UNIVERSITY OF BIHAĆ AND "DŽEMAL BIJEDIĆ" UNIVERSITY OF MOSTAR OPEN LABS DEDICATED TO DEVELOPING SERIOUS GAMES – EDUGAME

PARTNER UNIVERSITIES IN THE EDUGAME PROJECT:

Vytautas Magnus University (Kaunas, Lithuania) - the project coordinator
University of Salerno (UNSA, Italy)
Polytechnic University of Valencia (UPV, Spain)
"Džemal Bijedić" University of Mostar (B&H)
University of Bihać (B&H)
University of Tirana (Albania)
"Aleksander Xhuvani" Elbasan University (Albania)
University of Sousse (Tunisia)
University of Jendouba (Tunisia)

The Erasmus+ project "Serious Games for Creativity and Social Cohesion in Teacher Education," led by Vytautas Magnus University (VMU), Kaunas, Lithuania, aims to train highly qualified future teachers of social sciences, humanities and IT in educational technologies using serious games to promote human rights, democracy, and social cohesion in two regions with cultures and histories of mutual influence. As a result, existing courses have been modernized and new ones have been introduced; these are taught in newly equipped, high-quality laboratories. At the University of Bihać, a new course, Digital Storytelling, is being taught this academic year for students of the Department of Languages and Literature, majoring in English Language and Literature.

Furthermore, from the next academic year, this module will also be attended by students of the Department of Primary Education, majoring in Classroom Teaching and Preschool Education, as well as students of the Department of Arts and Education, majoring in Music and Visual Arts. The equipment acquired within the Erasmus+ EduGame project provides a wide range of possibilities for the use of serious games in teaching, especially in the education of future teachers. The equipped laboratory enables students of the Pedagogical Faculty to acquire practical knowledge about the application of modern technologies in education.

GAMES IN EDUCATION

The use of artificial intelligence (AI) and serious games in teaching brings numerous benefits that enhance the learning process. AI enables personalized education adapted to the needs of each student, monitoring progress and offering timely feedback, while serious games promote active learning through interaction, problem solving, and simulations of real situations, which increases student motivation and engagement. By combining these technologies, teaching becomes more efficient, interesting and adapted to modern generations.

EDUGAME LAB

At the "Džemal Bijedić" University of Mostar, the EduGame laboratory is located at the Faculty of Humanities. The teaching of new and modernized courses will be held in the EduGame laboratory in the coming semester, and this semester the training for teaching staff and secondary schools staff on the use of serious games in the teaching process is ongoing.

In addition to the courses created and innovated within the project, students of the Faculty of Information Technologies ("Džemal Bijedić" University of Mostar) will use the equipment for the Computer Graphics course.

The goal is to train teachers to include elements of serious games in their classes, in order to increase the number of courses held in the laboratory in the coming semesters.