc.nl	7735	7735	0:59	13	✓
X	Emilia	Treur	Emilia	14490@leerlingen.vvc.nl	646	646	0:19	4	✓
X	Robin	Troost	Robin	14488@leerlingen.hetvvc.nl	1067	1067	0:23	4	✓
X	Victor	vanderMost	VictorvdMost	14545@leerlingen.hetvvc.nl	30450	30450	1:32	41	✓
X	Stan	vanschaik	stanvanschaik	14622@leerlingen.hetvvc.nl	1146	1146	0:24	6	✓
X	Jochem	vanSelm	jochemvselm	jochemvanselm@gmail.com	1213	1213	0:23	6	✓
X	Aimee	veenhof	aimee	14633@leerlingen.hetvvc.nl	1147	1147	0:24	5	✓
X	Sanne	Wenink	sannewenink	sanne.wenink@outlook.com	770	770	0:19	4	✓
X	Nina	wouda	nina	ninawouda1@gmail.com	1076	1076	0:21	4	✓



**RESEARCH**

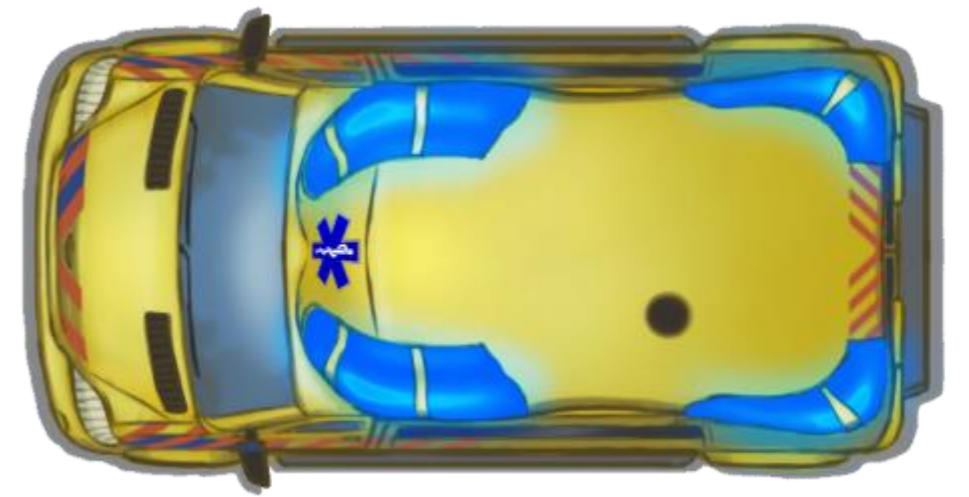
# METHODS AND MATERIALS

- RESEARCH ON THREE DUTCH SECONDARY SCHOOLS (VWO, HAVO, VMBO/MAVO, MBO) WITH 177 TEST SUBJECTS (70 BOYS, 107 GIRLS)
- GAMING GROUP OF 91, CONTROL GROUP OF 86
- KNOWLEDGE TEST PRECEDED THE COURSE (QUESTIONNAIRE)
- OBSERVATIONS DURING THE COURSE BY EXPERTS USING THE CARDIFF-LIST
- DATA USED FROM THE PRACTICE DOLL
- QUESTIONNAIRE 3 MONTHS AFTER THE COURSE WITH 23 SUBJECTS





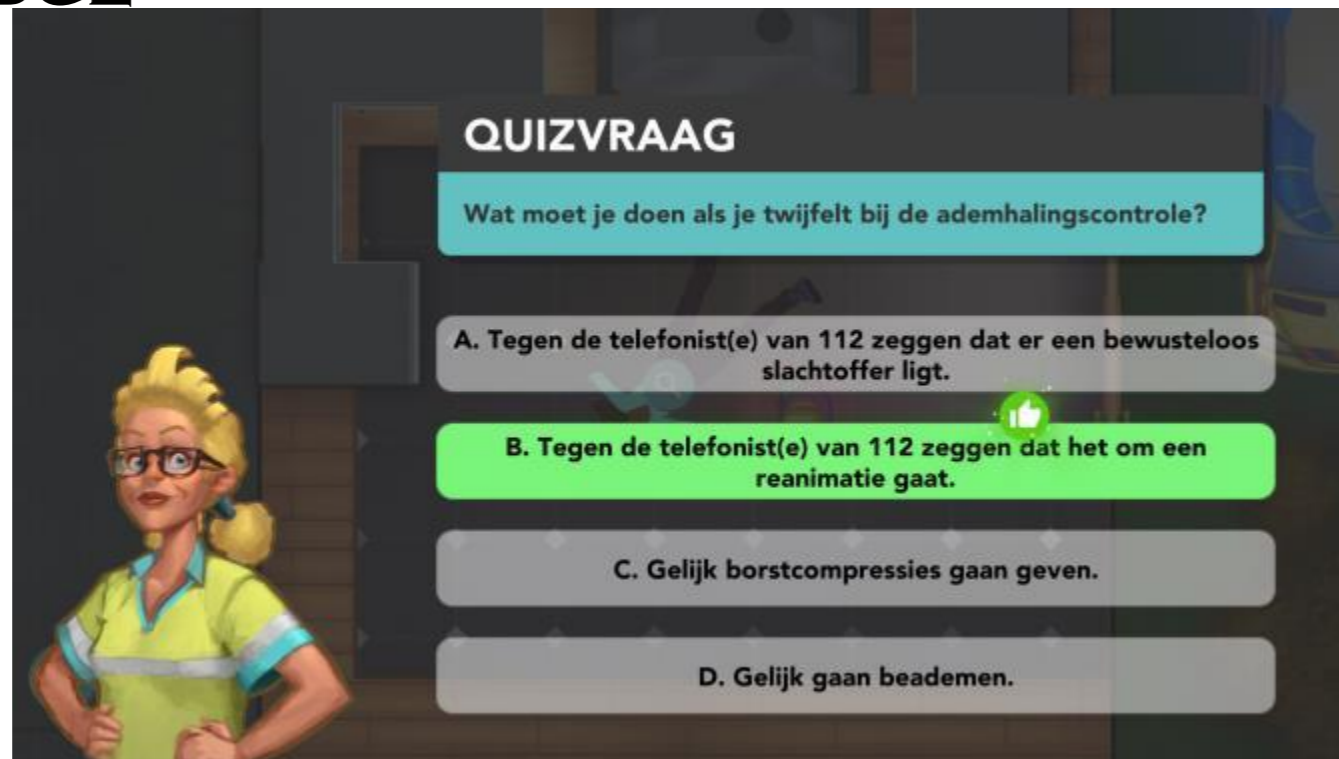




# RESULTS AND DISCUSSION

# RESULTS

- **EXPERTS COULD NOT SEE ANY DIFFERENCE BETWEEN THE GAME GROUP AND THE CONTROL GROUP DURING THE PHYSICAL COURSE**
- **THE GAME GROUP ACHIEVED BETTER RESULTS ON THE PRACTICE DOLL (BUT NOT SIGNIFICANT)**
- **THE CONTROL GROUP WAS A LITTLE BETTER RECITING THE KNOWLEDGE**



# DISCUSSION

- **HELD CAN LOWER THE FACE TO FACE TIME NEEDED FOR AN EFFECTIVE CPR COURSE ON SCHOOLS**
- **THE GAME CAN BE USED FOR SELF-STUDY**
- **THE GAME FITS THE LEARNING BEHAVIOUR OF THE TARGET GROUP**





# LET'S



SEARCH FOR: 'HELD'