

The Power of Collaboration

6

countries involved in the project

9

universities working together

∞

possibilities ahead



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Meet the Team

Our team comprises dedicated university professors and lecturers from leading higher education institutions across Europe, the Western Balkans, and the South-Mediterranean region. Each member brings specialized expertise in education, technology, and interdisciplinary collaboration to advance the EduGame project's mission.



Together, we are committed to modernizing teacher training curricula by integrating serious games and game-based learning, promoting human rights, democracy, and social cohesion through innovative pedagogical approaches



Serious Games for Creativity and Social Cohesion in Teacher Education



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UNIVERZITET
"DŽEMAL BIJEĐIĆ"
U MOSTARU



VYTAUTAS
MAGNUS
UNIVERSITY
MCMXXII

Capacity-Building in Higher Education

EduGame project aims to improve teacher training in The Western Balkans and the South-Mediterranean by promoting game-based learning as a new pedagogical approach. The goal of the project is to train highly qualified prospective school teachers in social sciences, humanities and IT in educational technologies using serious games to promote human rights, democracy, and social cohesion in two neighboring regions with cultures and history of mutual influence. The EduGame project has been funded by the European Commission through the Capacity-Building in Higher Education (CBHE) Action as part of the Key Action 2 projects (Call: ERASMUS-EDU-2023-CBHE; Topic: ERASMUS-EDU-2023-CBHE-STRAND-2)

EduGame specific objectives

- Modernize teacher training curricula by incorporating a focus on serious games SG and game-based learning, to elaborate high-quality learning materials, and to equip EduGame labs by relying on innovative pedagogical approaches and advanced educational technologies.
- Improve the competences of university staff, establish sustainable interdisciplinary and inter-curricular links, and promote collaboration of pedagogues and computer scientists.
- Prepare the first graduates of future-oriented curricula with a focus on serious games (SG) design and use, able to apply new digital and game-based learning technologies, implementing the principles of social cohesion, inclusion and equality.

Results

- Six equipped EduGame laboratories in Albania, Bosnia-Herzegovina and Tunisia.
- Six modernized curricula, 12 updated courses and six new courses by introducing game-based learning and educational technologies.
- Highly qualified teaching staff as a result of the training activities on the use of serious games

Universities involved

- **Vytautas Magnus University (VMU)** is a comprehensive university that implements studies and research in the fields of humanities, social, physical, biomedical, technological and agricultural sciences. (Coordinator)
- **Universitat Politècnica de València (UPV)** is a public Higher Education Institution actively involved in international cooperation and mobility projects.
- **The University of Salerno (UNISA)** has valuable experience in European project on E-learning, Education Technology, Media Education, Teacher Education, Education, and Lifelong Learning.
- **The University of Sousse (US)** is a leading Tunisian public Higher Education organization bringing together 17 faculties, institutes, high schools, in a wide array of subjects.
- **The University of Jendouba (UJ)** provides educational courses in specialized sciences through various institutions.
- **The Dzemal Bijedic University of Mostar (UNMO)** mission is to conduct theoretical and applied research and become one of the leaders in the education of young experts necessary for the development of the economy and society.
- **The University of Bihać (UNBI)** has 7 Faculties with 3,500 students and contributes to the economic and cultural development of the region by providing the necessary qualified human resources.
- **The University of Tirana (UT)** is the largest university in Albania consisting of six faculties and approximately 26,000 students.
- **University of Elbasan “Aleksandër Xhuvani”** is a public institution of higher education in Albania committed to providing a high-quality educational experience through teaching and research opportunities

Internships and Training Activities

- Internship at Universitat Politècnica de València “Game-based learning from concept to implementation.
- Internship at University of Salerno “Serious games: theories and Techniques”.
- Internship at Vytautas Magnus University “Advancements in Serious Games.
- International School “Serious games and interdisciplinary teaching and learning” in Mostar.
- International School “Motivating, learning, evaluating with serious games” in Tunisia.
- International Conference “Game based learning for future education” and Workshop of young teachers and researchers “Serious games at school to help young teachers” at Tirana.

Kick-off Meeting

From January 9-12, 2024, the EduGame project will officially launch with a productive and collaborative Kick-off Meeting at Vytautas Magnus University in Kaunas, Lithuania. This pivotal gathering will bring together key representatives from partner universities across Europe and North Africa to discuss the project’s objectives, milestones, and critical tasks for the upcoming years.

