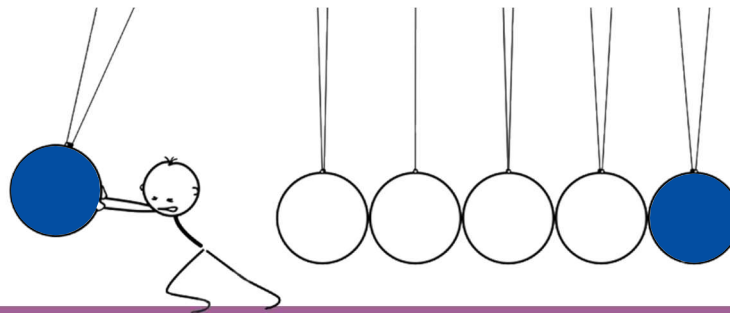


*“Serious Games for the promotion and training of Medical Laboratory Technologists.”*

START PROJECT  
**2021**

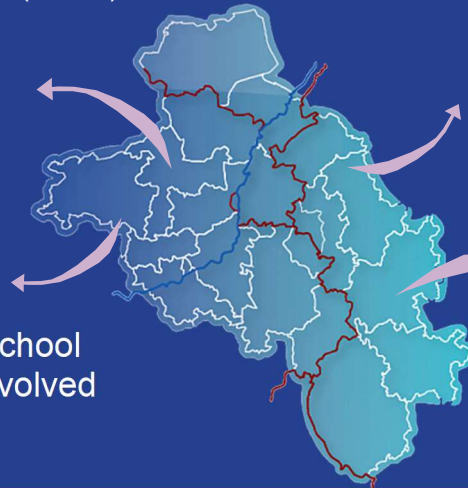


END PROJECT  
**2023**

## 1 About FunForLab

This project received 1.210.748 EUR funding - 605.374 EUR of which granted by the European Regional Development Fund (ERDF).

Designing a Virtual Reality training Serious Game for working with automated medical analysis systems



Inventory of obstacles and levers for cross-border mobility in the EMR sector

Over 600 secondary school pupils and teachers involved

Recommendations for standardizing MLT curricula



### Ambitions of FunForLab for MLTs:

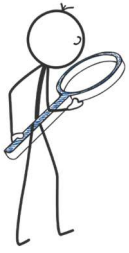
Enhanced quality of training

Promoting the profession

Improved cross-border mobility



To make substantive improvements in **higher education training, education and research centers** have joined forces, resulting in **PROJECT FunForLab**



1

### Improving training quality

Developing a VR Serious Game for students to practice on automated medical analysis machines

- Analysing the strengths and weaknesses of MLT training courses in relation to the use of automatons (SWOT analysis).
- Developing a prototype based on the information gathered
- Creating the game teaching scenario
- Testing the game on the target group
- Adapting the prototype

2

### Promoting the profession

Developing a Serious Game (Point & Click) to advertise and promote scientific professions – especially that of MLT.

- Survey of awareness of the MLT profession in secondary education (SWOT analysis)
- Developing a game prototype based on the information gathered
- Creating the game teaching scenario
- Testing the game on the target group
- Adapting the prototype



3

### Improving cross-border mobility

Identification of obstacles and levers to cross-border mobility

- Analysing the intensity of cross-border mobility for MLT professionals
- Comparing the legal constraints on working as an MLT in Belgium, Germany and The Netherlands
- Creating video content on how to facilitate mobility



## 3 main results:



### 1. A Serious Game (Virtual Reality):

This game will enable MLT students to carry out complex tasks on automated medical analysis machines that are not physically available at the universities.



### 2. A Serious Game (Point & Click):

This game will enable secondary school pupils to discover the MLT profession while solving fun scientific riddles in the classroom.



### 3. A website / community:

Students, teachers and MLTs professionals can communicate and find all the documentation on the project.

## Supporting materials for raising awareness and provision of information

1. Website: [www.funforlab.eu](http://www.funforlab.eu) for the games, project documentation and results
2. YouTube channel [@funforlab341](https://www.youtube.com/@funforlab341) for tutorials, trailers, and more

# Key milestones



**01/09/2021:** The funforlab.eu website goes live



**23/11/2021:** SWOT event: the FunForLab team meets with its various target audiences in the EMR sector.



**01/04/2023:** Beginning seminars testing the Serious Games on pupils and students.



**22/08/2023:** The FunForLab consortium presents the results at the closing event.

## CO-FINANCERS



FÉDÉRATION  
WALLONIE-BRUXELLES

Ministerium für Wirtschaft, Innovation,  
Digitalisierung und Energie  
des Landes Nordrhein-Westfalen



provincie limburg



Wallonie



[www.funforlab.eu](http://www.funforlab.eu)

## PROJECT PARTNERS

### LEAD PARTNER:



### PARTNERS:

