

More than a game – it's life and death



Training medical staff to make the right, life-saving, decisions at the scene of a major emergency is not straightforward. Ultimately the most valuable training is usually gained in a real-life situation – which can obviously be very stressful for trainees and staff – or to organise major exercises with volunteer casualties. These can take up huge amounts of staff time and organisation.

Until now...



Technology Strategy Board

Driving Innovation

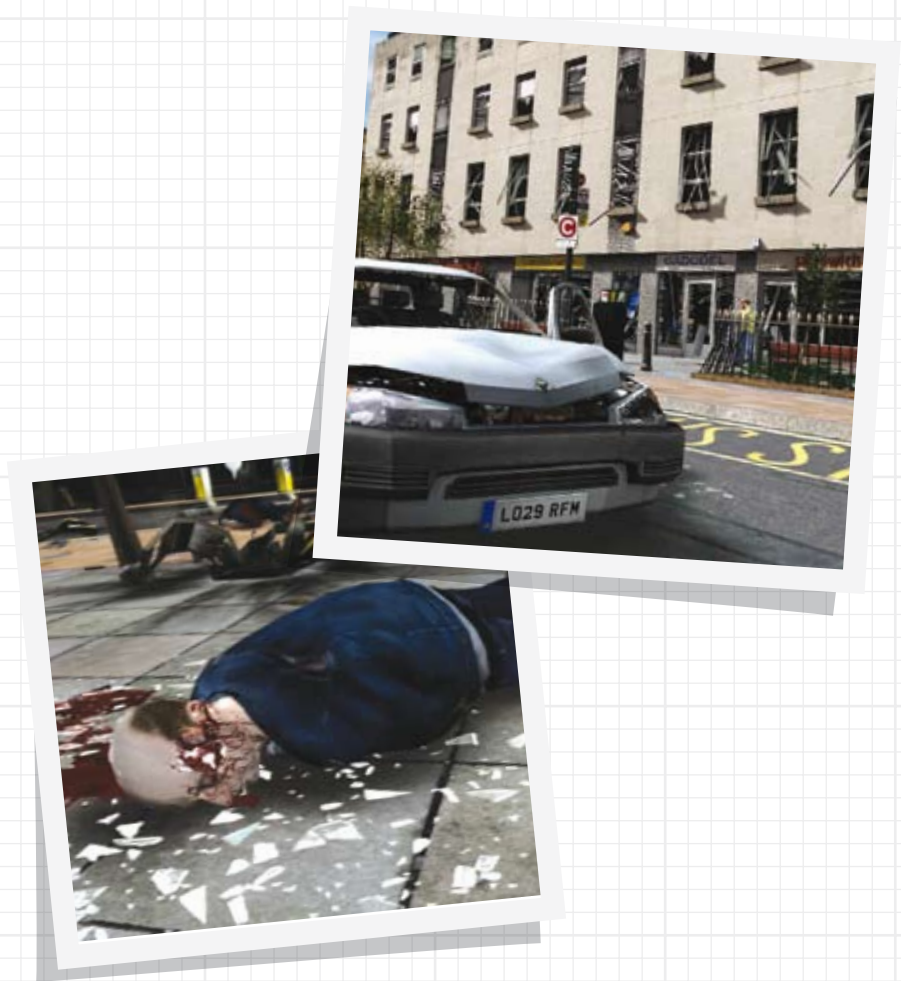
Blitz Games Studios, one of the world's leading video games studios, is heading up a project to use video gaming as a training tool for doctors, nurses and the emergency services. The Serious Games project is developing training tools, based on Blitz Games technology, that engage and motivate learners.

The prototype Triage Trainer helps to develop life-saving skills in trainees by presenting them with highly realistic simulated casualties and working through how to prioritise each patient for treatment. Controlled trials have shown that the game is a more effective training tool than a traditional learning method. Triage Trainer uses triage protocols from Advanced Life Support Group, the medical education charity that advises NATO.

The Triage Trainer also showcases Blitz Games Studios' technology developed under the EU Framework Programme 6 grant SALERO, www.salero.eu.

So far the Trainer has generated a lot of interest globally – with enquiries coming from the oil and gas industry, the defence medicine sector as well as emergency services and medical training schools.

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Stills from the game

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Collaborative research and development projects are one of the tools that the Technology Strategy Board uses to drive innovation in the UK. The Technology Strategy Board is a business-led executive non-departmental public body, established by the Government. Its role is to promote and support research into, and development and exploitation of, technology and innovation for the benefit of UK business, in order to increase economic growth and improve the quality of life. It is sponsored by the Department for Business, Innovation and Skills (BIS).

T: 01793 442700 www.innovateuk.org

Project contact Mary Mathews
Blitz Games Studios
Regent Square House
The Parade
Leamington Spa
Warwickshire
CV32 4NL UK
T: 01926 880000
E: mmathews@blitzgamesstudios.com

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17182
Duration
42 months – ends
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**Technology Strategy
Board investment**
£1m
Total project cost
£2m

**Current Project
Partners**
SELEX Systems
Integration, Coventry
University, Advanced Life
Support Group,
GMJ Design
Former Project Partners
University of Birmingham
University of Sheffield