

Anatomy is a fundamental knowledge in Health Professional's training curriculum. A new pilot study electronic learning (eLearning) micro-modules entitled ePS (electronic Professional Study), which is only comprised of cardiovascular system has been developed. In its context, there were three main components; narrative microlectures, self-paced study and gamified interaction quizzes. While implementation of gamified element, a storyline is used to merge into the learning materials with virtual interactions under the theme of a future space city. More importantly, gamification design has been created a fun and reward interpersonal learning experience, which facilitates cognitive learning.

The trial version of ePS was successfully launched in Blackboard Learn, where access is available to students from Pharmacy curricula in their Year 2 for the research study; other students of Biomedical Engineering Year 2, Chinese Medicine Year 2 and Medical Year 1 are only invited for the survey. To find out the students' opinion about the courseware, we collected feedback via e-submission. The respondents agreed that those component approach adopted by ePS was an interesting way to study the cardiovascular system, and it helped reinforce the knowledge gained.

Overall, 97% students concurred that ePS could facilitate their understanding in Anatomy because of its active learning approach. This study has been reported that the elements of verbal linguistic learning, visual-spatial driven study the gamified included in ePS can easily be applied in Anatomy as well as other science-related learning and teaching in the Faculty of Medicine.