**GAMIFYING THE CURRICULUM:**

**A STRATEGY FOR ENHANCING ACADEMIC PERFORMANCE, STUDENT ENGAGEMENT AND SATISFACTION THROUGH ACTIVE AND COLLABORATIVE LEARNING**

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**AIM:**

This project investigated the impact of integrating gamified competition, student-created games, and an inclusive, collaborative environment on the academic performance, engagement, and satisfaction of Biomedical Engineering undergraduates.

**METHODS:**

Digital Escape Room Top Trumps Digital Snakes and Ladders

Project Survey (GAMEX) End of Module Survey Institutional Data Statistical Analysis

**RESULTS:**

**Quantitative data:**

100% Student’s Satisfaction

Attendance increases +16.5%

Outcome increases +8.3%

**Qualitative data: Student’s opinions**

“It was a lot of fun, and I would play the game in my own time!!”

“It was very interactive; I lost track of time and my surroundings. It created an environment where I could retain the most information in an easy way.”

“ERC is an amazing teacher, she makes the lectures fun, and the workshops are very engaging which helps make what we learned in the lectures more interesting!”

”I have discovered what I want to do through this module.”

“It was interesting creating the game. Made me research more about the vessels in the body.”

“The workshops are very interactive and interest me in the Anatomy of the body and how it is affected and used in the real world.”