

Serious Game for Training in Neurosurgery

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Gamification in education is defined as using game mechanics, dynamics, and frameworks to promote desired behaviors in students using a motivational approach to have a psychological outcome and further behavioral change ^{1) 2)}

<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC10276579/>

https://pubman.e-ucm.es/drafts/e-UCM_draft_286.pdf

¹⁾

Gamification: making work fun, or making fun of work? Dale S. Bus Inf Rev. 2014;31:82-90.

²⁾

Does Gamification Work? – A Literature Review of Empirical Studies on Gamification. Hamari J, Koivisto J, Sarsa H. <http://ieeexplore.ieee.org/document/6758978/> 2014 47th Hawaii International Conference on System Sciences, Waikoloa, HI, USA. 2014:3025-3034.

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