



# EDUGAME

Serious Games for Creativity and Social Cohesion in Teacher Education

2nd Summer School Erasmus EduGAME - "VR Story Design Challenge" @ Džemal Bijedić University of Mostar



## SUN RISE

SMALLER (STRATEGIC) UNIVERSITIES NETWORK FOR REGIONAL INNOVATIVE AND SUSTAINABLE EVOLUTION



# 2nd Summer School Erasmus EduGAME- "VR Story Design Challenge"

Džemal Bijedić University of Mostar

Bosnia and Herzegovina

Project No: 101128757



UNIVERZITET  
"DŽEMAL BIJEDIĆ"  
U MOSTARU



UNIVERSITAT  
POLITÈCNICA  
DE VALÈNCIA



VYTAUTAS  
MAGNUS  
UNIVERSITY  
MCMXXII



Mostar, 23<sup>rd</sup>-27<sup>th</sup> of March 2026



<p align="center"><b>Monday 23<sup>rd</sup> of March 2026</b> Faculty of Economics, Amfiteatar 2 (ground floor) Streaming: <a href="https://www.youtube.com/@UNMO_TV">https://www.youtube.com/@UNMO_TV</a> – tab Live</p>	
9:00 – 9:30	Registration of participants
09:30 – 10:00	<p><b>Welcome and introduction to the Summer School</b></p> <ul style="list-style-type: none"> <li>○ Vice-rector for international relations – <b>Rijad Novaković</b></li> <li>○ Cantonal minister of education – <b>Adnan Velagić</b></li> <li>○ Project lead– <b>Judita Kasperīūnienė</b></li> <li>○ Local project coordinator – <b>Emina Junuz</b></li> </ul>
10:00- 10:15	<p><b>Summer school Expectations</b> <b>Summer school Agenda</b></p> <ul style="list-style-type: none"> <li>○ <b>Aida Džiho Šator</b></li> </ul> <p>“Džemal Bijedić” University of Mostar</p>
10:15 – 10:45	Coffee break
10:45-11:45	<p><b>Keynote 1.1:</b> <b>„Presentation of gender in serious games“</b></p> <ul style="list-style-type: none"> <li>○ <b>Judita Kasperīūnienė, Natalija Mažeikienė</b></li> </ul> <p>Vytautas Magnus University, Lithuania</p>
11:45 – 13:00	<p><b>Keynote 1.2:</b> <b>„Serious game design“</b></p> <ul style="list-style-type: none"> <li>○ Mohamed Elzayat</li> </ul> <p>“Džemal Bijedić” University of Mostar</p>
13:00 – 14:00	Lunch
14:00 – 17:00 Hybrid: <a href="#">EduGame biweekly meeting   Meeting Chat   Microsoft Teams</a>	Project consortium meeting - hybrid

## Tuesday 24<sup>th</sup> of March 2026

Faculty of Humanities, Amfiteatar, EduGame Lab

Streaming: [https://www.youtube.com/@UNMO\\_TV](https://www.youtube.com/@UNMO_TV) – tab Live

Hybrid: [EduGame biweekly meeting](#) | [Meeting Chat](#) | [Microsoft Teams](#)

<b>09:00 – 10:00</b>	<p><b>Keynote 2.1:</b> EducaThon Principles: <b>VR Story Design Challenge</b>; Scenario description</p> <ul style="list-style-type: none"> <li>○ <b>Mersina Mujagic</b> University of Bihac <b>(mandatory for students)</b></li> </ul>
<b>10:00 – 11:00</b>	<p><b>Keynote 2.1:</b> EducaThon Principles: <b>Group organization</b></p> <ul style="list-style-type: none"> <li>○ <b>Mersina Mujagic</b> University of Bihac <b>(mandatory for students)</b></li> </ul>
<b>11:00 – 11:30</b>	<b>Cofee break</b>
<b>11:30 – 13:00</b>	<p><b>EducaThon Mentoring Session</b> Concept Clarification &amp; Technical Support for Teams Facilitators: EduGAME Teachers <b>(mandatory for students)</b></p>
<b>13:00 – 14:00</b>	<b>Lunch</b>
<b>14:00 – 14:30</b>	<p><b>Ethics meets innovation: practical approaches to AI in education</b></p> <ul style="list-style-type: none"> <li>○ <b>Lenida Lekli</b> University of Elbasan "Aleksandër Xhuvani"</li> </ul>
<b>14:30 – 16:00</b>	<p><b>Future Artifacts: playing (seriously) with our possible tomorrows.</b></p> <ul style="list-style-type: none"> <li>○ <b>Paola Attolino, Filomena Faiella</b> University of Salerno</li> </ul>
<b>16:00 – 18:00</b>	<b>Cultural Visit</b>

<b>Wednesday 25<sup>th</sup> of March 2026</b> Faculty of Humanities, multimedia room <b>Multidisciplinary Projects for Gamification : Manuals &amp; Toolkits</b> Hybrid: <a href="#">EduGame biweekly meeting</a>   <a href="#">Meeting Chat</a>   <a href="#">Microsoft Teams</a>		
<b>09:00 – 10:00</b>	<b>Manuals, second versions</b> Manuals for teachers and/or students <ol style="list-style-type: none"> <li>1. <b>USo EduGAME Coordinator:</b> Manual “Educational Technologies for computer sciences” (US, English French, e-format, 120 p.) for the new course.</li> <li>2. <b>UNMO EduGAME Coordinator:</b> Manual “Serious games as educational technologies” (UNMO, English, e-format, 120 p.);</li> <li>3. <b>UNIEL EduGAME Coordinator:</b> Manual “Educational technologies for primary schools” (UNIEL, Albanian, e-format, 120 p.).</li> </ol>	<b>Eduathon: VR Story Design Challenge EduGAME Students Facilitators: EduGAME Teachers</b>
<b>10:00 – 11:00</b>	<b>Toolkits, second versions</b> <ol style="list-style-type: none"> <li>1. <b>UJ EduGAME Coordinator:</b> Toolkit for laboratory work “Educational game design for primary schools” (UJ, French, e-format, 120 p.);</li> <li>2. <b>UNBI EduGAME Coordinator:</b> Toolkit for laboratory work “Digital storytelling” (UNBI, Bosnian, e-format, 120 p.);</li> <li>3. <b>UT EduGAME Coordinator:</b> UT Toolkit for laboratory work “Game design development for prospective teachers” (UT, Albanian, e-format, 120 p.).</li> </ol>	
<b>11:00 - 11:30</b>	<b>Coffee break</b>	
<b>11:30 – 13:00</b>	<b>e-book</b> The cross-regional e-book “Collection of materials on serious games in school education: cross-regional experience and practice” <b>VMU EduGAME Coordinator</b>	
<b>13:00 – 14:00</b>	<b>Lunch</b>	
<b>14:00 - 16:00</b>	<b>e-book</b> The cross-regional e-book “Collection of materials on serious games in school education: cross-regional experience and practice” <b>VMU EduGAME Coordinator</b>	
<b>19:00</b>	<b>Gala diner @ Hotel Emporia - Royal Vineyards Mostar</b> ( <i>Gnojnice bb, Mostar</i> )	

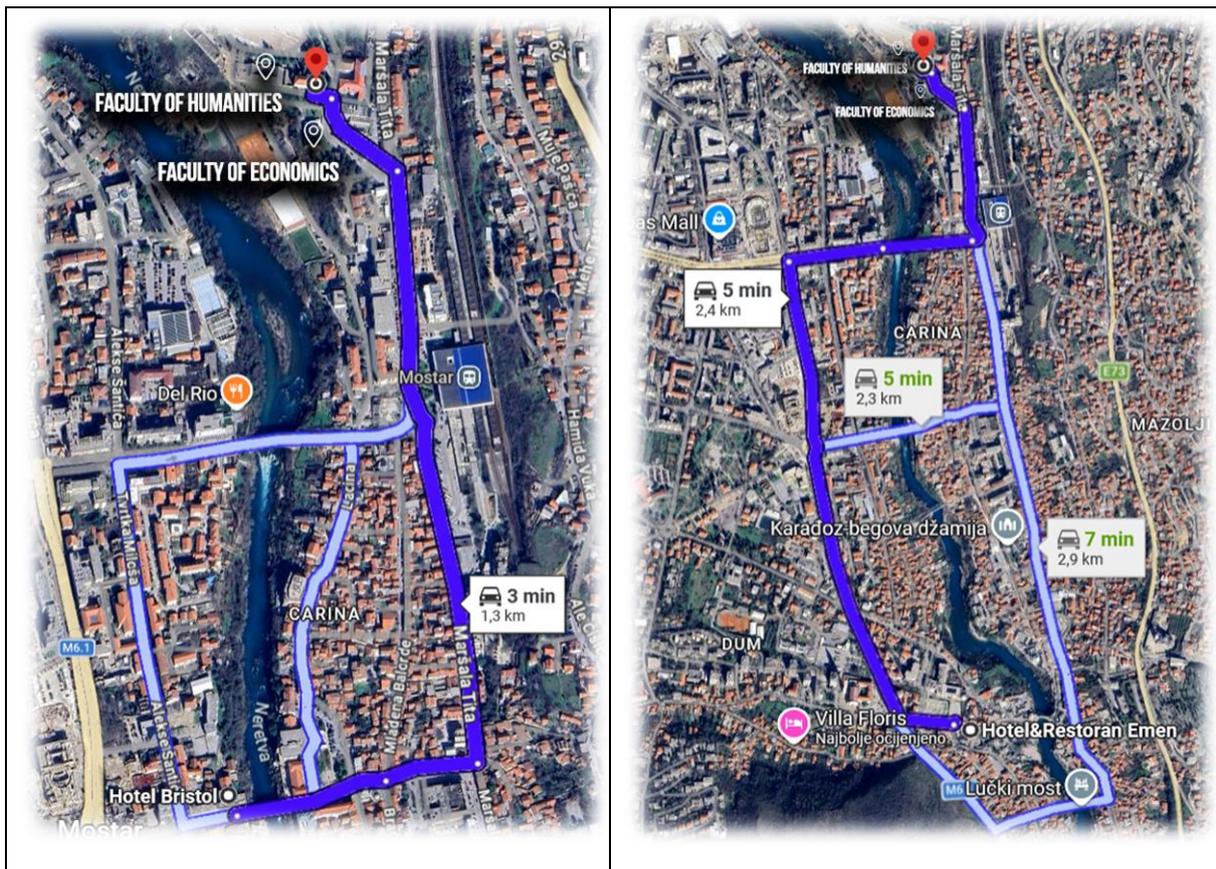
<p style="text-align: center;"><b>Thursday 26<sup>th</sup> of March 2026</b>            Faculty of Humanities, Amfiteatar            Streaming: <a href="https://www.youtube.com/@UNMO_TV">https://www.youtube.com/@UNMO_TV</a> – tab Live            Hybrid: <a href="#">EduGame biweekly meeting</a>   <a href="#">Meeting Chat</a>   <a href="#">Microsoft Teams</a></p>	
<b>09:00 – 11:00</b>	<p><b>Workshop 4.1:</b> From chats to agents: when AI achieves autonomy, and how it affects education</p> <ul style="list-style-type: none"> <li>○ <b>Jordi Linares</b> UP Valencia</li> </ul>
<b>11:00 – 11:30</b>	<b>Cofee break</b>
<b>11:30 – 13:00</b>	<b>Student presentations</b>
<b>13:00 - 14:00</b>	<b>Lunch</b>
<b>14:00 – 15:10</b>	<p><b>Keynote 4.1:</b> Integrating Technology into the Teaching of International Relations</p> <ul style="list-style-type: none"> <li>○ <b>Andi Pinari</b> University of Tirana</li> </ul>
<b>15:10 – 16:30</b>	<p><b>Workshop 4.2:</b> Interacting with LexiOrb</p> <ul style="list-style-type: none"> <li>○ <b>Azra Smajić</b> Džemal Bijedić University of Mostar <b>(for students and project consortium)</b></li> </ul>
<b>16:30 – 17:00</b>	<b>Q&amp;A session</b>

<b>Friday 27<sup>th</sup> of March 2025</b> Faculty of Humanities, Amfiteatar Streaming: <a href="https://www.youtube.com/@UNMO_TV">https://www.youtube.com/@UNMO_TV</a> – tab Live Hybrid: <a href="#">EduGame biweekly meeting</a>   <a href="#">Meeting Chat</a>   <a href="#">Microsoft Teams</a>	
<b>09:00 – 11:00</b>	<p><b>Keynote 5.1:</b>  <b>VR Game Development</b></p> <ul style="list-style-type: none"> <li>• How VR works and how human eyes work</li> <li>• Presence versus "motion sickness"</li> <li>• Game design for VR</li> </ul> <p>• <b>Mohamed El Zayat</b>            Dzemal Bijedic University of Mostar</p>
<b>11:00 – 11:30</b>	<b>Coffee break</b>
<b>11:30 – 12:15</b>	<p><b>Keynote 4.2.:</b>  <b>Competencies based learning</b></p> <ul style="list-style-type: none"> <li>○ <b>Lilia Cheniti</b>            University o Sousseu</li> </ul>
<b>12:15 - 13:00</b>	<b>Student awards ceremony</b>
<b>13:00 - 14:00</b>	Lunch
<b>14:00 – 15:00</b>	Wrap-up Session: Reflections and Lessons Learned <b>EduGAME Consortium</b> <b>Aida Džihó Šator</b>
<b>15:00 – 15:30</b>	Certification Ceremony <b>EduGAME Consortium</b>
<b>15:30 – 16:30</b>	Future steps <b>EduGAME Consortium</b>

## Directions to the Campus

(from Hotel Bristol and Hotel Emen)

A mini map with marked routes from Hotel Bristol and Hotel Emen is provided to assist you.



Route from **Hotel Bristol** and **Hotel Emen** to **Dzemal Bijedic University of Mostar Campus**.

- **Faculty of Economics:** <https://maps.app.goo.gl/yPYYhbR8WBcLc9ga9>
- **Faculty of Humanities:** <https://maps.app.goo.gl/j3fPB4gxwxgkiDMd6>



Google maps link of Faculty of Economics and Faculty of humanities

## IMPORTANT NOTICES

### Transportation to the University Campus

- Participants can easily reach the University Campus using the public city transport services provided by JP "Mo Bus" Mostar. The bus network frequently connects the main parts of the city with the campus area, offering a reliable and convenient travel option. Please note that a detailed bus schedule and timetable are displayed at every bus stop, allowing you to plan your commute and navigate the city with ease during the conference.
- In addition to public transport, participants can also use various taxi services operating in Mostar 24/7. Taxi stands are located at key points throughout the city (bus/train stations, shopping centers), and you can also order a ride by phone. Taxi fares within the city are generally very affordable.

<b>TAXI</b>	<b>Phone number to call</b>
MOJ TAXI	1503
HERC TAXI	1599
HALO TAXI	1506
HEY TAXI	1502

**We wish all participants a pleasant stay and a successful event.**