



The **student think tank** is a programme in which students get the chance to provide input on educational innovation projects within Utrecht University. The think tank is being organised by the Centre for Academic Teaching and Learning (CAT).

Facts & Figures  
2023

17  
STUDENTEN

7  
FACULTEITEN

6  
SESSIES

apr /  
sep.  
PERIODE

### SESSIE 1 **Introductie**

Centre for Academic Teaching and Learning

### SESSIE 2 **Workshop**

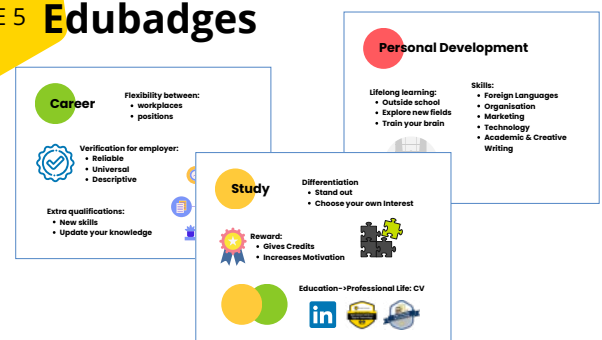
On brainstorming

### SESSIE 3 **Game-Based Learning**



- Students made a poster about the **added value of games in education** to communicate the benefits of game-based learning to university teachers.
- Students created a prototype for a game through which teachers can gain **insight into students' perceptions** (what it is like to study, what choices students have to make).
- Students gave **feedback on a game about digital detection**, which has been developed by a teacher who wants to integrate the game in a Master's course.

### SESSIE 5 **Edubadges**



- Students reflected on the **relation between edubadges and competition** among students, and concluded that edubadges do not necessarily increase competition as they could enable students to not only focus on their academic achievements but on their broader skillset
- Students discussed for what **type of education and activities** they think edubadges could be awarded in the future (skills education, extracurricular courses, not for everything)
- Students created a visual to effectively communicate the **benefits of edubadges** to other students

### SESSIE 4 **Community Engaged Learning (CEL)**

Students created their own CEL courses, and focused on:

- how they would like to be **assessed in CEL courses** (grading for student motivation)
- what type of **issues and societal partners** they think would be suitable for CEL (SDG's as a useful guideline)
- how much **independence** they would like in CEL courses (freedom for students within a framework created by the teacher)

### SESSIE 6 **Making decisions in the elective space**

Students acted as study advisors advising a fictional student about how to shape her curriculum and academic career, which resulted in:

- A **decision tree** for how students could make decisions in their curriculum
- A poster with **factors that should be taken into account** when students make decisions in their curriculum