Game like Simulator in Healthcare Education

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Abstract- Simulation is a technique used for developing health awareness among common people.It is a online game through which Do's and Dont's are explained in a paly way which help them to get aware of how to keep their health good and also how to cure themselves in time of emergency it acts like a first aid,so that one can reach Doctors without much harm.It works on principle,"Prevention is Better than Cure."

Index Terms- Game-based learning; game-like simulation; assessment; adaptation; learning management system virtual reality.

I. INTRODUCTION

Since the invention of the computer there have been two opinion as to how this device should be used.The first system to perform at the high level of a human expert was developed for use in the health care field. One of the most interesting applications of system technology is for education.One goal of this server for online consultation to get the right prescriptions.Our proposed system aims to build an environment where various patients needing doctor help at their home.The system will prove helpful to urgent cases that do not reach hospital, for emergency cases that do not have doctors in area, during late night emergencies and also for preliminary examination of patients.In addition, educational videogames and game-like simulations need to adapt their behavior according to the profile of the player (i.e. student) in order to cater for the special needs of each student. Commercial videogames are inherently adaptive, but there are still few initiatives trying to ease the design and integration of adaptive behavior in educational videogames. Finally there are other issues, such as development cost and the difficulties of involving instructors and content experts in the development process.

II. RELATED WORK

2.1 Surgery

The game was developed to evaluate if a serious gaming approach will enhance complex surgical skill acquisition. The user is required to successfully complete the procedure focusing the attention on the sequence of step to perform while minimizing time and maximizing the scope. They began the game in the operating room and with a first person view point. Other avatars like nurse's assistant and patient in the scene.

2.2 Odontology

In this field, we found only two games. The first one is developed for dental student training and provides game based simulation in the area of diagnostics, decision making and treatment protocol for enhanced patient therapy outcomes and risk management. The user interacts with patient in a virtual 3D Dentist office. The second game is developed to evaluate the dissemination of public awareness through this type of approach on children's oral health.

2.3 Cardiology

Cardiology field, virtual ECG offers online games for electrocardiographs actuator record. The players have to place electrodes on a virtual patient connect the ECG machine leads and record ECG. The simulation uses real patient ECG scan data to generate and ECG corresponding to the users configuration of electrodes and leads.

III. PROPOSED SYSTEM

This system simulates the gaming environment for the Users. So that they can use the system to get information about things like Precaution to be taken for particular Disease, Blood Bank Information on its Location and Availability of Blood for a particular type.It also gives information about Pharmacy by providing details about different type of medicine, cream, tablet, injection so that User can know the uses of that particular thing. It can help User in case of emergency, when user does not know the nearby hospital, he can look into the game and find hospital details for major accidents, minor accidents or pregnancy case.
User only need to type the area/location and the list of hospital nearby to him will be retrieved. This system has great user interface for Admin as well as for User. Admin has direct access to manage the details about Hospital, Pharmacy, Blood Bank Details, etc. He can use the panel and update the details of existing Details, and he can even add new details to the Database using this panel. User has to just register themselves to the system and access will be granted to them, to use the above mentioned functionalities.
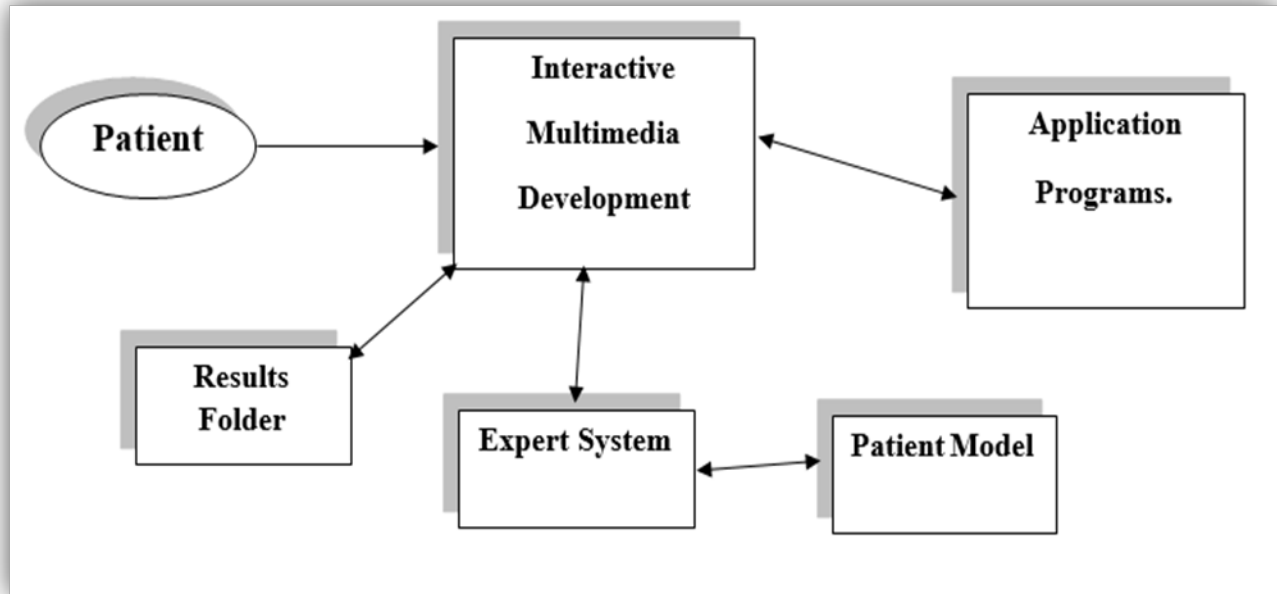
System Architecture

IV. RESULTS

The project mainly focuses on the research frameworks and the earlier researches which has been carried out has mainly emphasized on the time complexity based approaches. In this project the focus is on the same regard but to improve time complexities in comparison with the previous proposed papers and researches and the goal is also to find something new way of dealing with the frequent data itemsets. So that the time complexity can be better and be acceptable by international norms. The idea is also not to run away from the topic and abide by the main framework of the project so that the desired goal can be achieved and it can be really beneficial to the humankind in their daily lives.

V. CONCLUSION

In this paper, the instant support process, healthcare facilities and wellness centers, can be completely automated through an inefficient Health Care Game system. The benefits of implementing this technology touch everyone involved in the process would help patients to get their prescription sitting at home, more efficiently and accurately, where patient need to subscribe a doctor via an email for more convenient results.These issues include development cost aspects, how to track and evaluate the performance of the students and how to use this evaluation to produce adaptive learning experiences. There are also practical issues, such as how to effectively deliver and deploy the games in educational environments, and even development models allowing the active involvement of experts in the production of the games.

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