Newsletter

EduGame: the 1st Internship (UPV, Valencia, Spain)

From April 15th to April 19th, 2024, the vibrant city of Valencia hosted **the 1st Internship of the EduGame Erasmus+ Project**. This event aimed to equip participants with advanced methodologies in game-based learning, serious games, and gamification while exploring cutting-edge tools and technologies. With a focus on fostering innovation in educational practices, the internship provided a comprehensive blend of theoretical insights and hands-on experiences.

Day 1: Foundations of Game-Based Learning. The first day began with an introduction to game-based learning, serious games, and gamification in higher education. Director of VRAIN Vicent Botti and Jordi Linares (UPV) welcomed the internship participants and also introduced the Universitat Politècnica de València (UPV) and the VRAIN research group.
Judita Kasperiunienė and Natalija Mažeikienė led an interactive session outlining the objectives of the internship, followed by an engaging talk by Vytautas Magnus University (VDU) experts on the application of serious games in educational settings. Later, representatives from the University of Bihac (UNBI) and VDU presented research on stakeholder involvement in education, concluding with UPV showcasing case studies on gamification practices across Europe.

Day 2: AI in Education. Day 2 centered on the intersection of artificial intelligence and education. Dr. Filomena Faiella and Dr. Paola Attolino (UNISA) explored pedagogical challenges in adopting game-based learning, delving into the synergy between psychology, education, and technology. Dr. Jordi Linares from UPV provided an introduction to AI concepts and applications in teaching, and his afternoon session focused on problem-solving through AI in gamified learning contexts. The day concluded with a tour of UPV's research labs, highlighting advancements in virtual and augmented reality.
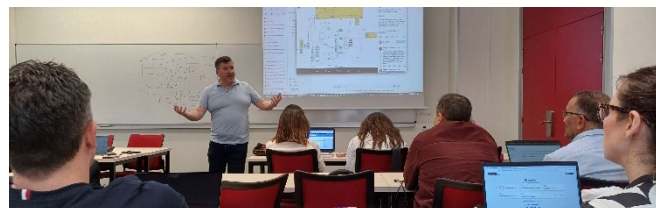

Day 3: Generative AI for Education. On Day 3, the focus shifted to generative AI and its applications in curriculum development. Dr. ordi Linares (UPV) introduced the capabilities of generative models for creating educational content, including the transformation of text into immersive 3D environments. The afternoon workshop, led by Dr. Fernández and his team, provided hands-on experience with generative AI tools, teaching participants to craft gamified resources and virtual tutors for their courses.

Day 4: Tools for Gamification. The fourth day explored current tools for gamification in education. Dr. Filomena Faiella and Dr. Paola Attolino (UNISA) introduced common apps for gamifying teaching, while a collaborative workshop led by teams from UPV, UNISA, and VDU allowed participants to experiment with gamification strategies for their courses. The evening culminated in a gala dinner, celebrating the achievements of the internship participants and fostering networking opportunities.

Day 5: Reflections and Future Directions. The final day focused on collaborative game development using no-code platforms, led by Jordi Linares (UPV). Participants worked with intuitive visual tools to create prototype games for educational use. The roundtable discussion moderated by Judita Kasperiunienė provided an opportunity for participants to share insights and prepare gamification proposals for their courses. The internship concluded with the distribution of certificates to participants, marking their successful completion and setting objectives for the next phase of the EduGame project.

Conclusion. The EduGame internship in Valencia offered a dynamic and engaging experience, combining innovation, collaboration, and practical application. Participants gained valuable tools and insights to revolutionize educational practices in their institutions, leaving with certificates to recognize their achievements and a roadmap for future work.