FROM THE CLASSROOM TO VIRTUAL REALITY: HOW VR AND DIGITAL GAMES ARE CHANGING THE EDUCATIONAL PROCESS?

The Pedagogical Faculty of the University of Bihać continues to advance the implementation of modern educational technologies through the Erasmus+ project **"Serious Games for Creativity and Social Cohesion in Teacher Education"** (EduGAME), marking an important milestone in the modernization of pedagogical approaches and the strengthening of social cohesion through digital innovation.

GAMIFICATION AS A CONTEMPORARY DIDACTIC TOOL

The central part of the workshop was led by **Prof. Dr. Mersina Mujagić** under the title:
"Serious Games and Gamification as the Most Advanced Forms of Digital Tool Application in Language Teaching."

Through practical examples, it was demonstrated that serious games and gamification do not merely represent a recreational element in teaching, but rather the most advanced forms of applying digital tools specifically tailored to language instruction.

By shifting the focus from passive listening to active participation through the use of serious games, these methodologies significantly increase student motivation and enhance knowledge retention.

WORKSHOP FOR THE TEACHING STAFF OF THE PEDAGOGICAL FACULTY

A professional workshop was held in the EduGAME laboratory for teachers and associates of the Department of Languages and Literature, with the aim of exploring the innovative integration of gamification, virtual reality (VR), and higher education.

The workshop was opened by **Prof. Dr. Vildana Pečenković**, Dean of the Pedagogical Faculty and project coordinator, who presented the key activities and achievements realized within the framework of the EduGAME project.

STUDENT WORKSHOP

As part of the project, a professional workshop was also organized for students of the Department of Languages and Literature on the topic:

"Magical Realism and Gamification in Literature Teaching."

The workshop was led by **Prof. Dr. Sandra Novkinić**, with a special focus on contemporary didactic and methodological approaches in teaching.

Through carefully designed game elements and the application of modern AI technologies, students were introduced to innovative models for conducting literature classes. Using an interactive approach, students actively engaged in the learning process, exploring ways to connect literary-theoretical concepts with digital tools and methods familiar to contemporary generations of learners.

This format enabled students to gain practical experience in applying gamification and artificial intelligence in teaching, while also fostering creativity, critical thinking, and methodological flexibility.

VIRTUAL REALITY AS A TOOL FOR EXPERIENTIAL LEARNING

The second segment of the workshop, titled **"Virtual Reality as an Advanced Digital Tool for Immersive and Experiential Learning,"** was led by teaching assistant **Alema Husić Akmadžić.**

Participants had the opportunity to explore the potential of virtual reality (VR) as an advanced digital tool designed to create immersive and experiential learning environments. This approach enables students to gain a deeper understanding of content through interaction and the simulation of real-life situations.

The workshop concluded with a discussion and exchange of experiences, emphasizing the importance of integrating digital tools into existing curricula and study programs.

By integrating serious games and VR technology into the very core of teacher training, the Pedagogical Faculty ensures that future generations of educators are prepared for the classrooms of the future.