



# 3rd EduGame Internship for university professors: Advanced Gamification, AI, and Teaching Innovations

May 5-9, 2025

Vytautas Magnus University, Kaunas

<b>Day 1: Deep Dive into Game-Based Learning and Gamification</b> <b>Education Academy. Donelaicio str. 52, Room 503, Kaunas</b> <b>Monday, May 5, 2025</b>		
9:45 – 10:00	Welcome	
10:00 – 11:30	Training objectives	Judita Kasperuniene, VDU, Lithuania
	<b>Session 1. Game-Based Learning Beyond the Basics. Workshop on Educational Escape Rooms</b>	
11:30 – 11:45	Morning coffee	
11:45 – 13:00	<b>Session 2. Workshop on Educational Escape Rooms</b>	Asma Hadyaoui, Maha Harzallah, Nadra Ben Romdhane, US, Tunisia
13:00 – 14:30	Lunch break	
14:30 – 16:00	<b>Examples of Gamification for Higher Education Learning</b>	Filomena Faiella, UNISA, Italy
16:15	Official opening event with special International Food Fair.	

## Day 2: Deepening Game-Based Learning and Assessment

VDU Education Academy. Donelaicio str. 52; Room 503, Kaunas.

Tuesday, May 6, 2025

9:45 – 10:00	Welcome	
10:00 – 11:30	Game-Based Learning in History: Practical Assignments for Future Educators	Natalija Mazeikiene, VDU
11:30 – 11:45	Morning coffee	
11:45 – 13:00	Workshop (continuation)	Andi Pinari, Juliana Gjinko, Desara Agaj, UT, Albania
13:00 – 14:00	Lunch break	
14:00 – 15:30	Stealth assessment in serious games	Ameny Rjiba, US, Tunisia
15:30 – 15:45	Evening coffee	
15:45 – 17:00	Teaching Through Play: Applying Gamification in Literary Analysis	Aida Džiho-Šator, UNMO

## Day 3: Creating Practical Teaching Innovations with AI and Gamification

Faculty of Informatics. Universiteto str. 10, Room 154. Akademija.

Wednesday, May 7, 2025

9:45 – 10:00	Welcome	
10:00 – 11:30	<b>Prompt Engineering for AI-Powered Educational Games and Interactive Learning</b> <b>Session 1: Designing Prompts for AI-Driven Educational Experiences</b> – Room 210 <ul style="list-style-type: none"><li>Brief introduction to LLMs and multimodal AI, and how they're shifting from pattern-matching (System 1) to reasoning (System 2) models.</li><li>Hands-on breakdown of prompt engineering fundamentals: role prompting, context-building, one-shot/few-shot prompting, and structured output formats.</li><li>Exploration of diverse examples across disciplines to create interactive learning content, games, illustrated materials, and multimodal activities using free AI tools.</li></ul>	Jordi Linares, UpV
11:30 – 11:45	Coffee/tea break	
11:45 – 13:00	<b>Session 2: Collaborative Workshop – Building AI-Enhanced Educational Prototypes</b> <ul style="list-style-type: none"><li>Participants work in domain-based groups (e.g., language, history, STEM) to select a</li></ul>	

	<p>challenge and build an interactive educational prototype using AI.</p> <ul style="list-style-type: none"> <li>• Real-time experimentation with prompt crafting, content generation (text, image, interactive logic), and basic multimodal integration, with expert guidance.</li> <li>• Group presentations of results with peer feedback and a closing reflection on how to apply prompt engineering in their own teaching contexts.</li> </ul>	
13:00 – 14:00	Lunch break	
14:00 – 15:30	<p><b>Modernized programmes and courses: pedagogical approaches for game-based learning</b></p> <p><b>Discussion and workshop on creation materials for project manuals (for teachers and students)</b></p> <ol style="list-style-type: none"> <li>1. Manual “Educational Technologies for computer sciences” (US, French and English, e-format, 120 p.)</li> <li>2. Manual “Serious games as educational technologies” (UNMO, English, e-format, 120 p.)</li> <li>3. Manual “Educational technologies for primary schools” (UNIEL, Albanian, English and French, e-format, 120 p.)</li> </ol> <p><b>Other EduGame issues</b></p>	<p>Natalija Mazeikiene, Vildana Pacenkovic, UNBI, Bi&amp;H Altin UniEL, Albania</p> <p>US, UNMO, UNIEL, ALL</p>
15:30 – 15:45	Coffee/tea break	
15:45 – 17:00	<p><b>Preparing for Summer School</b> (Teams meeting with Lilia Cheniti, US; Emina Junuz, UNMO, Bi&amp;H)</p> <p><b>Other EduGame issues</b></p>	ALL
19:00	Dinner	

<b>Day 4: Modeling Gamified Learning Materials</b> Faculty of Informatics. Universiteto str. 10, Room 154 Akademija. Thursday, May 8, 2025		
9:45 – 10:00	Welcome	
10:00 – 11:30	<b>Session 1. Gamified environments and virtual characters</b> – Room 210	Iveta Intaite, VDU, Lithuania
11:30 – 11:45	Coffee/tea break	
11:45 – 13:00	<b>Session 2. Gamified environments and virtual characters (workshop, continuation)</b>	
13:00 – 14:00	Lunch break	
14:00 – 15:30	<b>IT technologies in STEAM activities (workshop)</b>	Judita Zukauskienė, Edgaras Sciglinskas STEAM centre, VDU, Lithuania
15:30 – 17:00	Q&A session	
18:00	<b>Performance ‘North’</b> inspired by M.K. Čiurlionis’ visionary art, followed by a buffet	

<b>Day 5: Reflecting and Looking Ahead</b> Education Academy. Donelaicio str. 52, Room 305 Friday, May 9, 2025		
9:45 – 10:00	Welcome	
10:00 – 11:30	<b>Computers as mindtools</b> (workshop)	Jodi Joubert, University of Pretoria, SA
11:30 – 11:45	Coffee/tea break	
11:45 – 13:00	<b>Case Tunisia: interactive session</b>	Hassen Kharroubi, Inen Akrouti, Afifa Mahjoub, UJ, Tunisia
13:00 – 14:00	Lunch break	
14:00 – 15:30	Future directions. Wrap-up panel and certification ceremony	
15:30 – 17:00	Outside learning activities	

### **Additional Info**

Map of Vytautas Magnus University <https://www.vdu.lt/en/contacts/vmu-map/>

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### **Public Transportation**

Vilnius – Kaunas – Vilnius (busses) <https://www.autobusbilietai.lt/en/popular-bus-routes/vilnius-kaunas>

Prices start at 9 Euros for one-way tickets. You can purchase a ticket online or from the driver at the same price. The approximate travel time is 1 hour and 30 minutes.

Vilnius – Kaunas – Vilnius (trains) <https://ltglink.lt/en>

Prices range from 8 to 13 Euros for one-way tickets. If you prefer this option, we recommend purchasing tickets online or from tickets machines at the train station. Buying tickets on the train incurs an additional cost of 5 Euros. The shortest travel time is 1 hour and 15 minutes.

Kaunas city transportation <https://www.stops.lt/kaunas/#bus/en>

Ticket from the driver – 1 Euro. Payment only in cash.

Taxi – Bolt is the best option <https://bolt.eu/en-lt/>

Currency – Euro. You could pay with your card everywhere, except the city bus.

The agenda is subject to minor changes.

If you have any questions regarding the event, please contact:  
Organization, Contact Person, Email, Phone Number



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