

Serious Games for Creativity and Social Cohesion in Teacher Education

2nd internship Salerno University

2024.10.7-10.11

GOALS & OBJECTIVES

Judita Kasperuniene, Vytautas Magnus University

Salerno internship: Goals & Objectives

Discuss	Discuss gamification and serious games in HE
Develop	Develop hands-on skills for designing educational games
Explore	Explore the role of GenAI in education
Enhance	Enhance classroom inclusivity through serious games
Discover	Discover best practices and case studies
Collaborate	Collaborate and network with international scholars
Strategize	Reflect and set future goals for project successful implementation