Serious Textual Game

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The Covid-19 health crisis has profoundly changed teaching methods, leading to a sharp increase in the digitalization of courses on a national scale. This transition required rapid adaptation of teachers and students to new digital tools. At the Grenoble Alpes midwifery department, where the training of midwives is strongly focused on practice, the use of serious games has proven to be an effective method for simulating procedural situations and engaging students.
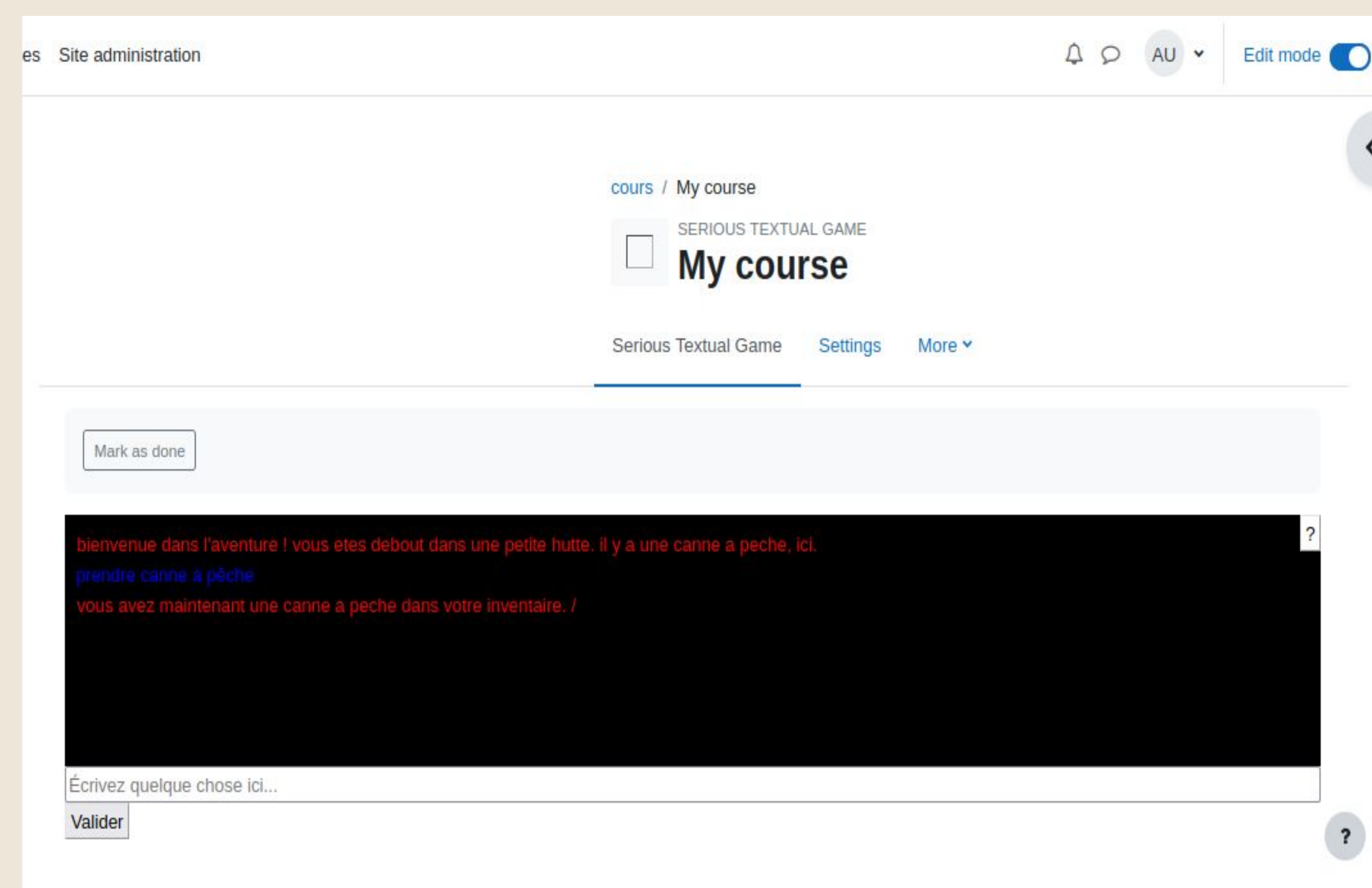
We have developed a game engine allowing someone to launch a CSV format scenario and to play it in complete autonomy.

Our project is a Moodle plugin developed in PHP. It will be freely available for curious professors to make their lessons more fun for their students.

Moodle is a widely-used open-source learning management system (LMS) that offers educators and learners a platform for online teaching and learning. Developed with a focus on flexibility, interactivity, and collaboration, Moodle empowers educators to create dynamic courses tailored to their specific teaching objectives and students' needs.

Its modular design allows for seamless integration with various plugins and extensions, enabling customization and scalability to meet diverse educational requirements.

This serious game involves the use of locations, objects and actions to follow a predefined story line, where each player action must correspond to an action verb in the infinitive, often associated with a complement.

This fun approach allows students to immerse themselves in practical situations while benefiting from an engaging and interactive learning environment, helping to strengthen their skills and understanding of clinical procedures.

A teacher thus created a serious game inspired by the historical adventure video game "Colossal Cave Adventure", featuring two scenarios, one post-apocalyptic for learning clinical reasoning and the other medieval fantasy for taking charge in delivery hemorrhages, played live on Discord by groups of students guided by previously defined action flowcharts.

Visual of aMoodle activity using the serious textual game.
You have the game interface in black.