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Question	What are the effects of **game-based learning (gamification)** on motivation in **university students**?		
Search element / PICO	**Population (P):** university students	**Intervention (I):** game-based learning	**Study design (S):** systematic review
Search	• Click on the three lines in the top left corner and select **Advanced search.** • Combine synonyms within the same search element with OR, and create parentheses around them. • Different search elements are automatically combined with AND at spaces. • Put phrases in quotation marks ("university students"). • Searches anywhere in the text. Type allintitle: in front of the search terms to match only in the title (remember the lowercase a). • You can also omit the search element for study design (S), and narrow the search results to Review articles on the left side. • Consider narrowing down to relevant publication years **Search (P) AND (I) AND (S):** ("higher education" OR "university student" OR "university students") (game OR games OR gamification) ("systematic review")		
A possible answer	Khaldi, A., Bouzidi, R. & Nader, F. (2023). Gamification of e-learning in higher education: a systematic literature review. *Smart Learning Environments, 10*(1), 10. https://doi.org/10.1186/s40561-023-00227-z		