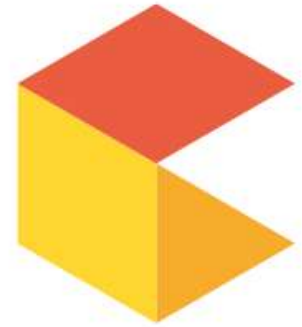


The logo for DSSH (Digital Simulation and Serious Health) features the letters 'DSSH' in a bold, white, sans-serif font with a blue outline. It is set against a background of a blue circle on the left and a gold circle on the right, both partially visible.

DSSH

A SIMULATION ECOSYSTEM IN HEALTHCARE



GAMES FOR HEALTH
EUROPE

The DSSH Quality Label for Serious Games: Advancing Validity and Transparency

Uli Strauch

Director simulationcentre Maastricht UMC+, Past-president DSSH

March 30th 2026

WHAT DOES DSSH STAND FOR?

The **D**utch **S**ociety for **S**imulation in **H**ealthcare aims to:

promote the development and application of simulation and serious gaming to support patient safety, education, training, scientific research, and quality management in healthcare



WANT TO KNOW MORE ?

Tomorrow 14.00-15.30 Cinema 1
Tools and games in practice
Marleen Groenier, Vice-President DSSH



Viewpoint

How to Systematically Assess Serious Games Applied to Health Care

Maurits Graafland¹, MD; Mary Dankbaar², MSc; Agali Mert³, MD, PhD; Joep Lagro⁴, MD, PhD; Laura De Wit-Zuurendonk⁵, MD; Stephanie Schuit⁶, MD, PhD; Alma Schaafstal⁷, PhD; Marlies Schijven¹, MD, PhD, MHSc

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⁴Department of Geriatrics, Haga Ziekenhuis, Den Haag, Netherlands

⁵Department of Obstetrics and Gynaecology, Máxima Medical Centre, Veldhoven, Netherlands

⁶Departments of Emergency Medicine and Internal Medicine, Erasmus University Medical Centre, Rotterdam, Netherlands

⁷Department of ICT, Windesheim University of Applied Sciences, Zwolle, Netherlands



DEVELOPMENT OF THE DSSH QUALITY LABEL

The panel defined serious games (other than a regular medical application) as digital applications instigating a specific behavioral change to its user, in the form of skills, knowledge, or attitudes useful to reality [20]. The framework does therefore *not* apply to (mobile or Web-based) digital health apps with a purely informational purpose, for which the *mHealth* app assessment framework is designed [18].



DEVELOPMENT OF THE DSSH QUALITY LABEL

The reporting standards for non-game mobile health apps for medical purposes (Mhealth), published by Lewis and Albrecht in 2013 were used as basis and adopted to specific needs from the serious game perspective.



Category	Description
1. Game description	This section contains questions about general game data, affiliations and funding or sponsoring information.
2. Rationale	This section is about the purpose of the game, the intended user groups, and the setting in which the game is going to be used.
3. Functionality	This section further elaborates on how the purposes are to be achieved in the game and how effect is measured.
4. Validity	In this section, owners are required to provide evidence that the game was developed under the right circumstances, with involvement of the right (user) groups and to prove different degrees of validity (ranging from face validity until predictive validity).
5. Data protection	The final section handles all issues regarding data safety and protection, to ensure that data is collected and stored correctly and safely.



Kwaliteitskeurmerk voor Valide Games

Star rating	Quality label evaluation criteria - All requirements are cumulative and must be met -
★	1. The entry is a serious game, which contains all necessary game-elements. 2. There is a safe data storage. 3. The working mechanism and theoretical background of the game must be at least plausible.
★★	4. Face-validity has been checked and confirmed by experts. 5. The underlying mechanism has to be supported by evidence.
★★★	6. (para-) medical, educational/psychological and game development experts have to be involved in the development process. 7. Relevant user tests need to be performed, and the results must be processed into the game.
★★★★	8. The game has been validated in a study by independent experts. At least construct validity (proving that a high score in the game correlates to high scores on proficiency tests in real life) needs to be proven.
★★★★★	9. Predictive validity has been confirmed in a scientific validation study, published in a peer-reviewed journal, hereby proving that the game achieves the set learning goals outside of the game.



Indienen kan via: <https://www.dssh.nl/keurmerk/indienen/>



2014 – Sarcopsis *



2016 – Delirium experience ***



2016 – Dr. Game ****



2017- abcdeSIM *****



2018 – Delirium experience ****



2014 – Valedo **



2016 – abcdeSIM ****



2017 – LAKA ***



2018 – Underwater *



2018 – The Ultimate Intensivist **



2015 – Meldkamer Control ***



2016 – Letterprins *****



2017 – Reanimatie training **



2018 – Kick-Ass *



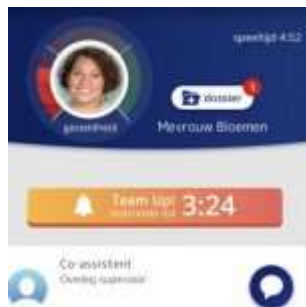
2019 – Moving stories ***



DSSH



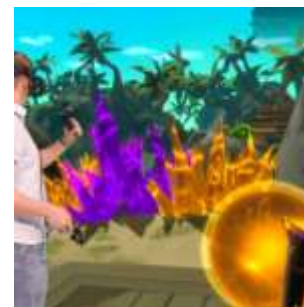
2019 – DiagnostiGo **



2020 – Team-Up! ***



2021 – ADHD Game ***



2022 – KanaVR ***



2024 – InfectiePreventie ***



2019 – Delirium experience *****



2020 – DialogueTrainer ***



2022 – HEMI RehApp ***



2022 – Medical Practice game ***



2024 – Acute Verloskunde ***



2019 – Hartklepgame ***



2020 – Lunchroom Zondag ***



2022 – Virtual Museum ***



2022 – TIVA Experience ***



2025 – VR Puzzle Motion ***





2026 – TrueSim ***





2016 – abcdeSIM ****

2017- abcdeSIM *****

2016 – Delirium experience ***

2018 –Delirium experience ****

2019 – Delirium experience *****



WHO WILL BE ACCREDITED IN

2027?



WE WANT YOU

FOR **DSSH** ACCREDITATION!

LEVEL UP
YOUR SERIOUS GAME!

