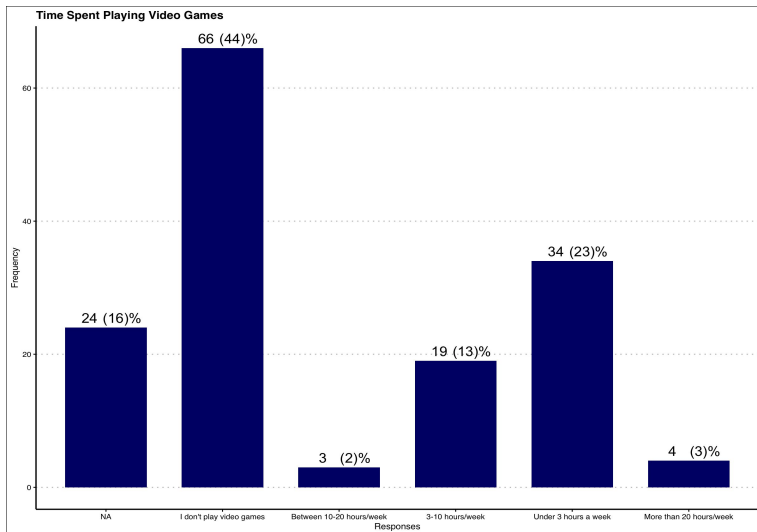


## Cells at War 2021 Survey Data

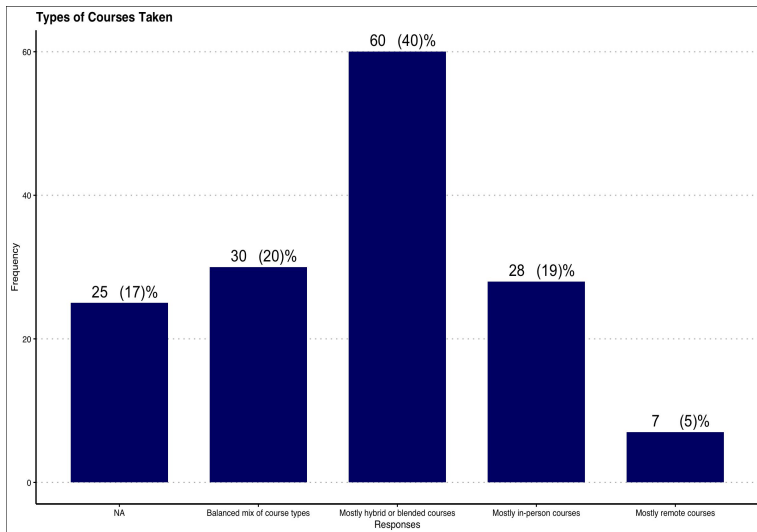
Alexander Turco

March 10, 2022

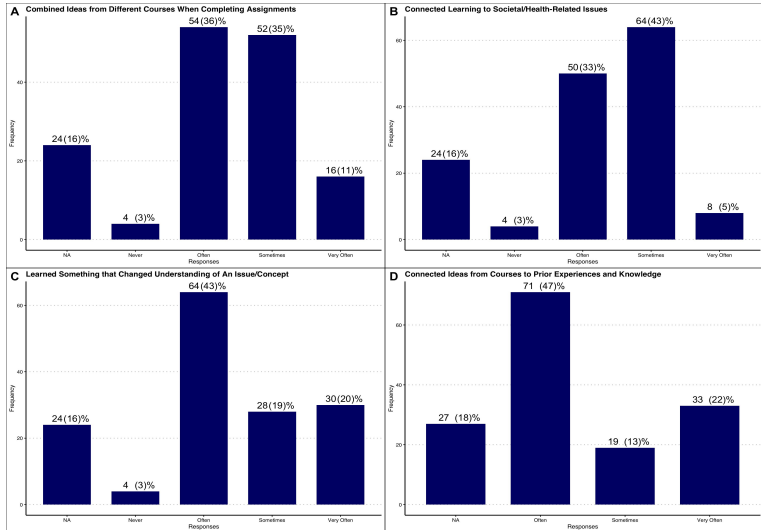
On average, how much time do you spend playing video games each week?



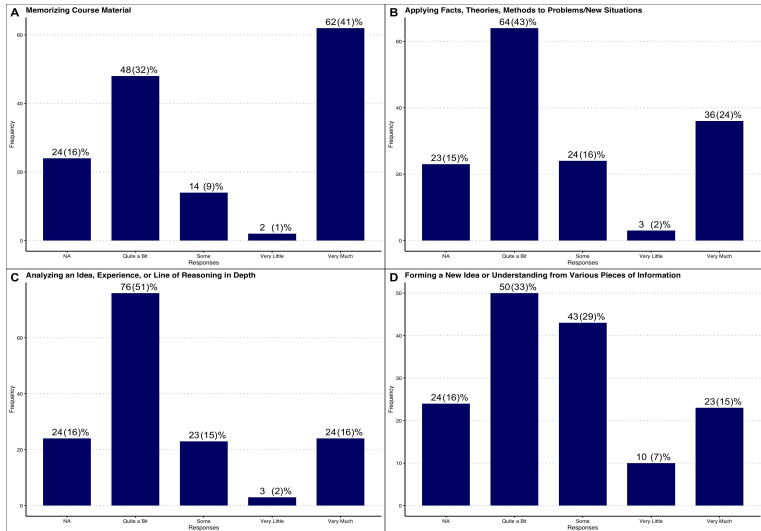
# What types of courses have you taken at McMaster this current school year?



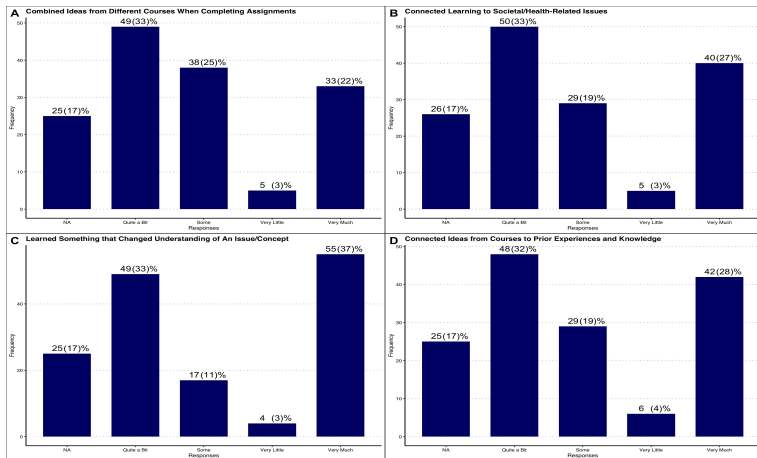
During the current school year, how often would you say you have done the following?



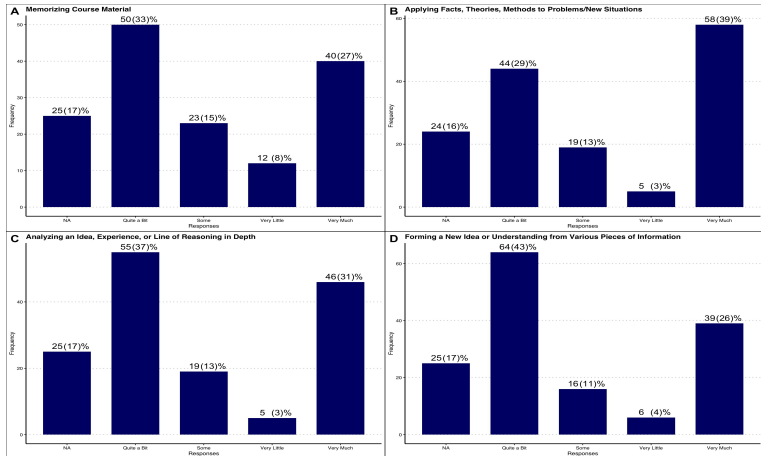
During the current school year, how much would you say your coursework has emphasized the following?



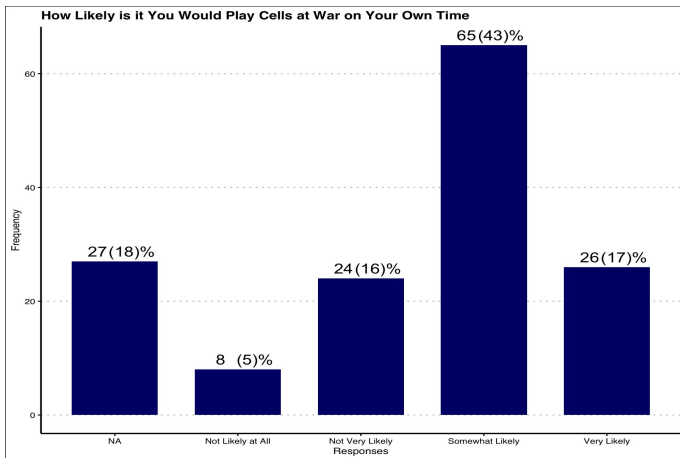
If game-based learning approaches were incorporated into one of your science courses, how do you think that this mode of learning can help with the following?



If BIO1A03 added a game-based learning component, how much would this improve your motivation to do the following?



How likely is it that you would play the video game Cells at War on your own time, outside of class to further consolidate material taught during this class?





How prepared would you feel if you were given a quiz on Pompe Disease based on the Cells at War game, compared to studying off traditional lecture slides (with accompanying readings)?

