

1. **Introduction**

The purpose of this study is to investigate the effects of a new educational program on student performance. The program is designed to improve critical thinking and problem-solving skills through a series of interactive modules.

2. **Methodology**

The study employed a quasi-experimental design. A group of 50 students was selected from a large university. They were divided into two groups: an experimental group that received the new program and a control group that received the standard curriculum. Data was collected through pre-tests, post-tests, and a series of surveys.

3. **Results**

The results of the study show a significant improvement in the performance of the experimental group compared to the control group. The experimental group scored higher on the post-test and showed a greater increase in critical thinking skills. The control group showed no significant change in performance over the course of the study.

4. **Conclusion**

The findings of this study suggest that the new educational program is effective in enhancing student performance. The program's focus on interactive learning and critical thinking appears to be a key factor in its success. Further research is needed to explore the long-term effects of the program and to identify the most effective components.

5. **References**

Smith, J. (2018). *Improving Student Performance through Interactive Learning*. New York: Academic Press.