



STUDENTS AS  
CO-CREATORS

## Designing authentic assessment and activities for a Level 6 module

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This project was a collaboration between students and the module leader, working together to create new assessments and authentic activities to increase student engagement in seminars and lectures.

### Aims:

- ★ To make students have a hands on experience when it comes to their input on the assessment and delivery method of the academic material.
- ★ To make students aware that assessments are updated each year taking on feedback from previous assessments.
- ★ Breaking the thought of assessments and learning materials being generic and never improved on.

**Methods:** First, we implemented few activities like group projects and Kahoot to encourage more engagement during seminars. Student feedback was gathered both informally (on a weekly basis) and formally (a focus group has been also conducted to get students opinions on how they felt regarding the activities and assessment and what can be done to further improve those). As this is a project designed with the purpose to improve student engagement, the methods of students involvement were most suitable.

### Results:

- ★ higher attendance during seminars
- ★ better feedback regarding the assessment
- ★ better communication between the teaching team and students
- ★ better engagement when deciding future seminar activities

### Recommendations:

- ★ We would suggest more students to get involved in similar projects and give their input on their studies.
- ★ Increase the number of student partners and if possible get the feedback and input of previous student partners that have a bit more experience with the projects.