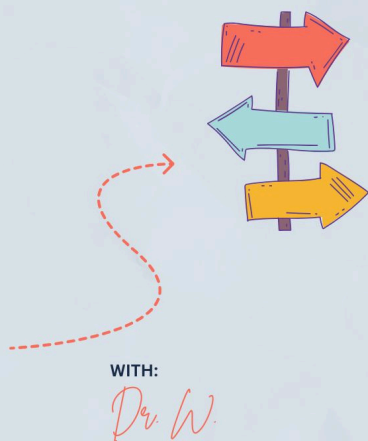




TEACHER BELL RINGER KIT

DISCOVER A WORLD OF CAREERS YOU DIDN'T KNOW EXISTED

BELL RINGER KIT: The Medical Game Designer

RUN TIME: 14 minutes 10 seconds

GRADE LEVEL: 8-12

Episode Summary

What if playing a video game could help a child learn how to manage a serious illness? In this episode of *Majors, Minors & Maybes*, students discover the fascinating career of a Medical Game Designer. These professionals combine medicine, psychology, education, and game design to create interactive experiences that teach patients about their health. From helping children understand asthma to helping simulating complex surgeries for physicians, these games can make learning about healthcare less scary and more empowering.

Possible College Majors

Healthcare:

- Human Sciences
- Nursing
- Public Health
- Psychology
- Kinesiology

Biology:

- Biology
- Neuroscience

Technology:

- Computer Science
- Software Engineering
- Game Development
- Information Technology
- Interactive Media Design

Other:

- Graphic Design
- Digital Media
- User Experience (UX) Design
- Human-Computer Interaction

Subject Alignment



Health Sciences	Math	Technology	English Language/Arts	Career & Technical Education (CTE)	Business & Marketing
Understanding diseases	Data analysis	Coding	Writing dialogue	STEM career exploration	Product development
Patient education	Game mechanics	Software development	Creating stories	Digital design	Project management
Wellness, treatment plans	Statistics	Artificial intelligence	Communicating medical concepts clearly	Healthcare careers	Reaching target audiences
Healthcare communication	User behavior tracking	App creation		Technology innovation	

Discussion Questions



- Why might children learn something difficult or scary more easily through a game than through a pamphlet or lecture?** Encourage students to consider emotions, engagement, motivation, and learning styles.
- What responsibilities do medical game designers have when creating games about real health conditions?** Discuss accuracy, ethics, patient safety, and the impact misinformation could have on players.
- If technology can change the way patients learn about healthcare, what other careers might combine science with creativity?** Challenge students to brainstorm unusual career combinations.

Extension Activity



“Design a Health Hero Game” Challenge

Challenge students to work individually or in teams to create a quick concept for a medical video game.

Choose a health topic:	Choose a hero character:	Choose a game style:	Choose a challenge:
Students may select: ● Healthy Eating ● Exercise & Fitness ● Sleep Habits ● Mental Wellness ● Stress Management ● Handwashing & Germ Prevention ● Diabetes ● Heart Health ● Hydration ● Sun Safety ● Dental Health	Students may create: ● A Doctor ● A Nurse ● A Scientist ● A Robot Helper ● A Teen Inventor ● A Superhero ● An Athlete ● An Animal Character ● A Patient Learning About Their Condition ● A Completely Original Character	Students may design: ● Adventure Quest ● Mystery Solver ● Escape Room ● Simulation ● Strategy Game ● Sports Challenge ● Puzzle Game ● Platformer ● Role-Playing Game (RPG) ● Virtual Reality Experience	The player must: ● Stop a disease outbreak ● Help a patient complete treatment ● Build healthy habits ● Solve a medical mystery ● Defeat germs or viruses ● Navigate a hospital ● Complete a health mission ● Teach others about wellness ● Manage a chronic condition ● Save a community from a health crisis

Real-World Problem Solving

Mission: What health problem is your game trying to solve?

Power-Ups: What tools or knowledge help the player succeed?

What players learn: Identify what players should know, understand, or be able to do after playing your game? e.g.: understand how asthma inhalers work, learn healthy sleep habits

Encourage students to identify skills used by the designer: e.g. : creativity, communication, problem solving, coding. Ask which of these skills would be most important for creating your game.

Challenge students to think how their game will be entertaining while still teaching something important.

Teacher Wrap-Up Question:

After students share their ideas, ask: *"Did anyone discover a career skill they already have that could be useful in a job like Medical Game Designer?"* This helps students connect the activity back to career exploration and recognize that many future career skills are already developing through their hobbies and interests today.

Optional presentation formats:

- Poster
- Slide deck
- Sketch or blueprint
- Short written proposal
- Video pitch

Share-Out (Optional)

Have students give a 30-second "game pitch" to the class.

Students vote on:

- Most Creative Concept
- Most Helpful Health Lesson
- Game They Would Most Want to Play

Rabbit Hole Link



Experience a medical simulation. Students can investigate diseases, outbreaks, and public health mysteries through interactive missions..

- **MedMyst:** [Medical Mysteries On The Web](#)

Quick Teacher Tips



Follow up discussion prompts:

- Should doctors be allowed to prescribe video games if they help patients learn or recover? Why or why not?
- Which new technology do you think will change healthcare the most over the next 20 years
- Would you rather create something that entertains millions of people or helps thousands of people solve a serious problem?
- If you could combine two of your favorite interests into a career, what would they be?
- Are games becoming a bigger part of education because students learn better through them, or because schools are trying to compete with entertainment?

Full Episode Access

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*This resource is an educational guide and does not guarantee college admission or career placement.

