

## Generating Interest in Technology and Medical Devices Through an Interactive Educational Game

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For those looking to generate interest in technology and medical devices among primary-school children, the life-sized Operation<sup>®</sup> game elicits excitement among children in a topic typically inaccessible to this age range.



Results show that this method of information transfer resonated well with children aged 4 to 9 years. A survey conducted among parents of children using the game showed that children were both engaged and stimulated by their participation in the activity. Further, it was found that the time spent at the display was longer than previous display methods.



Evaluation of the game's performance as an educational tool was conducted using both observational and survey components.

