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| <b>CURRICULUM VITAE</b> |
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Name Mary Dankbaar  
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 Nationality: Dutch  
 Civil status: Married

**Education**

Diploma's: Bachelor Psychology Rijks Universiteit Utrecht, August '78  
 Master Educational Psychology Rijks Universiteit Leiden, January '82  
 PhD thesis 'Serious games and blended learning', November 2015

**Professional record**

Augustus '79 - Aug. '81 Research assistant for university project 'Teach the teachers' (Leiden University)  
 September- Dec. '81 Evaluation project for the Dutch school television (NOT, broadcast organisation).

January '82 - March '92 Staff adviser and researcher at the department 'Research and Policy', Teleac (national educational television).

Augustus '86 - Aug. '87 Researcher at AT&T Bell Labs, US (sabbatical year), Multimedia learning.

March '92- March '96 Project manager at Teleac.  
 Design and development of multimedia courses for national educational television.

March '96 - May 2000 Coordinator internet and new media at Teleac.

May 2000 - Jan. 2006 Senior consultant at CINOP (training & learning consultancy). Projects on online and blended learning for Sara Lee/DE, Corus, hospitals, Inspectie, European projects

From January 2006 Program manager digital learning and innovation at Erasmus University MC.

- Development and implementation of blended learning in the medical curriculum.
- Project management in design and implementation of serious games & simulations
- Teacher training, development of training material and teacher support.
- PhD Research on serious games, blended learning and assessment (parttime).
- Supervision of a PhD-research project (NWO-financed) on game-based learning

Mei 2012-Nov. '15 Project manager strategic program on e-learning for University Medical Centre Utrecht.  
 From Sept '17 Design of an institution-wide strategy for online learning (program 'Onbegrensd leren').

Oct. 2010- July 2011 Project manager Virtual learning Environment tender-strategy Erasmus University.  
 Development of an advice to acquire one virtual learning environment for the Erasmus University, in collaboration with all faculties and supporting staff.

**Other activities (from '08)**

March 2008 - Sept. 2010 Member of Steering Committee 'Blended Learning Platform' for Health Care (NVZ).  
 September 2008 – Sept. 2012 Chair of the national working group on e-learning of the NVMO (Dutch Association for Medical Education).

From 2012-2015 Member of the Committee on Scientific research of the Dutch Society for Simulation in Healthcare (DSSH).

From 2013 Member; from 2016 Chair of the DSSH Committee on Serious Gaming.

April 2014-April 2015 Member of steering committee for the design of 'E-BROK' course (national online licensed course on good clinical research and practice) for the NFU.

From June 2018 Member of the AMEE committee Technology Enhanced Learning

From 2000 Several presentations and workshops on national and international conferences

Nov '18 Invited speaker at Serious Games Conference in Singapore.

Febr''21 Invited speaker Seminar Queens University Belfast, Centre for Medical Education

Dec. '21 Invited speaker at Iran University of Medical Sciences.

Awards Best E-Learning award 2013 for the serious game 'ABCDEsim'

**Publications**

## Books

- Kennismanagement; leerprocessen organiseren in werkomgevingen. M.Dankbaar en E.Oprins (red). CINOP Expertisecentrum April '02.
- E-learning en onderwijsvernieuwing. J.Droste en M.Rikhof-van Eijck (red.). Hdst 'Competentiegericht opleiden met een elektronische leeromgeving', M.Dankbaar. CINOP 02.
- Gaming as a training tool to train cognitive skills in emergency care: how effective is it? MEW Dankbaar et al. 'Games for Health 2014, Conf. Proc, Springer Okt.'14. Chap3
- E-learning op de korrel. Over het kiezen van het juiste teleleerplatform, Mary Dankbaar en Joke Droste. HRD Magazine april 2001.
- Visies op kennismanagement, M.Dankbaar en E.Oprins. Handboek Effectief Opleiden (Elsevier). 13.9-7, oktober 2002.
- Methoden voor het ontwikkelen, delen en vastleggen van kennis, M. Dankbaar. Handboek Effectief Opleiden (Elsevier). 13.9-9, mei 2003.
- Het kiezen van een elektronische leeromgeving, M.Dankbaar, J.Droste en F. van Hoek. Opleiding & Ontwikkeling, tijdschrift voor HRD (7/8). Juli/ augustus 2003 (Elsevier).
- Communities of practice: kenmerken en kennisontwikkeling. M.Dankbaar. Handboek Effectief Opleiden (Elsevier)12.10-1, juni '06.
- De rol van e-learning bij het leren van klinische vaardigheden, M.Dankbaar en J.Lange. Opleiding& Ontwikkeling dec. '08.
- [De effectiviteit van e-learning en de implementatie in het medisch onderwijs](#), MEW Dankbaar. Tijdschrift voor Medisch Onderwijs (TMO), okt. '09, BSL.
- [Computerondersteund samenwerkend leren in het coschap Sociale Geneeskunde](#), RFM Turk, MEW Dankbaar, EF van Beeck, TMO, dec. '09, BSL.
- [A blended design in acute care training: similar learning results, less training costs compared with a traditional format](#). MEW Dankbaar, DJ Storm, et al. Perspectives on Med. Ed., sept. 2014, Vol 3, Issue 4, Spinger.
- [de](#). Perspectives on Med. Educ. sept 2014, Vol. 3, Issue 4, Springer.
- [How to systematically assess serious games applied to health care](#). M Graafland, M Dankbaar, A Mert, et al., JMIR serious games, 2014, Vol. 2, Issue 2.
- [Assessing the assessment in emergency care training](#), MEW Dankbaar, K Stegers-Jager, F Baarveld, JG van Merrienboer, GR Norman, FL Rutten, JLCM van Saase, SCE Schuit. Plos-One December 2014. 18, 2014 DOI: 10.1371.
- [An experimental study on the effects of a simulation game on students' clinical cognitive skills and motivation](#). MEW Dankbaar, J Alisma EH Jansen JG van Merrienboer, JLCM van Saase, SCE Schuit. *Advances in Health Sciences Education*, (2016), 21(3), 505–521.
- [Serious Games and Blended Learning: Effects on Performance and Motivation in Medical Education](#). MEW Dankbaar, *Perspectives on medical education*, 2016, page 10-12.
- [Preparing residents effectively in emergency skills training with a serious game](#). MEW Dankbaar, M Bakhuis Roozeboom, EAPB Oprins, FRutten JG. van Merrienboer, J van Saase, SCE Schuit. *Simulation in Healthcare*. 2017;12(1):9-16.
- [Comparative effectiveness of a serious game and an e-module to support patient safety knowledge and awareness](#). MEW Dankbaar, O.Richters, C.J.Kalkman, G.Prins, O.T.J. ten Cate, JG. van Merrienboer, SCE Schuit. *BMC Medical Education* 2017, Vol 17. Issue 1.
- [The Effect of Stereoscopic Augmented Reality Visualization on Learning Anatomy and the Modifying Effect of Visual-Spatial Abilities: A Double-Center Randomized Controlled Trial](#). K. Bogomolova, I.J.M. van der Ham, M.E.W. Dankbaar, W.W. van den Broek, et al, Dec.'19, *Anatomical Science Education*., Vol 13, Issue 5
- [Twelve tips for rapidly migrating to online learning during the COVID-19 pandemic](#). J. Sandars, R. Correia, M. Dankbaar, P. de Jong et al *MedEdPublish*, April 2020.
- [One Step at a Time: Step by Step Versus Continuous Video-Based Learning to Prepare Medical Students for Performing Surgical Procedures](#). T. Nazari, W. Floyd, W. van de Graaf, M.E.W.Dankbaar et al, *Journal of Surgical Education*. July-Aug.'20, Vol 77, Issue 4.
- [Learning inguinal hernia repair? A survey of current practice and of preferred methods of surgical residents](#). T.Nazari, MEW Dankbaar, DL Sanders, MCJ Anderegg, T Wiggers& MP Simons. Sept '20, *Hernia*, 24, 995-1002.

**Courses** (from 2005)

June 2005– March '06

May- Sept. '07

November 2012- Nov. '13

March 2013

November '13 – January 2014

January 2015

June 2017

Mei 2019- March 2020

Post-master course 'Learning, development and change' De Baak, Twynstra Gudde.

Project Management, Krauthammer.

Research in Medical Education, University of Maastricht

SPSS, intermediate level, Tridata.

Biomedical English Writing, Erasmus University Medical Centre.

Integrity in Research, Erasmus University Medical Centre.

Impact in Gesprekken, SIOO, Interuniversitair Centrum voor organisatie en veranderingkunde

Professioneel Coach, Trainers academie