以數位遊戲爲基礎之醫學教育輔助系統

E-learning supporting system for medical education based on digital game

中文摘要

本研究的目的在於建立一個以遊戲爲基礎之醫學教育輔助系統，主要在結合數位學習與網路遊戲兩者的特性，將醫學教育的內容以遊戲的方式呈現。醫學資料的內容是由教科書及網路上所蒐集整理的醫學資料經過分類，再依照課程所訂立的學習目標整理出所需的內容資料，最後將所整理的醫學內容轉化爲網路遊戲所使用劇本，依遊戲的架構設定不同的遊戲任務。本研究利用遊戲場景去模擬一個虛擬的環境，透過角色扮演的方式讓使用者在預設的環境中進行探索。

在遊戲平台部分，本研究採用 Synthetic Reality 公司的 Well of Souls 軟體做爲遊戲的建構平台，Well of Souls 是一個共享軟體而且硬體需求低，所設計的遊戲同時具備網路遊戲及單機遊戲兩者的特性。本研究採用 Well of Souls 作爲醫學內容導入遊戲環境的平台。

英文摘要

The main purpose of this study was to develop an e-learning supporting system for medical education based on digital game. Primarily the purpose of this study is to integrate the characteristics of e-learning and online games., Presents the medicine contents by game. All medical science data is looked for up by textbook and internet. After the classification, according to curricular data of the learning target sorting. Finally transforms the medicine content for the online game uses the script. Set the different game mission according to the structure of the game. This research using the online game to simulates a Virtual environment. Let the user carried on the quest in pre-established environment through the way of the role play.

In the game platform, This study uses Synthetic Reality Corporation Well of the Souls software game platform to design the online game. Well of Souls is a shareware and don’t need to use high level hardware. This game platform can design include console games or online games .This research uses Well of Souls make the medicine content transfer to the online game environment.