



University of Utah

UNDERGRADUATE RESEARCH JOURNAL

GAMIFICATION OF BIOLOGY LITERACY

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This project examines best practices and trends in designing educational games in order to apply this research to an educational game to teach science writing.

When I applied for UROP, I didn't realize how often I would be meeting with other student researchers. As a humanities major, I am often in the minority at URES meetings and other gatherings. At first, I felt intimidated by the type of research most of my peers were conducting. Often, I was so impressed by what other UROP students were working on that I felt my project was simple and uninteresting by comparison. I tried not to draw attention to myself at my project meetings or in URES sessions. However, my project ultimately required me to not only work with other researchers, but also explain how my research was relevant to them as students and researchers. I learned a lot through the solo research aspects of this project, but working on the project through UROP also allowed me to build my confidence when discussing my work with others.