



NEWSLETTER

From 22 to 26 September 2025, the University of Sousse, Tunisia, successfully hosted the first international Summer School of the Erasmus+ EduGAME project – "Enhancing Education through Gamification and Artificial Intelligence". This landmark event brought together academics, researchers, teachers and students from Lithuania, Spain, Italy, Albania, Bosnia and Herzegovina, and Tunisia to collaboratively explore the integration of serious games and AI in modern teacher education.

Day 2 – Tuesday 23: Foundations of AI in Education and Instructional Design
Day two commenced with a keynote on Digital Story & AI by Dr. Judita Kasperuniene and Dr. Natalija Mazeikiene (Vytautas Magnus University). This was followed by Workshop 2.1 on the role of AI in teaching various academic subjects, led by Dr. Mersina Mujagic (University of Bihać, Bosnia and Herzegovina). The core of the day was the launch of the EducaThon – a hands-on challenge where students designed educational games for sustainable development using AI. Dr. Asma Hadyaoui (University of Sousse) introduced the scenario and group structure, after which mixed teams of students and tutors began their creative prototyping work.

Day 1 – Monday 22: Foundations of Gamification and Digital Education

The Summer School opened at the Marhaba Palace Hotel in Sousse with a formal welcome ceremony featuring addresses by Prof. Lotfi BelKacem, President of the University of Sousse, Dr. Lilia Cheniti Coordinator of EduGAME Project at Sousse University and other university leaders.

The academic program began with Keynote 1.1 by Dr. Judita Kasperuniene (Vytautas Magnus University, Lithuania) on the challenges of using games in university teaching. Participants then engaged in Workshop 1.1 – "Rewriting History: Playing (seriously) with AI and Possibilities" – facilitated by Dr. Paola Attolino and Filomena Faiella (University of Salerno, Italy).





Day 3 – Wednesday 24: Multidisciplinary Projects – Manuals, Toolkits and Parallel Workshops

The morning was dedicated to presenting the first versions of educational manuals and toolkits developed by the EduGAME consortium. The University of Sousse presented the manual "Educational Technologies for Computer Sciences", while the University of Mostar introduced "Serious Games as Educational Technologies". The University of Elbasan shared the manual "Educational Technologies for Primary Schools". Additionally, toolkits were showcased including "Educational Game Design for Primary Schools" from the University of Jendouba, "Digital Storytelling" from the University of Bihać, and "Game Design Development for Prospective Teachers" from the University of Tirana. The cross-regional e-book "Collection of Materials on Serious Games in School Education" was also presented by the VMU coordinator.

Day 4 – Thursday 25: Interdisciplinary Symposium IPEN 2025
A full-day symposium within the Summer School framework attracted a wide academic audience. Highlights included Keynotes by Prof. Ouajdi Korbaa and Prof. Olfa Bouallegue Vice Presidents of University of Sousse, Prof Najoua Ben Amara, Dean of ENISO Engineer School of Sousse, Prof. Jordi Linares Pellicer from Universitat Politècnica de València, Spain and Prof. Ghada ElKhayat from Alexandria University Egypt.

The symposium featured five thematic panels covering Digital Humanities, Gender & Inclusive AI, Sustainability & Green Entrepreneurship, EdTech Industry, and STEM/Health Education. The day concluded with two parallel presentation sessions featuring 14 scientific communications on gamification, AI and sustainable education.

Day 5 – Friday 26: Project Presentations, Reflections and Closing Ceremony

The final day opened with keynotes addressing the impact of serious games on primary students' mathematical conceptualization, cross-border best practices from EU projects, AI-powered education with a focus on prompts and cybersecurity. The EducaThon project presentations and peer voting took centre stage, showcasing the innovative game prototypes developed by student teams. A wrap-up session allowed participants to share reflections and lessons learned, followed by the official certification ceremony. The Summer School closed with a forward-looking discussion on future steps for the EduGAME consortium.





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EduGAME – "Serious Games for Creativity and Social Cohesion in Teacher Education" – is an Erasmus+ CBHE project (No. 101128757) coordinated by the Faculty of Informatics at Vytautas Magnus University (Lithuania). It aims to modernise bachelor's and master's programmes in teacher education by integrating serious games, gamification and innovative pedagogical technologies to foster creativity, human rights, democracy and social cohesion.

Warm thanks to the University of Sousse for outstanding hospitality and organisation. We extend our gratitude to the local organiser: Dr. Lilia Cheniti. Our appreciation also goes to all partner universities and participants for their vibrant contributions.

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