



# EDUGAME

Serious Games for Creativity and Social Cohesion in Teacher Education

2nd Summer School Erasmus EduGAME – “VR Story Design Challenge” @ Dzemal Bijedic University of Mostar



## **2nd Summer School of the Erasmus+ EduGAME Project at Dzemal Bijedic University of Mostar**

Dzemal Bijedic University of Mostar will host the 2nd Summer School of the Erasmus+ EduGAME project – “VR Story Design Challenge”, which will take place from 23rd to 27th March 2026 at Dzemal Bijedic University of Mostar.

The Erasmus+ project EduGAME – Serious Games for Creativity and Social Cohesion in Teacher Education is aimed at modernizing teacher education through the integration of serious games and game-based learning approaches in higher education. The project brings together universities from Europe, the Western Balkans and the Southern Mediterranean with the goal of developing innovative teaching methods, enhancing study programmes, and strengthening the digital competencies of future teachers in the fields of social sciences, humanities, and information technologies.

The Summer School will bring together students, teachers and researchers from several European universities, with the aim of exchanging knowledge and experiences in the fields of digital educational technologies, gamification, and the application of virtual reality (VR) in education. The programme includes a series of lectures, workshops, mentoring sessions and project presentations delivered by experts from international partner institutions participating in the Erasmus+ EduGAME project.

The official opening ceremony is scheduled for 23 March 2026 at the Faculty of Economics of Dzemal Bijedic University of Mostar, with addresses by representatives of the University, project partners and educational institutions. In the opening session, participants will be welcomed by Vice-Rector for International Cooperation, Prof. Rijad Novaković, PhD; the Minister of Education, Science, Culture and Sports of the Herzegovina-Neretva Canton, Prof. Adnan Velagić, PhD; the Project Lead, Prof. Judita Kasperiuñienė, PhD; and the Local Project Coordinator, Prof. Emina Junuz, PhD.



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Throughout the five-day programme, participants will have the opportunity to attend thematic keynote lectures, workshops and expert discussions focusing on contemporary approaches in education, including the design of serious educational games, digital storytelling, ethical aspects of the use of artificial intelligence in education, and the development of virtual reality-based educational content.

A special segment of the programme is the EducaThon – VR Story Design Challenge, an interdisciplinary challenge in which students, supported by mentors, will work in teams to develop innovative concepts for digital and VR-based educational content. This practical component of the programme provides participants with an opportunity to develop creative solutions and apply theoretical knowledge in real-world projects.

The Summer School programme will also feature presentations of joint project results developed within the EduGAME consortium, including the development of manuals, laboratory toolkits, and an international e-book dedicated to the application of serious games in school education, as well as student presentations and the awarding of prizes for the best projects.

On the final day, 27 March 2026, a certificate award ceremony will be held for participants, along with a concluding session dedicated to the evaluation of the programme.

Part of the programme will also be available via online streaming, enabling the wider academic and professional community to follow selected lectures and workshops.

The EduGAME project is funded by the European Union through the Erasmus+ programme, within the Capacity Building in Higher Education action, and is implemented by an international consortium of universities and partner institutions.

By organizing this Summer School, Dzemal Bijedic University of Mostar once again confirms its active role in international projects and the development of innovative educational methods, as well as in strengthening cooperation between universities across Europe in the field of digital education.