

## **Edugaming PCs and QUICKPDA eBooks: A New Model for Surpassing Fragmentation in Mobile Learning on eHealth**

Many medical eBooks are but digitalized versions of their written counterpart, with their interactive component limited to a "click" and "scroll" function, known as "fancy next-clicking eBooks". Their potential as valuable tools in life-long-learning processes, and its instructional technology's requirements are limited.

On the other hand there is still fragmentation in trying to close the gap between learning applying x-rays films in medical training and learning games during medical practice.

The objective of this paper is to try to address these limitations which are the result of fragmentation on eHealth, because of the amount of new information and number of communication devices. We present an instructional technology fusion strategy of edugaming on PC's and QUICKPDA eBooks in our hospital environment. Our development has been applied during the first two years of radiology residence. Measurements of retention and learning were assessed using a virtual platform of LMS (Learning Management System).

The design, learning theory justification, and preliminary results are presented. We discuss evaluation of the model and the future of mobile learning on eHealth.

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eHealth Mobile learning Applications are the result of integration of a Quality Function Deployment (QPD), and the highest requirements of technological design. These strategies allow obtaining the greater impact between technology and "the way human brain works" (brain compatible learning) in the field of health.