



GAME OVERVIEW

Scrub in and save the day. HEALING AGENT is a free-to-play career video game that introduces players to the settings, skills, and opportunities of the healthcare industry. The game puts the player in the position of a superhero dedicated to helping patients through healthcare. By playing *Healing Agent*, students will encounter a variety of jobs in their region, play minigames that simulate real healthcare tasks, swoop into different environments, and save the day as a super agent.

AVATAR CREATION:

For students to imagine a bright future for themselves, they need to be able to "see" where their talents and interests can take them. An avatar creator helps players identify with the game and put themselves in professional, aspirational environments. Players can customize their characters by choosing from a variety of skin tones, hair colors, hair-styles, scrubs, and accessories.





ENVIRONMENTS/SETTINGS:

The player takes on the role of a newly hired agent and must teleport in to various health facilities to care for their patients. Each mission falls under the category of either Primary Care or Acute Care.



**2 MISSION THEMES.
8 UNIQUE ROOMS.
22 LEVELS.**





LEARNING OUTCOMES:

- The player has practiced soft skills critical for healthcare professionals:
 - Empathy
 - Teamwork
 - Work ethic
 - Stress management
 - Time management
 - Patience
 - Adaptability
 - Attentiveness
- The player can identify key terminology for the healthcare industry.
- The player has practiced important hard skills:
 - Reading
 - Reporting
 - Inputting data
- The player is familiar with the general settings and scenarios they may encounter working in the healthcare industry.
- The player has encountered and learned the basics of topics like biology, hygiene, anatomy, nutrition and dietary health, first aid, and urgent care techniques.



CAREERS AND OPPORTUNITIES:

Healing Agent shares information about healthcare careers through a feature called the Hero Gallery. By interacting with the game in various ways—from completing levels to trying on related outfits in the character customizer—the player will unlock new career entries that they can explore.

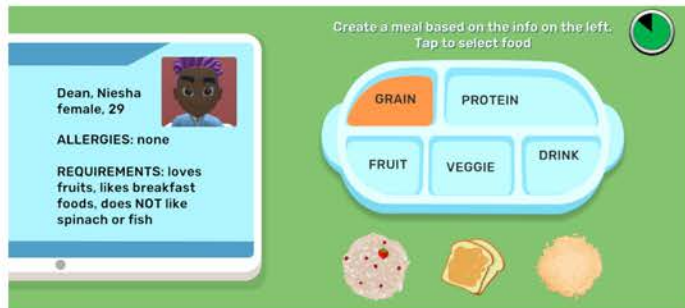




MINIGAME CHALLENGES:

Minigames challenges are the interactable spaces of a mission, and they each correspond to a real healthcare application. Every mission features three to four minigames that relate to the level setting.

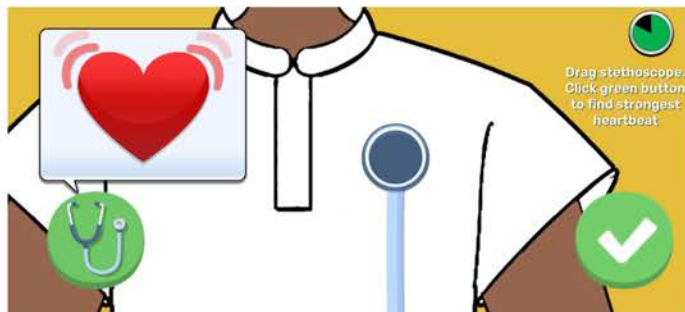
Players earn points per minigame depending on their degree of success, which factors into their mission stars and achievement of in-game badges.



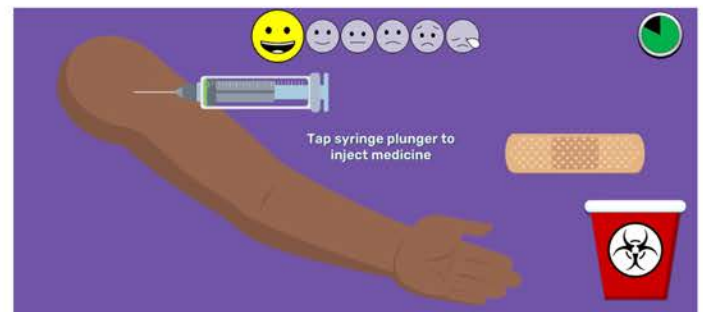
Nutrition Mission: a game in which the player must build a meal plan for a patient based on their individual nutritional needs



Medical Memorizer: a game that introduces parts of the body and key medical terms while exercising the player's memory



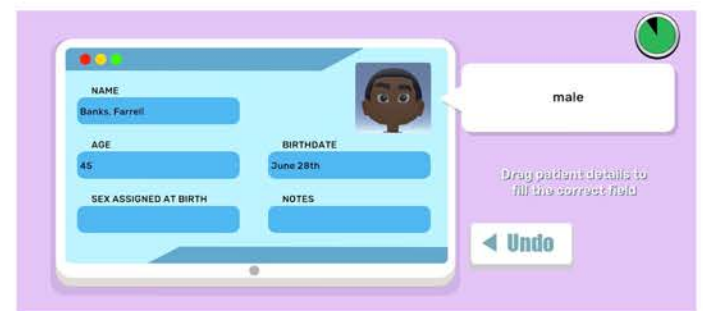
Heartbeat Hearing: a game in which the player moves a stethoscope over the patient's chest to listen to their heart rate



Just a Jab: a game that simulates giving someone a shot, drawing blood, or inserting an IV



Wrapped Up: a game that demonstrates how to dress wounds, wrap bandages, and tape for muscle



Reporting for Duty: a game that teaches attention to detail, data entry, and accuracy in the context of medical records and patient files



MINIGAME CHALLENGES, continued:



Under Pressure: a game in which the player slides a blood pressure cuff on the patient and then interprets the results



Suit-Up Montage: a transition in which the player suits up and sanitizes by washing their hands, donning a cape, and striking a pose



BADGING:

Players can earn six badges in *Healing Agent*. Each badge represents a certain amount of practice with core skills and concepts.

Medical Terms and Conditions: Recognize and identify terms, jobs, and equipment key to the healthcare industry.

ABCs of Health: Learn about anatomy, biology, and chemistry. Practice first aid and healthcare services.

Clinical Thinking: Connect abstract concepts with diagnostic applications.

Patient Care: Gain fluency in important soft skills like communication, empathy, and work ethic.

Eye for Detail: Demonstrate precision, accuracy, and careful reading in a clinical environment.

Health Skillionaire: Complete in-game familiarity with multiple disciplines in health science!

Healing Agent is COPPA compliant, adheres to consumer data privacy laws and does not sell or otherwise use any user data for advertisement or profiling purposes. We do not allow third party access to user data.