

Teaching and Learning with Gamification, Serious Games, and Generative AI in Education

Open sessions - 2nd internship of the project
"Serious Games for Creativity and Social Cohesion
in Teacher Education" (EduGame)



9 October, 2024

10:00 - 11:30 Serious Games to Foster Diversity and Inclusion in Educational Environments (Natalija Mažeikiene – Vytautas Magnus University)

12:00 - 13:00 The new AI educational paradigm (Jordi Linares – Polytechnic University of Valencia)

14:00 - 15:30 Serious games and accessibility (Vindice Deplano – freelance scholar)

10 October, 2024

10:00 - 11:30 AI and interactivity in education (Carlos Aliaga – Polytechnic University of Valencia)

12:00 - 13:00 Generative Artificial Intelligence for Teachers: Frameworks, Use Cases, and Opportunities for Professional Growth (Alessandro Iannella – University of Cagliari)

14:00 - 15:00 Meaningful gamification (Filomena Faiella – University of Salerno)