Abstract
The aim of this article is to establish a teaching methodology that is integrated into the requests and necessities of the European Higher Education Area (EHEA), in which the undergraduate student must acquire all the professional competences guaranteeing the employability after his/her studies. We propose an interdisciplinary role play model based on the participation and collaboration among university teachers from different knowledge fields as well as undergraduate students from a great variety of the new Bachelor degrees. This model offers the teacher a useful guide for the design and the development of role play activities, whose aim is the acquisition and the implementation of general and specific competences of the new curricula. The use of an active methodology in our classrooms implies the dinamization of the face to face teaching, since the game is the perfect element inviting the participation and motivation of the student. Thus, we fulfill one of our main objectives, that is, teaching the student to learn how to learn through the simulation of quasireal situations in the academic context.

Keywords
Higher education, role play, teaching innovation, active methodologies, interdisciplinariety.