



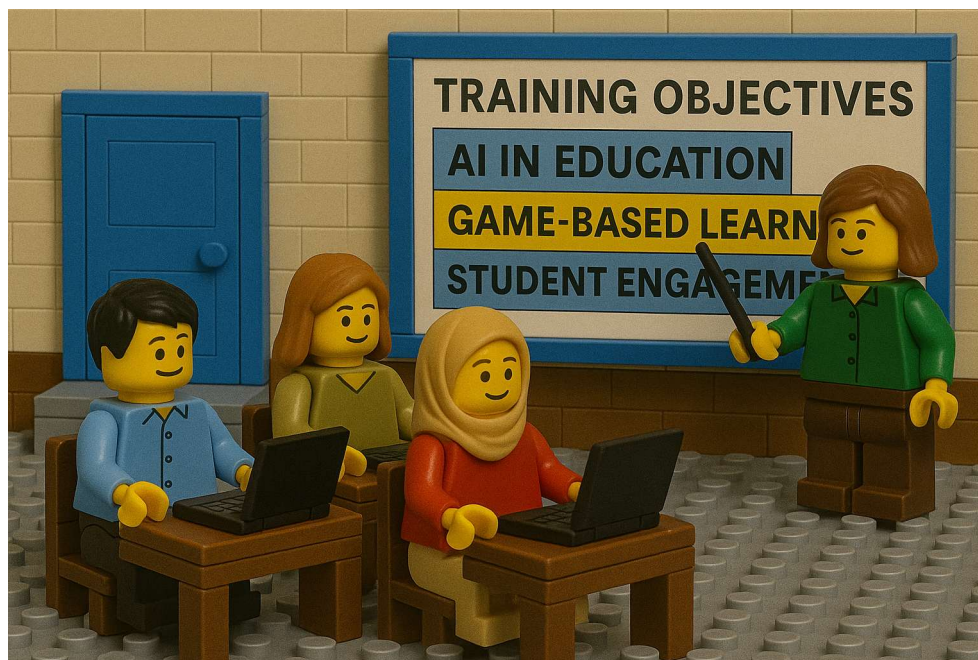
3rd EduGame Internship for
university professors: Advanced
Gamification, AI, and Teaching
Innovations

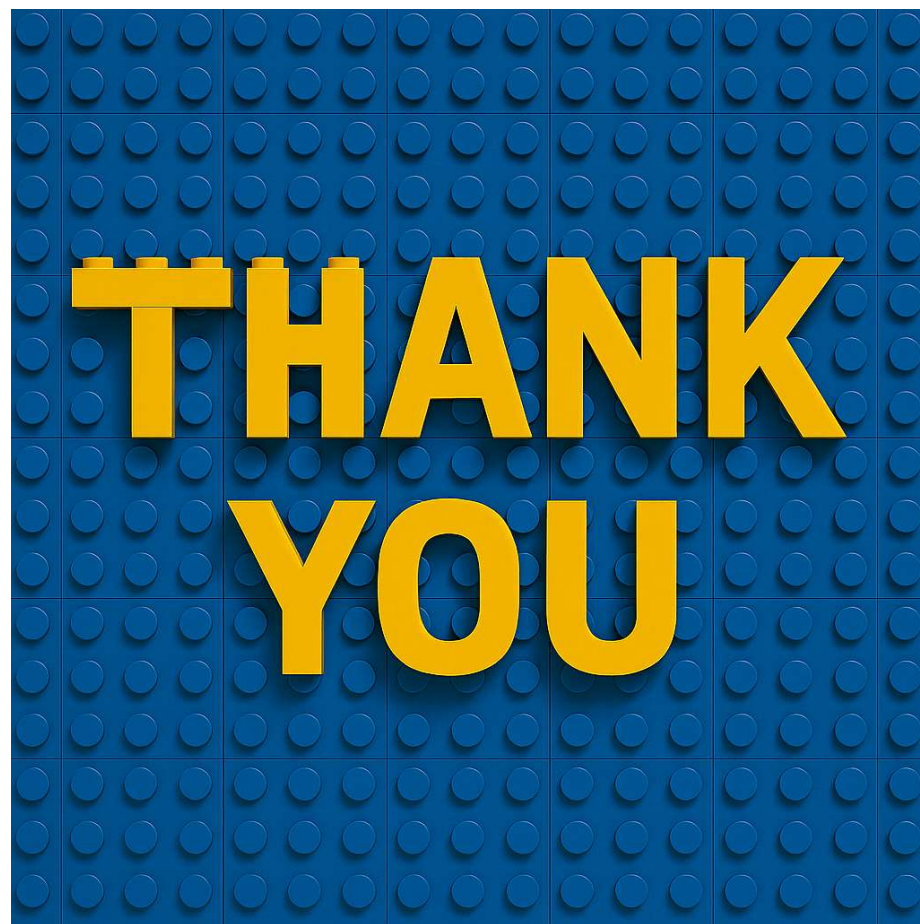
May 5-9, 2025

Vytautas Magnus University, Kaunas, Lithuania



Co-funded by
the European Union





Training objectives

1. Advance Participants' Knowledge of Game-Based Learning

1. Explore innovative pedagogical strategies beyond the basics, including educational escape rooms and gamification models in higher education.
2. Engage with real examples and workshops led by international experts from **Tunisia, Italy, Albania, and Bosnia and Herzegovina**.

2. Deepen Understanding of Assessment within Serious Games

1. Learn to integrate **stealth assessment methods** and evaluate learning through play-based and gamified approaches.
2. Understand how to implement game-based tasks in subject-specific contexts such as history and literature.

3. Develop Practical Competencies in AI-Enhanced Educational Design

1. Gain **hands-on experience with prompt engineering and multimodal AI** tools for creating educational games and interactive content.
2. Build and present AI-enhanced prototypes for discipline-specific teaching challenges.

4. Create and Model Gamified Learning Materials

1. **Design gamified environments using virtual characters** and digital tools applicable in STEAM education.
2. Participate in collaborative workshops to create resources and manuals for broader project dissemination.

5. Strengthen International Collaboration and Professional Exchange

1. Foster cross-cultural collaboration among university professors from the Western Balkans, Tunisia, and the EU.
2. **Prepare for the EduGame Summer School** and contribute to future project directions.

6. Reflect on the Role of Digital Technologies in Contemporary Pedagogy

1. Explore the concept of **computers as mindtools**.
2. Participate in discussions on future innovations in teaching with serious games and technology.



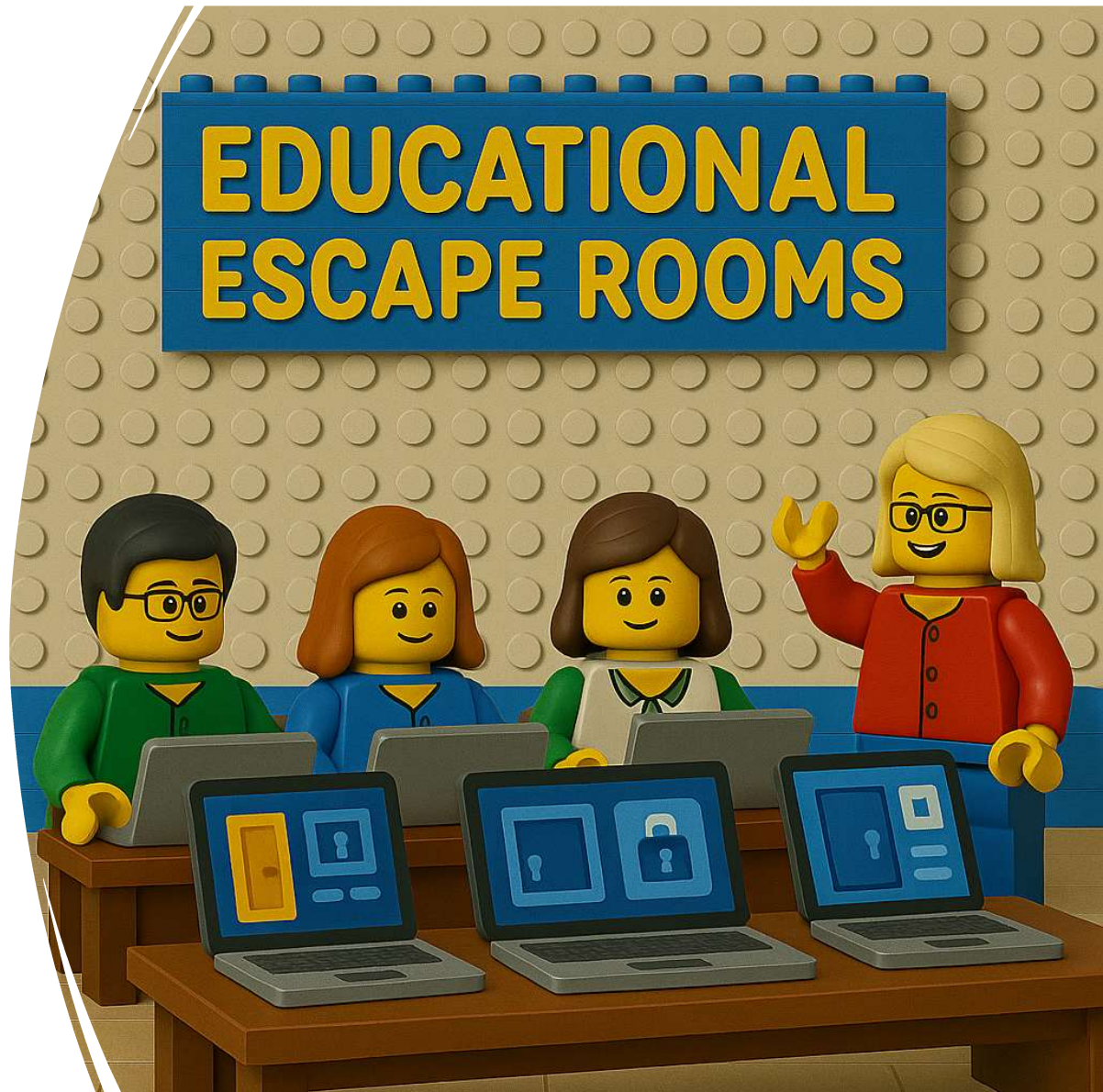


Cultural activities

1. International Food Fair
Monday, May 5, 16:15
University Main Hall, Daukanto str. 28 Kaunas
Celebrate the start of the internship with a festive international food fair.
2. Group Dinner
Wednesday, May 7, 19:00
"Bokstas" Restaurant. Kestucio str. 86 Kaunas
Enjoy a shared evening meal with fellow participants and local hosts. This informal gathering supports networking and relaxation after an intensive day of creative workshops.
3. Performance "North" Inspired by M.K. Čiurlionis
Thursday, May 8, 18:00
University Main Hall, Daukanto str. 28 Kaunas
Experience a cultural performance based on the visionary art and music of Lithuanian icon M.K. Čiurlionis, followed by a buffet reception.

Session 1: Game-Based Learning Beyond Basics. Workshop on Educational Escape Rooms

- Asma Hadyaoui,
- Maha Harzallah,
- Nadra Ben Romdhane, US, Tunisia



Examples of educational escape rooms

