

How to use game-based learning to raise awareness of secondary school students?

The Pharmascope: a new showcase for scientific mediation in Pharmaceutical Sciences

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Context



The Pharmascope was created in 2023, in the Faculty of Sciences of the University of Geneva (UNIGE).

The Pharmascope's mission is to help secondary school students understand the central role of Pharmaceutical Sciences in society.

Conclusion

High satisfaction and knowledge improvement
 → Pharmascope is recognized and approved by teachers and students.

The Pharmascope promotes the pharmacy expertise beyond the walls of the University.

Methods



Mobile workshops, created with experts and using game-based learning, given in Geneva and Vaud cantons' schools by pharmacists and pharmacy students

Drug design (using molecular modelling to understand computer-aided drug creation)

Drug discovery (extracting acetylsalicylic acid from willow bark)

Discovering a cancer drug (going through the key stages from biological target to therapeutic molecule)

Drug development (a 3-steps game guiding from preclinical and clinical trials to marketing authorization)

Drug production (preparing an hydro-alcoholic gel to understand industrial and regulatory processes ensuring drug efficacy and safety)

Drug use (an escape game through the secrets of a prescription, the essential role of the pharmacist and the impact patients have on their treatments)

Appropriate use of antibiotics (an escape game to warn about public health issues linked to misuse and bacterial resistance)

Drug disposal (an escape game about environmental impacts and best practices)

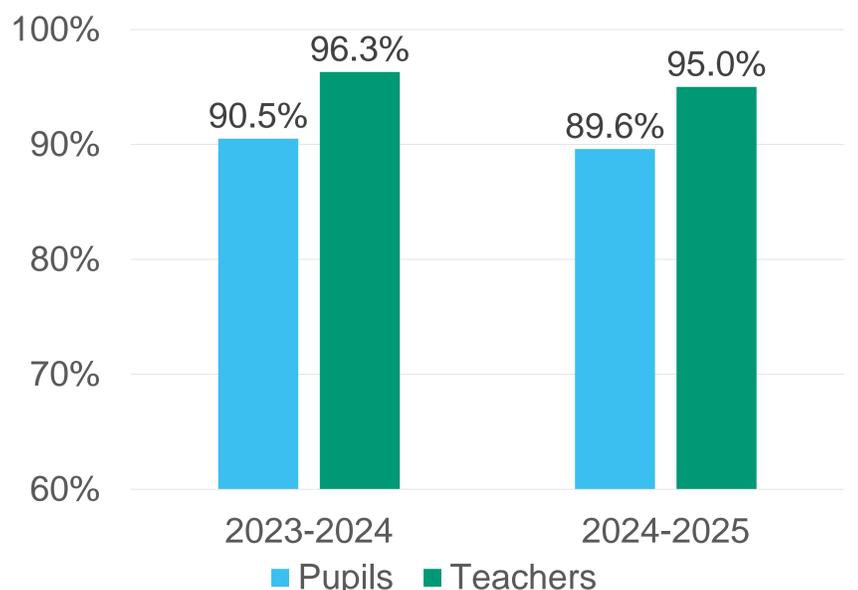
Results

2023-2024 : 36 workshops (n=544 pupils)
 2024-2025 : 37 workshops (n=652 pupils)

Discover our workshops



Satisfaction



Auto-perception of pupils knowledge improvement

