

Gamification in medical education survey

Hello all, I need voluntary participants, who will all be anonymised for my research on gamification in medical education. Please Help me fill this form. Thank you I'm assessing participation in teaching sessions that have gamified elements like jeopardy, kahoot, who wants to be a millionaire, or the geriatric discharge planning game

When you submit this form, it will not automatically collect your details like name and email address unless you provide it yourself.

1. Core Rating Scale (use consistently) - Dont answer **1 = Strongly Disagree**
2 = Disagree
3 = Neutral
4 = Agree
5 = Strongly Agree

Enter your answer

2. The sessions with gamified elements increased my overall engagement with the sessions ?

1 2 3 4 5

3. I was more actively involved compared to traditional lectures.

1 2 3 4 5

4. The session maintained my attention throughout

1 2 3 4 5

5. The activities encouraged me to participate in discussions

1 2 3 4 5

6. The session improved my understanding of the topic

1 2 3 4 5

7. The gamified elements helped reinforce key concepts

1 2 3 4 5

8. I feel more confident applying knowledge learnt in these sessions clinically

1 2 3 4 5

9. The use of gamification enhanced my learning experience.

1 2 3 4 5

10. The quiz-based activities (e.g. Millionaire/Jeopardy) were effective for revision

1 2 3 4 5

11. The simulation/game improved my understanding of MDT roles and discharge planning(for those that have had geriatric rotation)

1 2 3 4 5

12. Gamification made the session more enjoyable compared to standard teaching.

1 2 3 4 5

13. The activities promoted shared problem-solving.

1 2 3 4 5

14. The balance between teaching and activities was appropriate

1 2 3 4 5

15. The session was well organised and easy to follow.

1 2 3 4 5

16. Overall, the sessions were effective for my learning

1 2 3 4 5

17. I would like more sessions delivered using gamified formats.

1 2 3 4 5

18. Rate your understanding of tutorial topics BEFORE gamified session

1 2 3 4 5

19. Rate your understanding of tutorial topics after gamified session

1 2 3 4 5

20. I would like gamification incorporated into my curriculum

1 2 3 4 5

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