



College of Medicine in list of schools enhancing learning with games

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Since it was introduced in September 2020, “Genshin Impact” has [taken the world by storm](#). The open-world action role-playing game brought players worldwide into a vibrant and diverse open-world environment and a unique battle system.

Universities — specifically [Chinese universities](#) — are aware of the game’s popularity and are riding on this new trend.

According to GamingonPhone, several universities in the country, such as Sun Yat-sen University, Tianjin University, and Shanghai University have used “Genshin Impact” characters, such as the popular and adorable [“Spark Knight” Klee](#), in their admission campaigns to attract more students.

Games have the potential to enhance the student experience. Apart from using them for student marketing efforts, here is how universities are using games to provide an interactive, fun, and unique learning experience for students:

Here are five universities that use games to enhance the student learning experience.

1. Xiamen University, China

Are you a student who is a huge fan of Minecraft? You will be glad to hear that Xiamen University has collaborated with NetEase, a company that manages the publishing of Minecraft in the country, to develop a [new course](#) where you can learn more about the game.

In this optional course, called Interactive Design Case Study, students will realise their creative potential to their heart's desire from multiple Minecraft case studies. [Superpixel](#) reported that a Minecraft game designer from NetEase will join the university as a selective instructor to guide students about the official editing tools on Minecraft.

2. Taylor's University, Malaysia

Thanks to [the gamification methods](#) implemented by Taylor's University senior law lecturer Puteri Sofia Amirnuddin, her students enjoy a unique learning experience that blends the study of law with augmented reality, virtual reality, and blended learning.

Amirnuddin also incorporates a reward system for students who perform well in her classes. Rewards include merchandise from the Malaysian Competition Commission and internship opportunities at leading law firms in the country, such as [Thomas Philip](#).

3. Florida State University (FSU) College of Medicine, US

If you are a student from the College of Medicine, you would have likely heard about and played the game "ElderQuest".

The [university notes that](#) "ElderQuest" is a role-playing game to assist medical students in learning geriatric-care principles while having fun.

Academic staff from the college are also integrated into the game and storyline to provide an interactive learning experience.

4. Duke University Medical Center, US

Students at the Human Simulation and Patient Safety Center at Duke's teaching hospital can practice and develop their skills for effective team coordination through 3DiTeams. This three-dimensional game environment provides an engaging training simulation.

The [centre's website](#) states that 3DiTeams will also include the scope of team coordination skill training in military health care environments. The software platform that Duke University Medical Center developed with Virtual Heroes, a US game development studio, seeks to integrate multiple scenarios and work environments, including public health care environments.

5. Bristol University, UK

As a passionate educator, Dr. Paul Howard-Jones harnesses the power of games in his lessons. “We call it TWIG – teaching with immersive gaming,” he shares at the [Learning Without Frontiers conference](#) in Olympia. “I teach several sessions of my postgraduate courses in education and neuroscience using this medium.”

The professor of neuroscience at Bristol University believes that dopamine is a chemical that “helps orient our attention and enhances the making of connections between neurons, which is the brain’s basis for learning”, and he fully incorporates that in his teaching plan. Till today, his passion for game-based learning remains strong and is one of his research interests.