



**SGH
PGAHI**

POSTGRADUATE
ALLIED HEALTH INSTITUTE

Deconstructing the “Art” and “Science” of Serious Games Stories: How To Engage, Yet Keep It Real

25 March 2025

Introduction

The use of serious games is becoming increasingly popular in various healthcare domains. Serious games can potentially serve as powerful tools in healthcare practice and education because they are motivating and can present realistic simulations of real-life situations. Players can learn from their mistakes in a safe environment without having to experience any negative consequences from their actions. However, while many educators are excited about the use of gaming technologies, they do not know where to start in terms of developing a good story. An interesting and engaging story not only immerses the player but keeps them invested in the game. So, what makes a good game story?

This course aims to provide participants with an understanding of the basic elements and frameworks needed for a good game story and how to leverage on Generative Artificial Intelligence (Gen AI) to create the elements of a “play-your-own-adventure” game story.

Course Objectives

At the end of the course, participants will be able to:

- Understand the elements of a good story
- Gain an insight into how to leverage on Gen AI to create a “play-your-own-adventure” game story

Course Outline

This course focuses on how to develop an engaging storyline by identifying the ingredients of a good game story. Participants will also gain an insight via a hands-on walkthrough on how to create a simple “play-your-own-adventure” game story.

Course Details

| | |
|-----------------|---|
| Date | : 25 March 2025, Tuesday |
| Time | : 9.00 am – 5.30 pm |
| Duration | : 1 day (7.5 hours) |
| Class size | : 30 pax |
| Venue | : National Heart Centre Singapore 5 Hospital Drive Singapore 169608 |
| Device required | : Internet-enabled Laptop with Charger (Recommended) Tablet / iPad may be used (But not recommended) |
| Fee per pax | : S\$590 (SingHealth) S\$650 (Regular) (inclusive of prevailing rate of GST) |

Registration

To register (*internet access is required*), scan the QR code or click on the web link. Registration closes on **3 March 2025, Monday**.



<https://form.gov.sg/673077a254682c7a2ad1cd41>

Upon registration, you agree to the [Terms & Conditions](#) of PGAHI.

Teaching Faculty



Clinical Associate Prof Kevin Yap
Pharmacy Practice Manager & Serious Games Lead
Division of Pharmacy
Singapore General Hospital
Adjunct Associate Prof (Digital Health)
School of Psychology & Public Health
La Trobe University

Clin Assoc Prof Kevin Yap is an inter-disciplinary digital health strategist, healthcare innovator and cyber pharmacist researcher. His interests include the development and quality evaluation of healthcare innovations, telehealth/mHealth applications, extended reality, metaverse, serious games, and artificial intelligence/generative AI and 3D-printed applications, among others. He has over 100 journal publications, 4 book chapters, 1 book and presented at more than 100 local and international conferences. His work on serious games has won several awards, including the Pharmaceutical Society of Singapore (PSS)-Pfizer Innovation and Scientific Research Award, and the Re-imagine Education International Awards in the USA by the Wharton School and QS Rankings organization. Kevin is also a certified Big Data Analyst, Metaverse Expert and Prompt Engineer. Besides being on the editorial board of various journals, Kevin is also an invited reviewer of numerous international journals, grants and conferences.



Ms Phylaine Toh
Senior Art Therapist
Art Therapy & Music Therapy Unit
Singapore General Hospital

Ms Phylaine Toh, ATHr-S, is a credentialed art therapist working at the Singapore General Hospital (SGH). She is also an appointed core faculty member of the newly established SingHealth Duke-NUS Medical Humanities Institute (SDMHI), actively involved in areas of Health Professional Education and Narratives in Medicine.

Phylaine is a passionate advocate for using art and creativity as therapeutic tools beyond traditional Art Therapy settings. She is dedicated to empowering healthcare professionals who share this belief with the necessary knowledge to safely incorporate innovative art-based approaches into their clinical practice. Through her involvement in various interprofessional initiatives, Phylaine aims to spark conversations on how the benefits of art can be incorporated into clinical settings. With a strong passion for education and patient care, Phylaine strives to expand the reach of the creative arts in healthcare to benefit more patients.

Target Audience

Healthcare professionals and healthcare educators who are interested in using serious games in their area of work

Quick Links

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