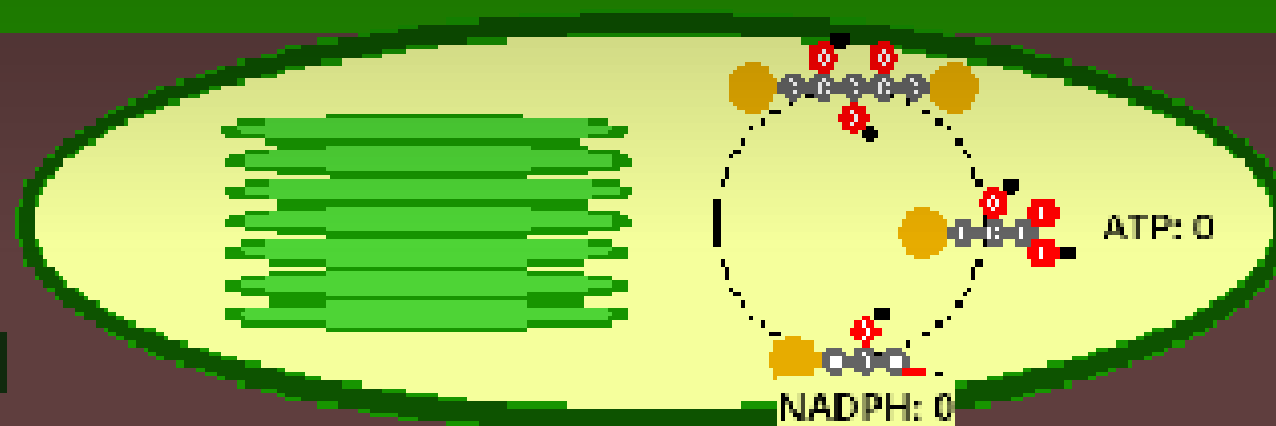


ASSESSING GAME-BASED LEARNING FOR INCREASING INTERNATIONAL STUDENT PARTICIPATION AND LEARNING OUTCOMES



Remaining Biomass:
Generating glucose resets back
to 100%

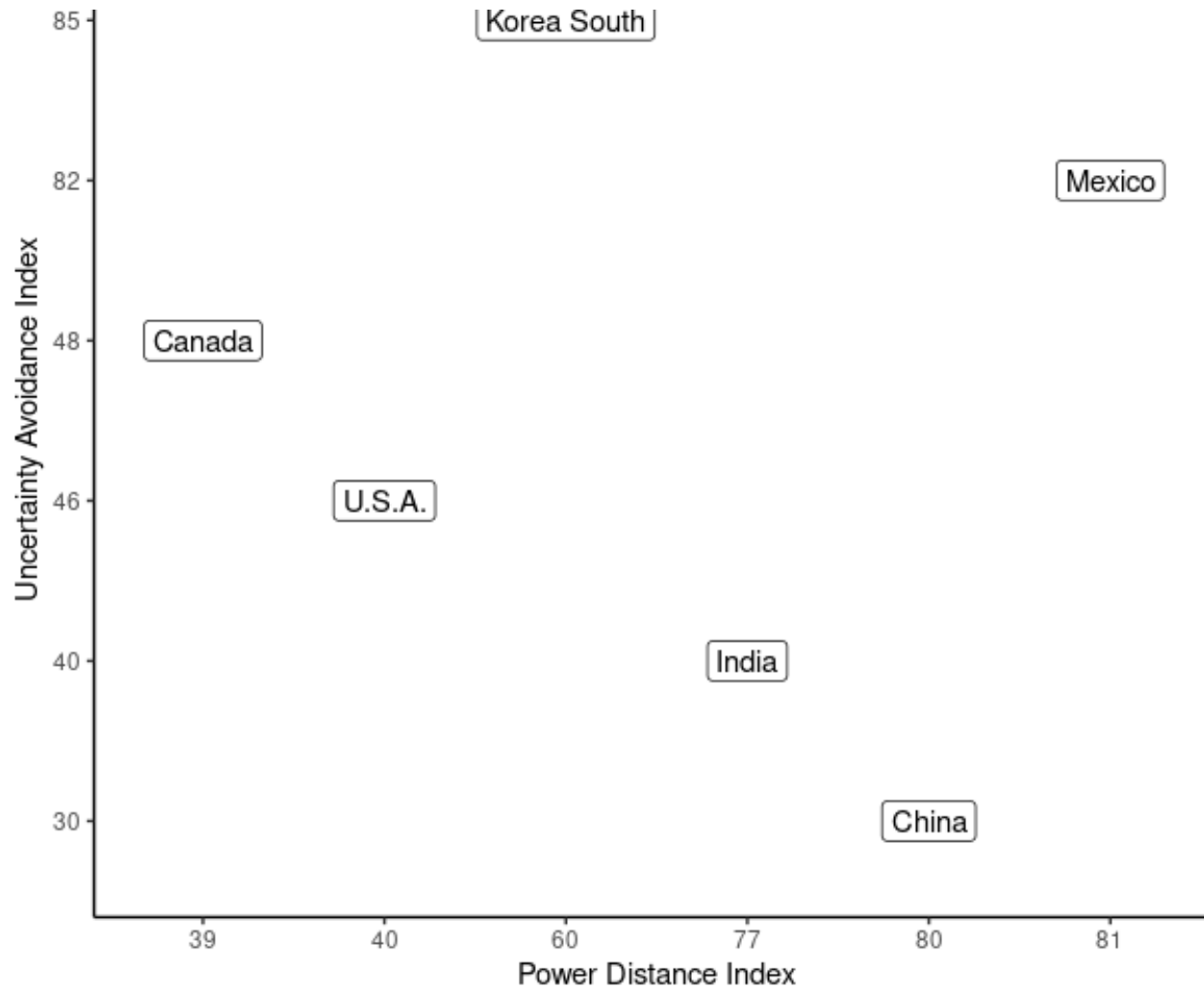
31%



3-Phosphoglyceric acid: 2
Glyceraldehyde 3-phosphate: 2
Ribulose-5-phosphate: 0
Ribulose-1,5-Bisphosphate: 1
Stored G3P: 0
Glucose: 0



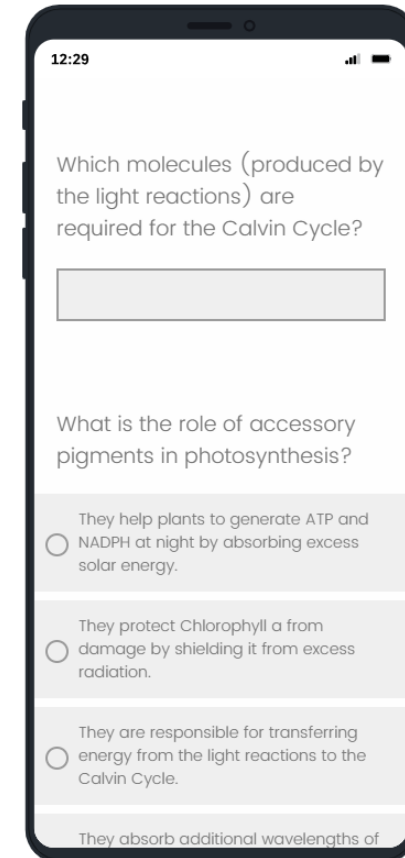
PARTICIPATION AND HOFSTEDE'S CULTURAL DIMENSIONS



- Participation activities maybe difficult for students depending on the cultural dimensions of their home country
- Mixed media educational materials may also carry advantages for students who are learning the language of instruction

PARTICIPATION AND LEARNING ASSESSMENT

- Students were administered questions to assess their learning of the subject material and their feelings of participation using a question-bank used for course evaluation
- Student feedback will be interpreted qualitatively, but statistical analysis is limited due to experimental design



NEXT STEPS:

- 1. This project will be completed in Spring of 2025 (during the next offering of this offering)
- 2. Assessment will be conducted using a modified version of the survey employed previously
- 3. Additional resources needed for this experiment include a greater number of classes/participants to survey
- 4. Environmental Engineering Interim Director: Daniel.Schwartz@colorado.edu
- 5. Student answers will be protected using ODA security protocols. Identifying information will not be collected from students at any point for this project
- 6. Publication for this project will be considered (dependent on time availability and level of interest)

