



# ERASMUS+ PROJECT: SERIOUS GAMES FOR CREATIVITY AND SOCIAL COHESION IN TEACHER EDUCATION

PROJECT NUMBER: 103128757; EDUGAME PROJECT HAS BEEN FUNDED BY THE BURDPEAN COMMISSION THROUGH THE CBHE ACTION AS PART OF THE KEY ACTION 2 PROJECTS (CALL: ERASMUS-EDU-2023-CBHE; TOPIC: ERASMUS-EDU-2023-CBHE-5TRAND-2).

The EduGame project, led by Vytautas Magnus University (VMU), Kaunas, Lithuania, aims to train future teachers in social sciences, humanities, and IT by integrating educational technologies and serious games to promote human rights, democracy, and social cohesion in education.

### MODERNIZING TEACHING WITH THE EDUGAME LABORATORY

As part of the Erasmus+ EduGame project, existing courses have been modernized, and new subjects introduced. The equipped laboratory provides students with the opportunity to practically apply modern technologies in teaching, opening doors to innovative education through:

- ✓ Interactive teaching methods
- Simulations and educational games
- A multidisciplinary approach to learning

he equipment acquired through this project will enable **Pedagogical Faculty** students to gain essential knowledge and skills for contemporary education.

## NEWLY EQUIPPED EDUGAME LABORATORY

Among the first in Bosnia and Herzegovina, **Pedagogical Faculty**, University of Bihać conducts teaching in the newly equipped **EduGame** laboratory for serious game development.





#### WHERE ARE WE LOCATED?

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#### PARTNER UNIVERSITIES IN THE EDUGAME PROJECT

- Vytautas Magnus University (VMU, Lithuania),
- University of Salerno (UNSA, Italy)
  - University of Valencia (UPV, Spain)
- University "Džemal Bijedić" Mostar (BiH)
- University of Bihać (BiH)
- University of Tirana (Albania)
- Aleksander Xhuvani University Elbasan (Albania)
- University of Sousse (Tunisia)
- University of Jendouba (Tunisia)