

## عنوان مقاله:

Student Engagement: Developing Self-Generated Game-Assisted Activities for Teaching and Learning Language for Medical Purposes

## محل انتشار:

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## خلاصه مقاله:

Today, teaching Language for Medical Purposes (LMP) in higher education is a highly demanding conception of language pedagogy. LMP teaching and learning in real-life-like situations have plausible implications for using language in real-life healthcare settings. LMP skills can be considered a bridge between the instructional-learning context of medical higher education and therapeutic fields, enabling the students to keep their knowledge of tackling the emerging needs up to date (1). Parallel with the application of educational technology in medical higher education, the stakeholders' interest in synthesizing the games is now revolving around the application of Science, Technology, Engineering, Art, and Mathematics (STEAM) approach; in the light of this, LMP learning is not a vicarious experience (2). Games have long been recognized as a vehicle for both language learning and therapy; however, the makeup of the new generations of games as educational-therapeutic LMP activities still resembles their prototypes. The novelty, driven in part by a host of educational technology and simulation tools, has made it easier than ever to introduce the .games into LMP education

## کلمات کلیدی:

LMP, Game, Self-Generated Activities, Student Engagement

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