

Newsletter

EduGame: the 2nd Internship (UNISA, Salerno, Italy)



Introduction. The second EduGame Internship, held at the University of Salerno, Italy, October 7–11, 2024. It brought together EduGame consortium to explore gamification, serious games, and generative AI in education. This five-day event aimed to deepen participants' understanding of how innovative tools and strategies can enhance education.



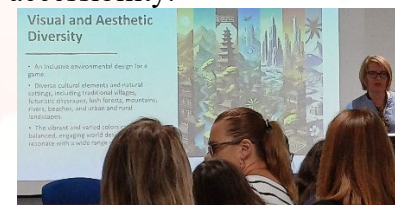
Day 1: Let's Get Started! The first day commenced with a warm welcome from UNISA representatives, followed by an introduction to the internship objectives by Judita Kasperiušienė (VDU). Filomena Faella and Paola Attolino (UNISA) led an engaging ice-breaking session, and the theoretical foundations of educational games were introduced by Natalija Mažeikienė (VDU). Participants then engaged in an interactive educational game workshop.



Day 2: Gaming and Learning Together. The second day began with a hands-on session on designing educational games, led by Judita Kasperiušienė (VDU). Filomena Faiella (UNISA) conducted a session on gamified lecture courses, providing practical strategies for implementation. Participants then enjoyed an unconventional campus tour, guided by UNISA students and postgraduate students.



Day 3: Open Session – Diversity, Inclusion, and AI in Education. The third day, open to the public, explored diversity and inclusion through serious games in a session led by Natalija Mažeikienė (VDU). Jordi Linares (UPV) presented on the new AI educational paradigm, emphasizing its transformative potential. Vindice Deplano (independent scholar) delivered a thought-provoking lecture on serious games and accessibility.



Day 4: Open Session – Generative AI and Gamification Tools. Day four delved into generative AI applications in education. Carlos Aliaga (UPV) presented on AI and interactivity, followed by Alessandro Iannella (University of Cagliari) discussing frameworks and use cases for generative AI in teacher development. Filomena Faiella (UNISA) led a session on meaningful gamification.



The day wrapped up with a management team meeting led by Judita Kasperīūnienė, Natalija Mažeikienė, Goda Gavenaite, and Olga Avramenko (VDU).



Day 5: Final Experience. The final day showcased applied practices of gamification. Fabio Clarizia (UNISA) presented case studies demonstrating the integration of games into classrooms. Zeineb Ben Azzouz (Jandouba University) and Lilia Cheniti Belcadhi (University of Sousse) highlighted processes and tools to enhance learning experiences. Aida Džih Šator, Majra Lalić (University of Mostar), and Vildana Pečenković (University of Bihać) shared examples of gamified educational practices in Bosnia and Herzegovina. The internship concluded with a collaborative session outlining future objectives and a farewell gathering.



The second EduGame internship offered a transformative experience, equipping educators with cutting-edge tools and methodologies to revolutionize their teaching practices. Participants left with valuable insights, strengthened networks, and a renewed commitment to fostering creativity and social cohesion in education. The EduGame project continues to inspire and innovate, paving the way for the next phase of collaboration.

