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Serious Games for Creativity and Social Cohesion in Teacher Education

EduGame project internship #1

Valencia, UpV

15 – 19 April, 2024



The goal is to train prospective school-teachers in social sciences, humanities, and IT to utilize pedagogical technologies, including serious games, to foster human rights, democracy, and social cohesion among two neighboring regions with a shared cultural and historical influence.

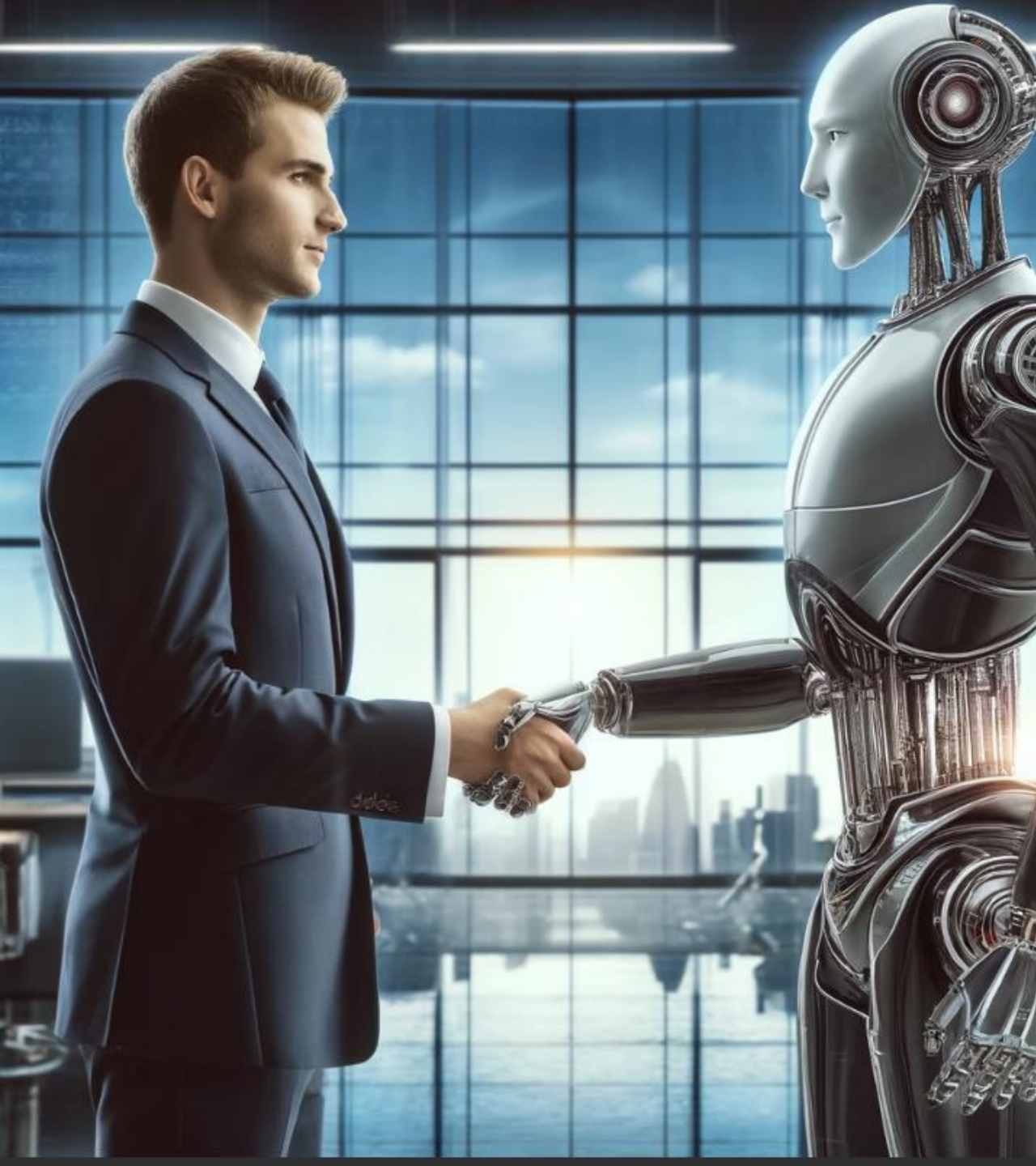
The objectives are threefold:

- *To modernize teacher training curricula* by incorporating a focus on serious games (SG) and game-based learning. This involves creating high-quality learning materials and equipping EduGame labs with innovative pedagogical approaches and the latest educational technologies.
- *To enhance the competencies of university staff*, establish sustainable interdisciplinary and inter-curricular connections, and foster collaboration between educators and computer scientists.
- *To graduate the first cohort* from these future-oriented curricula, with a specialization in the design and use of serious games (SG). Graduates will be adept at applying new digital and game-based learning technologies in accordance with the principles of social cohesion, inclusion, and equality.



Indicators for measuring achievements

- Six modernized curricula:
 - Region 1 – 4 (2 MA, 2 BA),
Region 3 – 2 (1 MA, 1 BA);
 - Secondary school – 4 (1 MA, 2 BA), - Sousse suggestion 3 MA (1 research master, 2 professional masters)
 - Primary school – 2 (1 MA, 1 BA); - Jendouba 1 BA, 1 MA
- EduGame labs - 6 (2 in AL, 2 in BA, 2 in TN);
- Highly qualified staff on SG - 36 (12 in TN, 12 in BA, 12 in AL);
- Total **315** graduates:
 - Region 1: **180** (MA 80, BA 100).
 - MA History - 40;
 - MA Primary school teacher - 50;
 - BA English language teacher - 60;
 - BA Bosnian language and literature – 40.
 - Region 3: **135** (MA 35, BA 100).
 - MA Computer Sciences – 35 – Sousse 70;
 - BA Primary school teacher – 100 – Jendouba 300.



Partner presentations

Interactive activity – story
waivers



Story Weavers: An Interactive Pairing Activity for Teachers

Objective: To allow EduGame project partners and university professors to explore each other's professional and personal journeys, teaching philosophies, and personal interests through storytelling in pairs, fostering deeper connections and understanding.

Rules:

1. **Structure the stories.** Each participant has 5 minutes to introduce themselves to a pair.
2. **Sharing and Listening.** Each pair introduces themselves to the whole group (participant introduces another member of the pair)

09:31

Competency clusters

Objective: Share the perspectives of educationalists, computer science specialists, and management and administration professionals to explore and enhance opportunities for collaboration on EduGame.

Rules:

1. Divide into three groups based on your expected professional roles in EduGame (pedagogy, computer science, management)
2. Discuss in a group
 1. How your expertise can directly benefit the project.
 2. Potential opportunities, challenges and solutions relevant to your domain.
3. Share group discussions with all participants



15:00

mins: secs: type:

 Breaktime for PowerPoint by Flow Simulation Ltd.

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