

# NUS-Priority Research In Medical Education

## NUS - PRIME

### COLLABORATION ACROSS DISCIPLINES: INSIGHTS FROM HEALTH PROFESSIONS EDUCATORS IN A FACULTY DEVELOPMENT PROGRAMME WITH CULTURAL ANTHROPOLOGISTS

There are many formats in faculty development (FD) programmes for health professions educators. In collaboration with cultural anthropologists, we have developed sessions that uses inquiry-guided reflection to help participants deepen their understanding of contexts. Through these sessions, we have been able to demonstrate new possibilities for FD and provide health professions educators with valuable insights. In this presentation, I would like to introduce the sessions and explore with you the significance of collaborating across disciplines within FD.



**Dr Sayaka OIKAWA**

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# 4 MAY 2026

**Monday | 12:30 - 01:30 PM (SG Time)**

**Join Us Online!**



Registration closes on **30 April 2026**

Scan the QR code to register

### WHAT COUNTS AS A GAME? CLARIFYING GAME-BASED LEARNING AND GAMIFICATION IN HEALTH PROFESSIONS EDUCATION

The use of games or game elements to support the achievement of learning outcomes represents one of the creative approaches in contemporary health professions education, particularly in fostering engagement and, when thoughtfully designed, facilitating a state of flow. However, confusion persists regarding different gaming approaches, especially between game-based learning and gamification. This ambiguity may limit their effective and appropriate use in educational contexts. This session aims to offer a gentle clarification of these concepts, outlining what constitutes a “game” and how different approaches may be applied. Examples of non-digital games developed within NUS medicine and dentistry will also be shared.



**Dr Arthur LAU**

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