# Gamification in **healthcare**

has become a game-changer as it motivates users and makes them accountable for their health by adopting a healthy lifestyle. The incorporated gamification elements help improve patient experience and **healthcare training** at scale.

Key Components of a Game-based Healthcare Training Solution

1

Learning Objectives
#### to Identify the Terminal Behavior

Clear learning objectives are what a learner will be able to do after completing an activity. Gamification in healthcare assists learners in achieving these objectives linked with organizational goals.
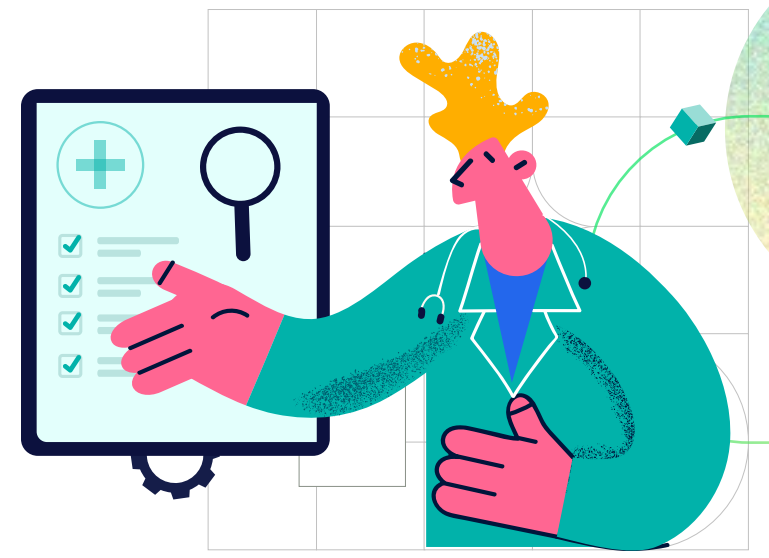
2

Story for Better
Learner Engagement

Storytelling improves learners' attention span & connection. Learners resonate well with an immersive, game-like app where the player is the hero, & the story is built around a series of milestones.
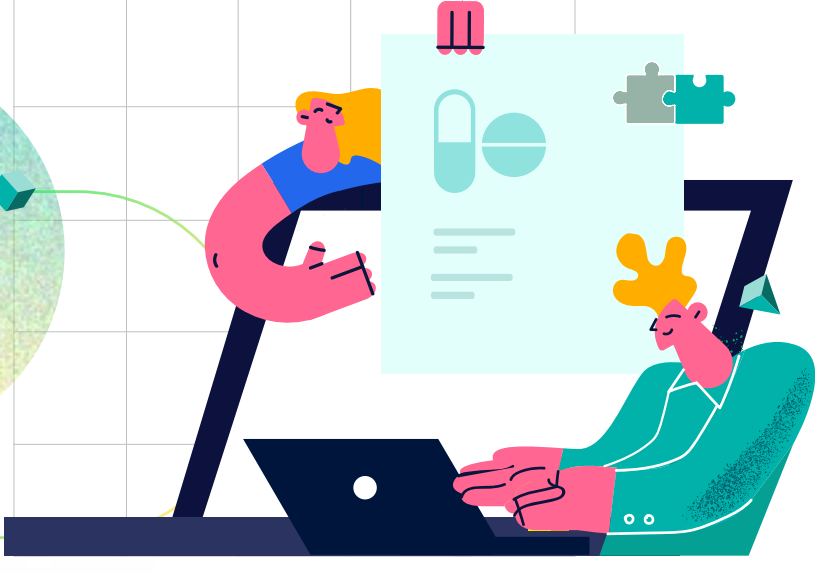
3

Mission and Challenges
to Build Interest

Missions and challenges make the learner's journey interesting and exciting. These spurs competition and enhance the learners' performance, allowing them to challenge their friends, colleagues, and family.

4

Avatars to Add
Personalization

Avatars provide a visual manifestation, playing an essential role in enhancing learner engagement. From selection to customization to choosing the look-and-feel options for an avatar satisfies learners' self-expression needs.

5

Instant Feedback
to Gauge Progress

Real-time feedback informs players about their progress and encourages them to move ahead with their goals. Scores and points to showcase the number of steps taken help measure the learners' performance.

6

Time to Create
A Sense of Urgency

Time to complete a task increases engagement levels and develops cognitive pressure on learners for on-time task completion. Countdowns/timers will help learners assimilate information quickly and decide the next steps.