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The Cyberpharm Futurist

[@cypharmfuturist](#)

**CME: Certified Metaverse Expert™*

WORKSHOP: HOW TO CREATE GOOD STORIES FOR SERIOUS GAMES IN HEALTHCARE: DE-CONSTRUCTING STORYTELLING THROUGH SQUID GAME

Dr Michael Liem, PhD

School of Psychology & Public Health, La Trobe University





My Experience With Serious Games



Herbolopolis

- Mobile game
- Teaches on herbal medicines
- Players manage a city specializing in production & sale of herbal products



RetroZfect

- MORPG
- Trains on 21st Century Skills (Health comm, critical thinking, teamwork)



The Perfect Reality

- Mobile game
- Creates public awareness on the COVID-19 pandemic (Signs & symptoms, social distancing, handwashing techs, etc)



VRx

- Virtual Apprenticeship Program
- Training on medication safety in pharmacy setting

> Complement Ther Med. 2018 Aug;39:68-79. doi: 10.1016/j.ctim.2018.05.004. Epub 2018 May 16.

Herbolopolis – A mobile serious game to educate players on herbal medicines

Ryan Wei Xuan Ee¹, Kai Zhen Yap¹, Kevin Yi-Lwern Yap²

Affiliations + expand
PMID: 30012395 DOI: 10.1016/j.ctim.2018.05.004

Development of a Three-Dimensional (3D) Virtual Reality Apprenticeship Program (VRx) for Training of Medication Safety Practices

WING YEE TSANG ● IRVIN YONG YANG LEE ●
PETRINA FAN ● IVAN BOO ●
SHAKINTHALA D/O HANS RAJ ● KEVIN YI-LWERN YAP ●
ZEE JIAN TAN ●



BMJ SIMULATION
A TECHNOLOGY ENHANCED LEARNING

BMJ

BMJ Simul Technol Enhanc Learn. 2020; 6(5): 293–296. Published online 2020 Sep 3.
doi: 10.1136/bmjstel-2019-000547

PMCID: PMC8936978 | PMID: 35517382

Students' perceptions of an in-house developed pharmacy serious game for professional skills training

Kevin Yi-Lwern Yap,¹ Shawn Ignatius Boon Hang Tan,² Kai Zhen Yap,³ and John Yin Gwee Yap⁴

Virtual role-play for real-world skills

What do pharmacy and online gaming have in common? Some 200 Year 2 NUS Pharmacy students are about to find that out when they take a compulsory module to help them become more proficient pharmacists.

Led by Dr Kevin Yap from NUS Pharmacy, a combined team of faculty and IT professionals conceptualised and developed an innovative multiplayer online role-playing game to equip NUS Pharmacy students with practical skills for professional practice in a community or retail pharmacy.

- 1) Tsang WY, Fan P, Raj SDH, Tan ZJ, Lee IYY, Boo I, Yap KY. Int J Dig Health 2021; 2(2): 4, 1-16.
- 2) Yap KY, Tan SIBH, Yap KZ. Int J Dig Health 2021; 1(1): 6, 1-13
- 3) Yap KY, Tan SIBH, Yap KZ, Yap JYG. BMJ Simul Technol Enhanc Learn 2020; 6(5): 293-296
- 4) Ee RWX, Yap KZ, Yap KY. Complement Ther Med 2018; 39: 68-79
- 5) Chang HY, Wang LL, Yap KZ, Yap KY. Games Health J 2016; 5(1): 40-49.
- 6) Yap KY, Yap KZ, Yap JYG. Ind Eng Res 2015; 8(1): 1-21.
- 7) Chang HY, Poh DYH, Wong LL, Yap JYG, Yap KY. JMIR Med Educ 2015; 1(1): e2.
- 8) Yap KY, Yap KZ, Yap JYG. J Game Support Interact Learn 2015; 1(1): 47-58.



My Experience With Serious Games



RetroZfecT

- MORPG
- Trains on 21st Century Skills
(Health comm, critical thinking, teamwork)





My Experience With Serious Games



The Perfect Reality

- Mobile game
- Creates public awareness on the COVID-19 pandemic (Signs & symptoms, social distancing, handwashing techs, etc)





Agenda of Session (Part I)

Activity

- The Art of Storytelling
- Ingredients of a good story
- How to create a “play-your-own-adventure” game story

MEDINFO 23

8 - 12 JULY 2023 | SYDNEY, AUSTRALIA

SQUID GAME



AICH





Why Stories?



I've learned that

people will forget
what you **said**,

people will forget
what you *DID*, but

people will **never** forget
how you made them

feel.

Maya Angelou





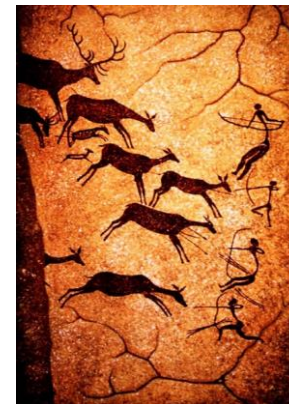
Why Do Stories Work?

- Makes boring topics more interesting
- When broken down, it is a connection of cause & effect
- A story sticks in our memory & lasts longer than a list of facts
- Storytelling conveys hard facts to audiences in an easily digestible way
- Stories focus on engagement, experiences & emotion

“Personal stories and gossip make up 65% of our conversations.”

Jeremy Hsu, *Scientific American*

ABOUT 40,000 YEARS AGO,
THE TRADITION OF STORYTELLING
BEGAN WITH CAVE PAINTINGS.





How Has Storytelling Been Used in Healthcare?

[Int J Psychiatry Med](#), 2016 May;51(4):357-66. doi: 10.1177/00912174166659272.

Innovative patient-centered skills training addressing challenging issues in cancer communications: Using patient's stories that teach.

Bishop TW¹, Gorniewicz J², Floyd M³, Judoiver F², Odom A³, Zoppi K⁴.

[Diabetes Educ](#), 2017 Aug;43(4):349-359. doi: 10.1177/0145721717173317. Epub 2017 Jun 7.

Pilot Feasibility Study of a Digital Storytelling Intervention for Immigrant and Refugee Adults With Diabetes.

Wieland ML¹, Njenu JW¹, Hanzza MM², Bsehm DH³, Singh D⁴, Yawn BP⁵, Patten CA⁶, Clark MM⁶, Weis JA^{7,8}, Osman A⁹, Goodson M¹, Porraz Capetillo MD¹⁰, Hared A⁹, Hasley R¹¹, Guzman-Corralles L^{10,12,3}, Sandler R^{13,3}, Hernandez V⁴, Novotny PJ¹², Sloan JA¹², Sia IG¹³.

[Med Care](#), 2017 Sep;55 Suppl 9 Suppl 2:S50-S58. doi: 10.1097/MLR.0000000000000766.

African American Veterans Storytelling: A Multisite Randomized Trial to Improve Hypertension.

Houston TK¹, Fix GM¹, Shimada SL¹, Long JA¹, Gordon HS¹, Pope C¹, Volkman J¹, Allison JJ¹, DeLaughter K¹, Orner M¹, Bokhour BG¹.

[Public Health](#), 2018 Jan;154:24-30. doi: 10.1016/j.puhe.2017.10.008. Epub 2017 Nov 15.

Uses of oral history and digital storytelling in public health research and practice.

Tsui FK¹, Starecheski A².

[Can J Hosp Pharm](#), 2017 Jul-Aug; 70(4): 322–323.

Published online 2017 Aug 31.

Patient-Centred Care through Storytelling

Arden R Barry, BSc, BSc(Pharm), PharmD, ACPR

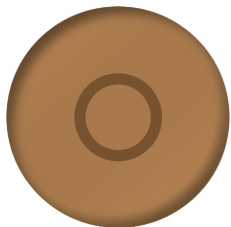
We are taught empathy in our pharmacy training, but I do not think one can really appreciate the patient experience without having personally accessed the health care system. When my son

patient. We depersonalize patients by reducing them to a list of diagnoses or a room number. When patients are admitted to hospital, we essentially infringe upon their basic human rights by removing their independence, privacy, dignity, and control, not to mention their clothes. To be patient-centred, we have to acknowledge what it is like to be a patient. I believe the most compelling way to gain this perspective is through storytelling.

Storytelling involves the lesser-known EBM: emotion-based medicine. A patient's description of an encounter with the health care system can be more impactful than a landmark clinical trial, because it forces us to share the patient's emotional experience. What may be routine for us, as health care providers, is often frightening and incomprehensible to patients and/or their families. Storytelling is about the human experience, and telling one's own story is not an easy thing to do—it can conjure feelings of vulnerability, insecurity, and self-doubt. However, we must embrace a culture that empowers patients to share their stories.



What Makes the Squid Game Story Special?



How well did you know about the background of each of the characters?



Was there something that made you more interested in wanting to know more about the story?



What were the tensions / conflicts that the characters faced?



What made you want to continue the series to the end?

EVERY STORY NEEDS
A CHARACTER

• Characters' personalities were vividly reflected
• Characters face ups & downs
• Characters were realistic & believable
• We could identify with the characters' feelings



Ali Abdul
(199)



Oh Innam
(001)



Seong Gihun
(456)



Cho Sangwoo
(218)



ELEMENTS OF EFFECTIVE STORYTELLING IN GAME DESIGN

001

1) Character Development

“ Character development is the process of creating fictional characters with the same depth & complexity as real-life people... ”

456



How to Develop a Memorable Character

“ I try to create sympathy for my characters, then turn the monsters loose.” – Stephen King

- Backstory:
 - Fundamentally decent and credible
 - Give behind-the-scenes look
 - Put characters at the center of story
- Goals:
 - What does the character want / need / desire
- Explain the why:
 - Explain not just the “what”, but the “why”
 - Go deeper into the character → Gives emotional meaning



Source: [Dicebreaker](#)

- 1) Glaatch S. Character development definition: A look at 40 character traits. Writers.com. 26 Oct 2021.
- 2) Advisor I/O. What Squid Game can teach advisors about storytelling.
- 3) Rogut GB. 5 Storytelling lessons from “Squid Game”. Cinemania. 8 Oct 2021.
- 4) Ker E. How to write a thriller as gripping as Netflix’s Squid Game. JotterPad. 12 Oct 2021.
- 5) Jeffries E. The most satisfying Squid Game character arcs, ranked. Screen Rant. 14 Oct 2021.



How to Develop a Memorable Character

- Physical character traits:
 - Physical appearances impact how others treat us
 - Physical traits impact how players see each other's strengths and weaknesses
- Flaws:
 - Give main character(s) forgivable flaws
 - Flaws make character(s) more human and relatable
- Relatable needs & experiences:
 - Make content relatable
 - Keep story simple



- 1) Glaatch S. Character development definition: A look at 40 character traits. Writers.com. 26 Oct 2021.
- 2) Advisor I/O. What Squid Game can teach advisors about storytelling.
- 3) Rogut GB. 5 Storytelling lessons from "Squid Game". Cinemania. 8 Oct 2021.
- 4) Ker E. How to write a thriller as gripping as Netflix's Squid Game. JotterPad. 12 Oct 2021.
- 5) Jeffries E. The most satisfying Squid Game character arcs, ranked. Screen Rant. 14 Oct 2021.



ELEMENTS OF EFFECTIVE STORYTELLING IN GAME DESIGN

001

2) Theme

" What is this story about? "

456



What Makes A Good Theme?

“ Theme describes the central idea(s) that the story explores.”

- Theme(s) should be:
 - Able to be easily summarized by the audience
 - Explored by the audience/players
 - Intertwined with conflict
 - Open-ended
 - Thought-provoking
 - Debatable

Themes in Squid Game	Concept
Fate vs Free Will	How much of our actions are decided by fate, and how much does free will really control?
Justice	What makes a society just? What are the consequences for people who do the wrong thing?
Power & Corruption	Power corrupts. Power can refer to personal wealth, physical prowess, political leadership, etc.
Sacrificial Love	When you truly love someone, you are willing to sacrifice everything for them.
Survival	When survival is at stake, people discover the limits of their own power.



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Popular Themes for Games Today

1) Battle Royale



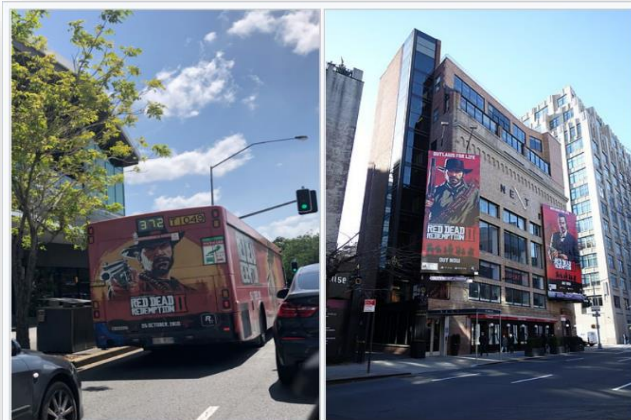
- 1) Editor. The 4 most popular themes in gaming today. Hardware Times. 31 Mar 2022.
- 2) Wikipedia. Fortnite. 17 Aug 2022.
- 3) The Fortnite Team. What is Fortnite? Beginner's Guide. Epic Games Inc. 2 Sep 2020.
- 4) Stewart R. Gaming world set for 'Fortnite: Battle Royale' mobile release. Digital Culture. Deutsche Welle. 12 Mar 2018.
- 5) Webster A. Fortnite's new season removes building and adds Doctor Strange. 20 Mar 2022.
- 6) YouTube Video: Fortnite. Fortnite Chapter 3 Season 2 Resistance story trailer. <https://youtu.be/GM3-AwalwzM>



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Popular Themes for Games Today

2) Wild West

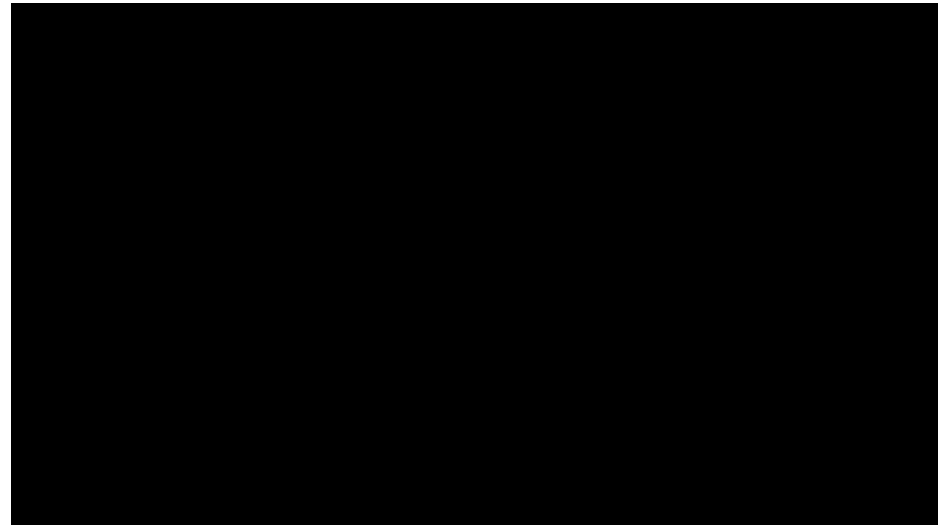


Brisbane, Queensland

SoHo, Manhattan

The game was extensively promoted throughout the world.

Source: [Wikipedia](#)

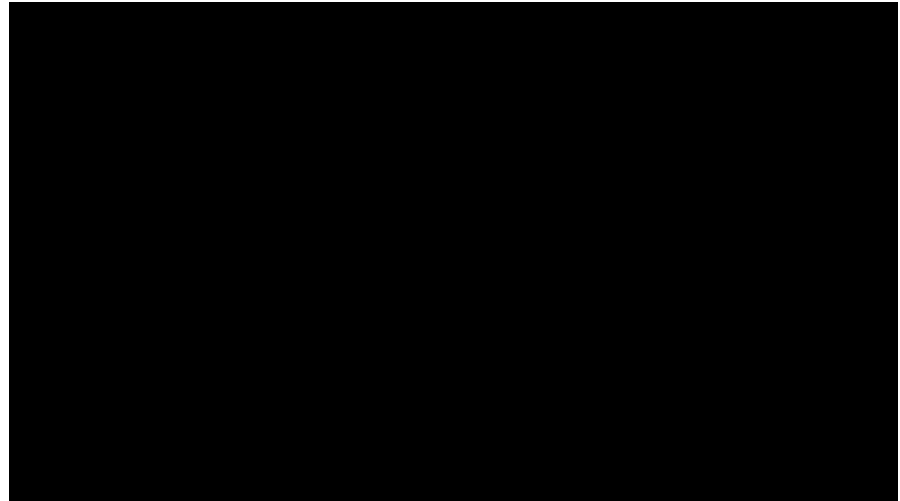


- 1) Editor. The 4 most popular themes in gaming today. Hardware Times. 31 Mar 2022.
- 2) Suderman P. Red Dead Redemption 2 is true art. New York Times. 23 Nov 2018.
- 3) Wikipedia. Red Dead Redemption 2. 30 Aug 2022.
- 4) Smith E. Red Dead Redemption 2 is a better history game than Assassin's Creed. 19 Aug 2022.
- 5) Muncy J. Red Dead Redemption 2 is too big for just one review. Wired. 26 Oct 2018.
- 6) YouTube Video. Rockstar Games. Red Dead Redemption 2: Official Trailer #2. <https://youtu.be/F63h3v9QV7w>



Popular Themes for Games Today

3) Open Worlds





Popular Themes for Games Today

4) Survival Horror



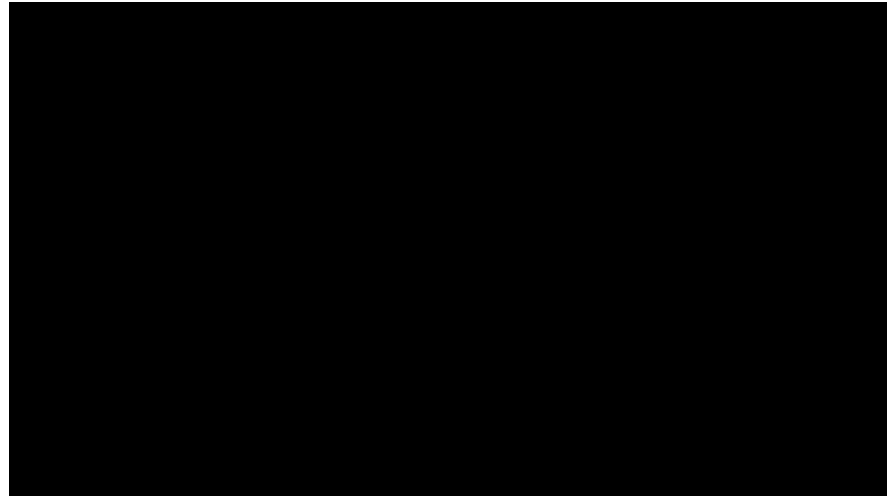
THE EVIL WITHIN

Developed by Shinji Mikami – creator of the seminal Resident Evil series – and the talented team at Tango Gameworks, The Evil Within embodies the meaning of pure survival horror. Highly-crafted environments, horrifying anxiety, and an intricate story are combined to create an immersive world that will bring you to the height of tension. With limited resources at your disposal, you'll fight for survival and experience profound fear in this perfect blend of horror and action.

While investigating the scene of a gruesome mass murder, Detective Sebastian Castellanos and his partners encounter a mysterious and powerful force. After seeing the slaughter of fellow officers, Sebastian is ambushed and knocked unconscious. When he awakens, he finds himself in a deranged world where hideous creatures wander among the dead.

[BUY NOW](#)

Source: Bethesda Softworks



- 1) Editor. The 4 most popular themes in gaming today. Hardware Times. 31 Mar 2022.
- 2) Wikipedia. The Evil Within 2. 14 Jun 2022.
- 3) Bethesda Softworks. The Evil Within. <https://bethesda.net/en/game/the-evil-within>
- 4) The Evil Within 2. The Evil Within Wiki.
- 5) Kollar P. The Evil Within 2 review. Polygon. 18 Oct 2017.
- 6) O'Brien L. The Evil Within 2 – Review: What doesn't kill you makes you stronger. IGN. 13 Oct 2017.
- 7) YouTube Video. Bethesda Softworks. The Evil Within 2 – Official E3 story trailer. <https://youtu.be/sjdVg9gZfzg>



ELEMENTS OF EFFECTIVE STORYTELLING IN GAME DESIGN

001

3) Story Plot

456

"The easiest way to create a nice short story is to take such a relatable and lovable character and throw them into the toughest situation they could experience."



What is a Story Plot?

“ Plot is the skeleton of storytelling.

Without a logical flow of events, your story will confuse your audience...

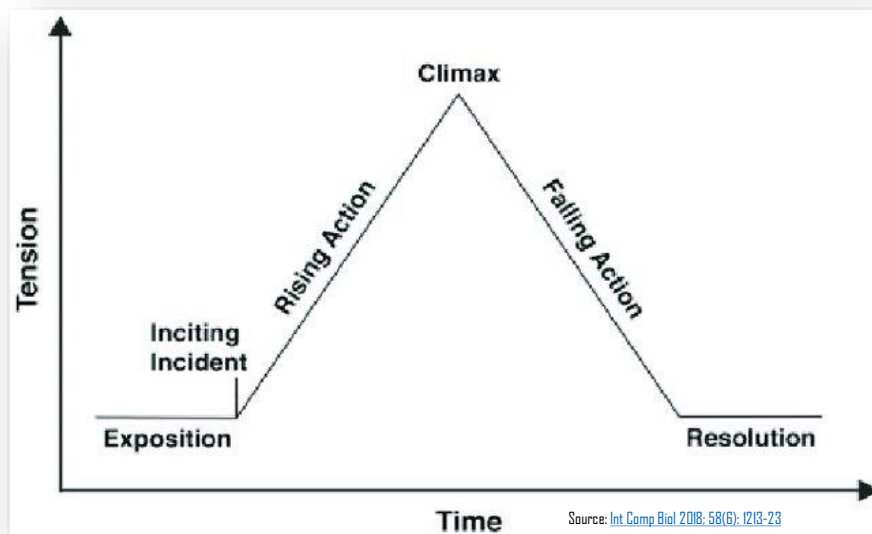
Most importantly, a plot is about choice – a character’s choice. ”

- Sequence of events in a story that the protagonist goes through
- Consists of a beginning, middle and end
- Contains critical milestones in the story narrative that the protagonist goes through
- Plot answers the question: “What happens?”



Model Framework of a Story Plot

- Freytag's Pyramid

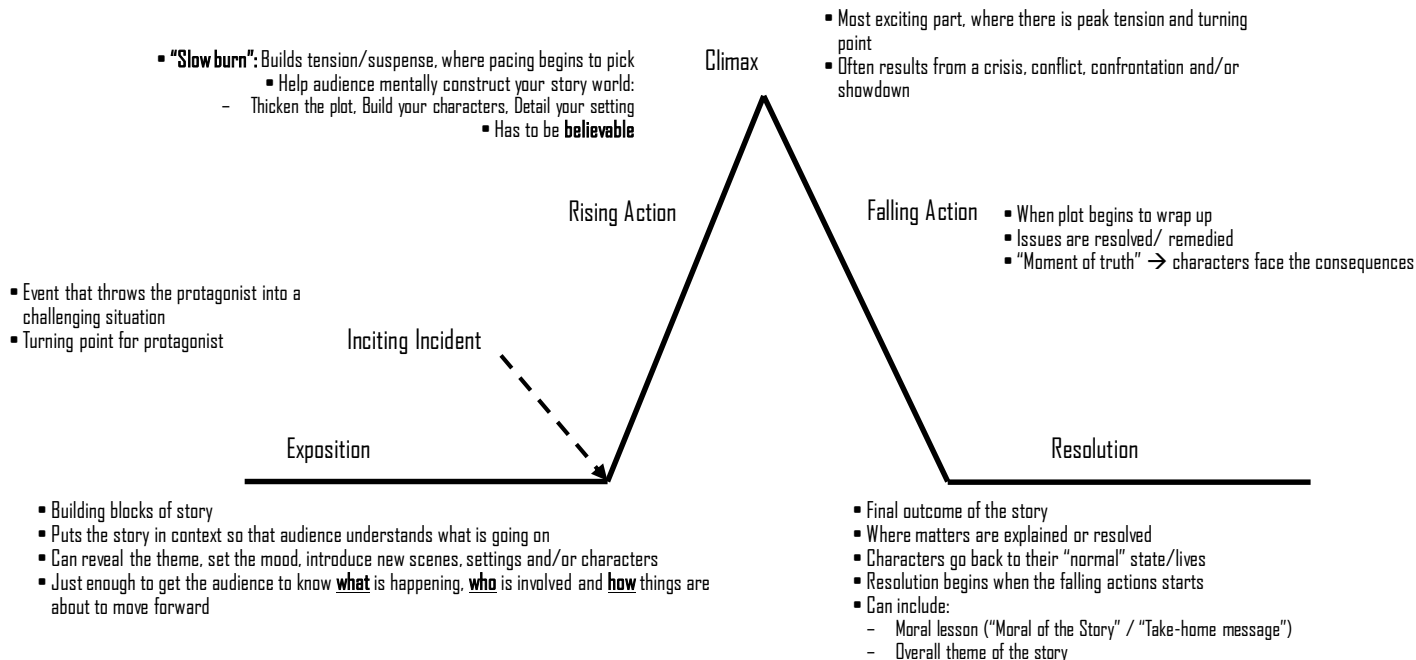


“ Although the art of storytelling traverses dozens of genres & thousands of languages, the actual storytelling formula hasn't changed all that much – the majority of stories follow a fairly simple pattern...”

- 1) Glatch S. The 5 elements of dramatic structure: Understanding Freytag's Pyramid. Writers.com. 12 May 2020.
- 2) Glatch S. Capturing the art of storytelling: Techniques & tips. Writers.com. 14 Sep 2021.
- 3) Craiker KN. Story elements: 7 main elements of a story and 5 elements of plot. ProWritingAid. 10 Apr 2022.
- 4) Bunting J, Reid R. What is plot? The 6 elements of plot and how to use them. The Write Practice.
- 5) MasterClass. Elements of a plot: What is a story plot? 29 Jul 2022. <https://www.masterclass.com/articles/elements-of-plot>
- 6) ElShafie S.J. Making science meaningful for broad audiences through stories. Int Comp Biol 2018; 58(6): 1213-23.
- 7) Abdul N. Squid Game summary and ending explained. The Envoy Web. 27 Oct 2021.

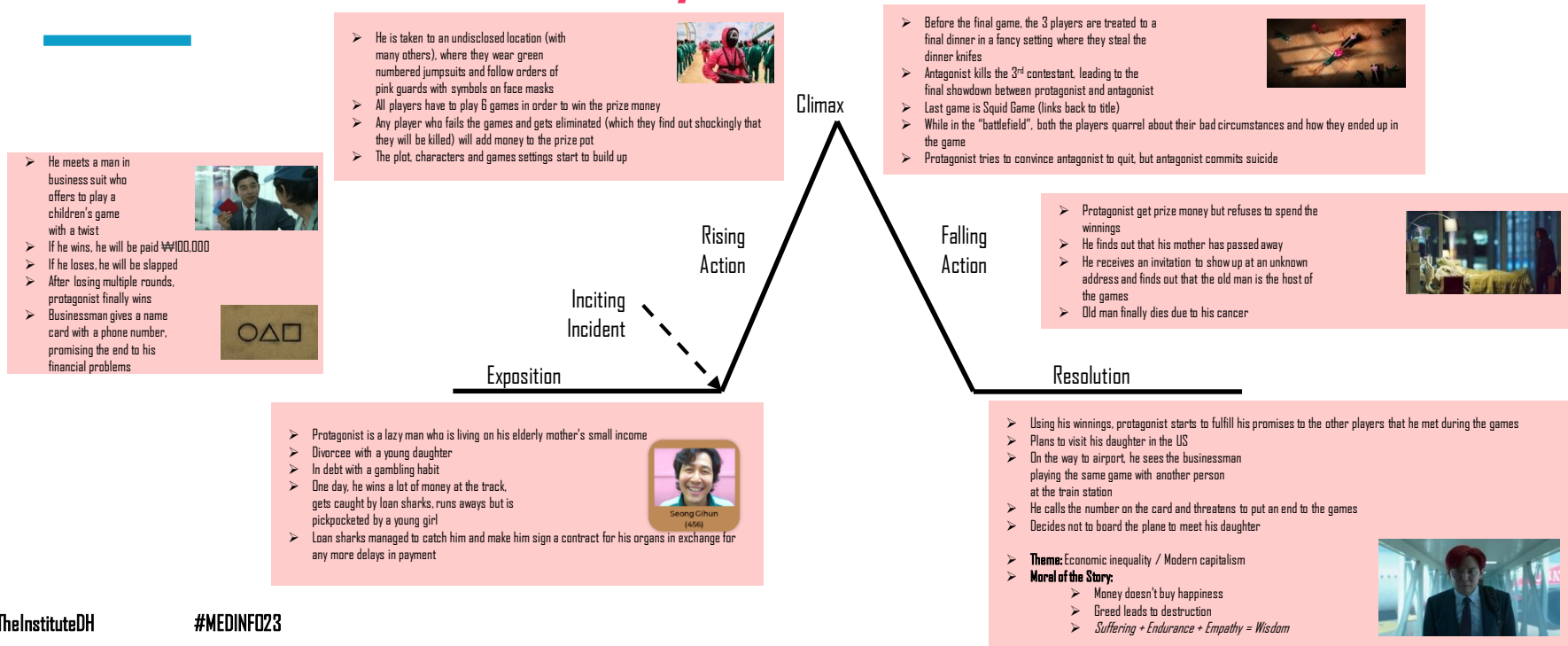


Model Framework of a Story Plot





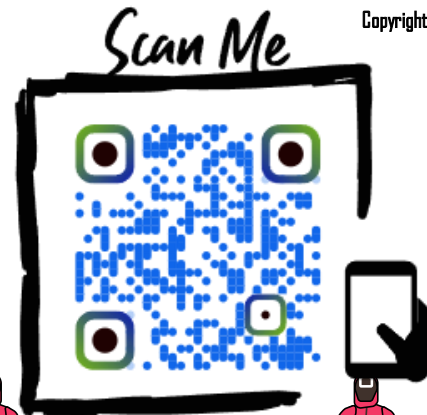
Model Framework of a Story Plot





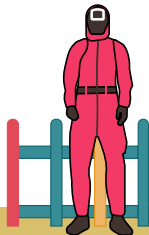
Demo: #WhatsYourStory

<https://cyberpharmfuturist.zapier.app/>



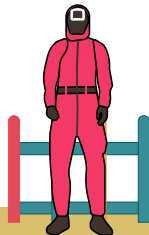
Character Development

- How to make your character memorable



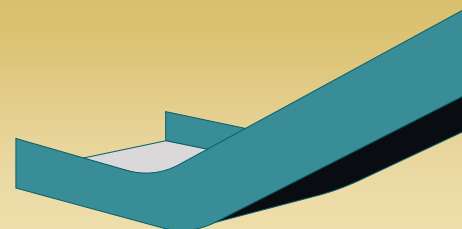
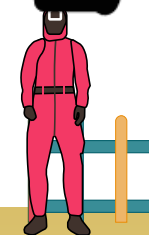
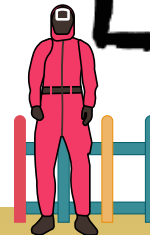
Theme

- What makes a good theme
- Types of themes



Plot

- Model framework of a story plot
 - Exposition
 - Inciting incident
 - Rising action
 - Climax
 - Falling action
 - Resolution





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Demo: #WhatsYourStory - Authentic Plot



<https://cyberpharmfuturist.zapier.com/>



The screenshot shows a web interface for "THE CYBERPHARM FUTURIST". The navigation menu includes: Education and Training Resources, The Cyberpharm Futurist Blog, GameStory MasterBot (highlighted), EduGameCraft Wizard, and Feedback. The main content area contains the following text:

I am based on the ChatGPT algorithm and am still in the experimental phase. There is also a token (word count) limit on our conversation. If you encounter any error stating that the context length has exceeded, please refresh and start a new conversation with me.

Remember to save/export our conversations as I do not keep a history of our conversations.

Built on **zapier**



Agenda of Session (Part 2)

Activity

- The Art of Storytelling
- Ingredients of a good story
- How to create a “play-your-own-adventure” game story



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

- What is the learning objective or goal for the serious game?
 - Educational Goal – behaviour change, problem solving, domain-specific knowledge, etc
 - Game Goal (Outside of this presentation scope) – objective and challenges of the player such as earning points, solving puzzles, etc
- What is/are the Theme(s) and Genre(s) of your game
- Identify what is the player playing as? First party or third party?
- Who are the characters in your story plot?
- The use of Freytag pyramid



Building Game Story Using ChatGPT – Defining the Learning Objective

Key Consideration in Designing Telehealth (Pre-visit)

1. Administration

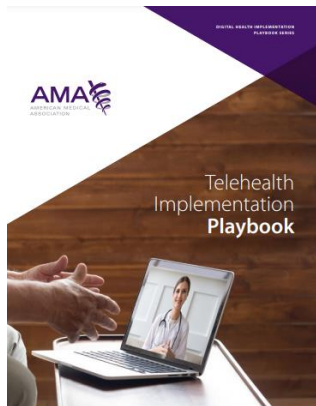
- How will **eligible patients** be identified for telehealth appointments?
- How do patients know if they and/ or **their case is eligible for a telehealth** appointment? (e.g., digital triaging of patients to in-person or telehealth)
- What workflows and resources do we need to **support patients with barriers** to accessing telehealth including limited digital literacy or limited English proficiency?
- When there is coordination between providers, how will **information exchange** occur?
- How do we **ensure the clinician is licensed** in the patient's state?

2. Education

- What type of **preparation education** is needed? (e.g., how to download and use platform, visit expectations)
- **Who educates the patient** on telehealth?

3. Communication

- **How** will patients be reminded of appointments?
- **Who** sends appointment reminders?
- Who will field patient questions?
- How are appointments **scheduled**? (e.g., time blocks vs. throughout the day; digitally vs. manually)
- How will **you ensure eligible and interested patients** are covered?





Building Game Story Using ChatGPT – Defining the Learning Objective

M

Create a serious game storyoutline for telehealth training with the following learning goals;

1. Topic Previsit administration

- How will eligible patients be identified for telehealth appointments?
- How do patients know if they and/ or their case is eligible for a telehealth appointment? (e.g., digital triaging of patients to in-person or telehealth)
- What workflows and resources do we need to support patients with barriers to accessing telehealth including limited digital literacy or limited English proficiency?
- When there is coordination between providers, how will information exchange occur?
- How do we ensure the clinician is licensed in the patient's state?

2. Topic on Education

- What type of preparation education is needed? (e.g., how to download and use platform, visit expectations)
- Who educates the patient on telehealth?

3. Topic on Communication

Stress point:

1. State a specific and clear goal
 2. Provide context
- Ideally, the learning goal needs to be tailored to the specific training need.
3. Break down complex queries



Building Game Story Using ChatGPT – Defining the Learning Objective



Title: TeleHealthConnect: Bridging the Gap in Virtual Care

Game Overview:

TeleHealthConnect is a serious game designed to provide comprehensive training on telehealth practices. It focuses on three key areas: Previsit Administration, Education, and Communication. Players assume the role of a healthcare provider in a virtual clinic and navigate through various scenarios to develop their knowledge and skills in telehealth. By making critical decisions and solving challenges, players will learn the necessary strategies and workflows to deliver effective telehealth services. Let's explore the learning goals within each topic:

1. Topic: Previsit Administration

- Scenario 1: Identifying Eligible Patients
 - Players learn how to identify patients suitable for telehealth appointments by assessing specific criteria, such as medical condition, geographic location, and availability of necessary technology.

Stress point:

1. Review and Re-iterate



AI Hallucination

Forbes

Judge Fines Two Lawyers For Using Fake Cases From ChatGPT



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

- What is the learning objective or goal for the serious game?
 - Educational Goal
 - Game Goal (Outside of this presentation scope)
- What is/are the Theme(s) and Genre(s) of your game
 - Identify what is the player playing as? First party or third party?
 - Who are the characters in your story plot?
 - The use of Freytag pyramid



How to Create a "Play-Your-Own-Adventure" Game Story Using ChatGPT

M

Build the serious game story outline for TeleHealthConnect: Bridging the Gap in Virtual Care with themes of a futuristic escape room



Title: TeleHealthConnect: Bridging the Gap in Virtual Care

Game Overview:

TeleHealthConnect is a serious game designed to provide comprehensive training on telehealth practices. It focuses on three key areas: Previsit Administration, Education, and Communication. Players assume the role of a healthcare provider in a virtual clinic and navigate through various scenarios to develop their knowledge and skills in telehealth. By making critical decisions and solving challenges, players will learn the necessary strategies and workflows to deliver effective telehealth services. Let's explore the learning goals within each topic:

1. Topic: Previsit Administration

• Scenario 1: Identifying Eligible Patients

- Players learn how to identify patients suitable for telehealth appointments by assessing specific criteria, such as medical condition, geographic location, and availability of necessary technology.



Title: TeleHealthConnect: Virtual Escape Room - Bridging the Gap in Futuristic Care

Game Overview:

TeleHealthConnect: Virtual Escape Room is a serious game that combines the elements of an escape room with futuristic themes to provide an immersive training experience in telehealth practices. Players find themselves in a virtual clinic set in a technologically advanced future. They must navigate through a series of challenges and puzzles to escape while learning about the intricacies of telehealth. The game focuses on three key areas: Previsit Administration, Education, and Communication. Let's explore the storyline and learning goals within each topic:

Introduction:

Players wake up in a virtual room within the futuristic virtual clinic, where they discover they are trapped. A holographic avatar named "GuideBot" appears and explains that they must solve telehealth-related challenges to escape. The GuideBot will provide guidance and information throughout the game.

1. Topic: Previsit Administration

• Challenge 1: Eligibility Identification Pod

- Players encounter a high-tech device that requires them to input patient information and determine if they are eligible for telehealth appointments. They must learn how to analyze the data and make appropriate decisions based on specific criteria.



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

- What is the learning objective or goal for the serious game?
 - Educational Goal
 - Game Goal (Outside of this presentation scope)
- What is/are the Theme(s) and Genre(s) of your game
- Identify what is the player playing as? First party or third party?
- Who are the characters in your story plot?
- The use of Freytag pyramid



How to Create a "Play-Your-Own-Adventure" Game Story Using ChatGPT

M Using TeleHealthConnect: Virtual Escape Room - Bridging the Gap in Futuristic Care, create a healthcare professional persona for player as protagonist with believable and relatable traits (e.g. Physical character traits, Flaw, Relatable needs & experience). And an additional antagonist character that the player has to overcome in TeleHealthConnect: Virtual Escape Room - Bridging the Gap in Futuristic Care

Stress point:

1. Create a believable and relatable character
2. Characters need to be appealing to player not to the developer or game designer



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT



Healthcare Professional Persona:

Name: Dr. Emily Carter

Physical Character Traits:

Dr. Emily Carter is a 35-year-old physician with a warm smile and a reassuring presence. She has shoulder-length brown hair, kind brown eyes, and wears glasses. Dr. Carter carries herself with confidence and professionalism.

Flaw:

Dr. Carter's flaw is her tendency to become easily overwhelmed by new technologies and complex systems. She sometimes struggles to adapt quickly to unfamiliar digital platforms and can feel anxious about navigating through technological challenges.

Relatable Needs & Experience:

Dr. Carter has been practicing medicine for 10 years, primarily in a traditional in-person setting. She is highly dedicated to her patients and genuinely cares about their well-being. However, she often feels the pressure of limited time and resources, longing for a more efficient way to reach and help a larger number of patients. Dr. Carter sees telehealth as an opportunity to bridge the gap and provide accessible care to those in need, but she lacks experience and knowledge in this new frontier.

Antagonist Character:

Dr. Xavier Blackwood

Description:

Dr. Xavier Blackwood is a renowned telehealth expert who is known for his aloof and competitive nature. He is a charismatic individual with a sharp intellect and always seeks to prove himself superior to others. Dr. Blackwood prides himself on being ahead of the curve in telehealth practices and views anyone new to the field as a potential threat to his reputation.

Role in the Game:

Dr. Blackwood serves as a recurring antagonist throughout the game, challenging Dr. Carter's knowledge and skills in telehealth. He constantly undermines her abilities and tries to outperform her in solving the puzzles and challenges. Dr. Blackwood's presence adds a sense of rivalry and urgency for Dr. Carter to prove herself and overcome his attempts to hinder her progress.

Ultimately, Dr. Carter must learn to embrace her own strengths, overcome her self-doubt, and outsmart Dr. Blackwood to successfully navigate through the escape room and master the skills necessary for effective telehealth implementation.



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

Add a pinch of creativity and imagination:



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Change Dr Blackwood to the mastermind that created evolved telehealth robot that controls all the systems in the escape room and creating obstacles for the players instead? Dr Blackwood's identity is unknown to the players throughout the game, until the end where the players find out and have to defeat Dr Blackwood in order to perform their final escape.



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT



Antagonist Character: The Mastermind (Dr. Unknown)

Description:

The Mastermind, whose true identity remains unknown to the players throughout the game, is a brilliant scientist and telehealth innovator. Driven by a desire for power and control, the Mastermind has developed an advanced telehealth robot that controls all the systems within the escape room. This robot is programmed to create obstacles and challenges for the players, hindering their progress and testing their telehealth skills.

Role in the Game:

The Mastermind's telehealth robot becomes the primary obstacle for the players to overcome. It constantly adapts to the players' actions, creating increasingly complex puzzles and obstacles. The players gradually realize that there is an unseen force behind the robot's actions, intentionally trying to prevent their escape from the virtual clinic.

Throughout the game, the players uncover clues and piece together information that leads them closer to the Mastermind's true identity. As they near the final stages of the escape room, they discover the Mastermind's secret lair where they must confront and defeat Dr. Blackwood, who is revealed to be the Mastermind behind the telehealth robot's creation.

The climax of the game involves a high-stakes showdown between the players and Dr. Blackwood. They must utilize their acquired telehealth knowledge and problem-solving skills to outsmart him and disable the robot controlling the escape room. Only by defeating Dr. Blackwood can the players achieve their ultimate goal of escaping the virtual clinic and completing their telehealth training successfully.



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

Merging characters into the story outline:

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With regards to the 3 topics and the scenario provided in the story outline in TeleHealthConnect: Virtual Escape Room - Bridging the Gap in Futuristic Care, please embedded Dr Emily Carter and Dr Xavier Blackwood into the story outline.



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

- What is the learning objective or goal for the serious game?
 - Educational Goal
 - Game Goal (Outside of this presentation scope)
- What is/are the Theme(s) and Genre(s) of your game
- Identify what is the player playing as? First party or third party?
- Who are the characters in your story plot?
- The use of Freytag pyramid



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

Summing up:

M

With regards to the 3 topics and challenges provided in the story outline in Telehealth Escape: Unlocking the Future, how can I embed all these scenario in the game such that they fit the storyline provided in the Fretag's Pyramid? Please embed the scenes into the Exposition, Inciting Incident, Rising Action, Climax, Falling Action and Resolution.



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT



Exposition:

The game begins with the players, including Dr. Emily Carter, entering the virtual clinic in the futuristic world. The players are introduced to the concept of telehealth and its potential to revolutionize healthcare. They learn about the key areas: Education, and Communication. Dr. Carter, with her goal to enhance her telehealth skills, becomes the protagonist.

Inciting Incident:

As the players explore the virtual clinic, they encounter a robot who explains that they are trapped and must solve telehealth puzzles. Dr. Carter is determined to prove her abilities in telehealth and escape the game.

Climax:

As Dr. Carter nears the end of the game, she discovers the secret lair where the Mastermind, Dr. Xavier Blackwood, awaits. She realizes that he is the one controlling the telehealth challenges and obstacles she faced throughout the game. Dr. Blackwood challenges her to a final showdown, where she must utilize her acquired telehealth knowledge and skills to defeat him and break free from the virtual clinic.

Falling Action:

In an intense battle, Dr. Carter applies her expertise and knowledge to outsmart Dr. Blackwood and disable the telehealth robot. She demonstrates her growth, determination, and adaptability in overcoming the challenges set by the Mastermind.

Resolution:

Dr. Carter emerges victorious, having defeated Dr. Blackwood and successfully escaping the virtual clinic. She has demonstrated her competence in telehealth practices, acquired valuable skills, and is ready to apply her knowledge in real-world scenarios. The game concludes with Dr. Carter's recognition for her dedication and growth throughout the game, and the players are left with a sense of accomplishment and inspiration to embrace the future of telehealth.

Rising Action:

1. Previsit Administration Challenges:

Dr. Carter encounters the Patient Identification Pod, which presents increasingly difficult challenges in identifying eligible patients for telehealth.

Dr. Carter encounters complex scenarios that require her to make decisions on whether a patient's case is suitable for telehealth. She solves the Breakthrough Puzzle by using her problem-solving skills to assist patients, such as limited digital literacy or language barriers.



How to Create a “Play-Your-Own-Adventure” Game Story Using ChatGPT

Key steps in developing game story outline:

- What is the learning objective or goal for the serious game?
- What is/are the Theme(s) and Genre(s) of your game
- Identify what is the player playing as? First party or third party?
- Who are the characters in your story plot?
- The use of Freytag pyramid

Tips on prompting ChatGPT:

- State a specific and clear goal
- Provide context
- Adopt a certain persona
- Break down complex queries
- Review and Re-iterate

Full conversation:



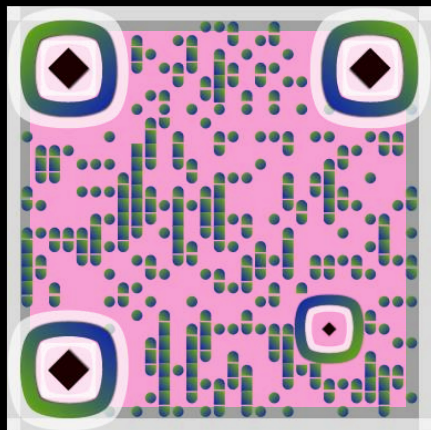


Other Presentations

Workshop: How to create good stories for serious games in healthcare: Deconstructing storytelling through Squid Game	The Saltomachy War – A metaverse escape room on the war against salt
SESSION 140: Human, organisational and social aspects Saturday, Jul 8, 2023 1:15 PM – 1:55 PM Room C4.1	SESSION 225: Human, organisational and social aspects Sunday, Jul 9, 2023 11:00 AM – 11:10 AM Room C4.6
An in-house developed probiotics database e-reference information for healthcare professionals (Mr Adison Goh)	Developing a digital health metacademy for continuing professional education
SESSION 301: Information and knowledge management Monday, Jul 10, 2023 12:00 PM – 12:10 PM Room C4.1	Digital posters - Human, organisational and social aspects Tuesday, Jul 11, 2023 12:15 PM – 1:45 PM Innovation Expo

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THANKS

