



Game-based teaching approach to activate learning from students and promote students' class participation

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Overview

Cosmetic sciences is the elective subject of 5th year Pharmacy students. The traditional classroom; each topic students have 3 hours for lecture by teacher and 3 hours for doing a laboratory. By using lecture-based method, students normally get less knowledge from the classroom¹ and low class participation. Meanwhile, a new approach for lecture class is used game-based method to activate learning from students and promote students' class participation.

Objectives

To activate learning from students and promote students' class participation.

Activities

- ▶ Before the start of class: Uploaded course specifications and teaching documents (handout, research articles related with each topic, VDO) on E-learning system
- ▶ Lecture class:
 - Step 1: Lecture by teacher
 - Step 2: Students were separated into small group (8 people/group)
 - Step 3: Game-based learning (Questions-answers and discussion related with research articles involved in each topic)
- ▶ After lecture class: Quiz with Kahoot (individual), following by practice in laboratory class



Outcomes

- ◆ The low stress environments have been built, and the students attend the class happily.
- ◆ The students' class participation increases.
- ◆ The Kahoot quiz scores increase from 6.08 ± 1.07 (traditional method) to 7.25 ± 0.87 (new approach) (number of students = 24, total scores in quiz = 10).

Reference

1. Khosnevisasl et al., Iran Red Crescent Med J. 2014 May; 16(5):e5186.