

International Week, 5th – 9th May 2025

“Serious games: creativity and innovation in education”

Have you experienced game-based teaching or learning? Would you like to discover innovative and playful ways of teaching?



Presentation

In this week, you will experiment with games as a means of learning, socialization and expression for pupils. Collaboration and creation through games will be one of the highlights of the week. A visit to an exhibition on games and a forum to exchange ideas with game designers are planned. You will share your experiences of playing and teaching with games. Appropriate theoretical content in the form of readings articles, conferences and online audiovisual content will be offered.

Main topics

- Playing, learning and child development
- Games and creativity
- Collaborative games
- Create games accessible to all pupils
- Robotic games

When?

- To be defined: one Zoom session
- 5th – 9th May 2025: we are looking forward to welcoming you at the HEP Vaud in Lausanne!



For whom?

24 students BA or MA from Universities of Teacher Education in studies to teach pupils aged 5 to 18 years – 2 places per institution.

Prerequisites

B2 level in English – as sessions will be in English and active participation is expected.

Validation

2 ECTS credits will be awarded for

- Active participation in the distance and face-to-face sessions
- Exchanges on the theoretical readings and contents, sharing of experiences

Costs and accommodation

Participation fee of 150.- EUR. Accommodation, breakfast, lunch, public transport card (Lausanne area) and cultural activities are included in the price.

Pedagogical course leader

Prof. Florence Quinche, HEP Vaud, Csel (UPAV).

Contact

In case of question, please contact Hélène Çelik:
etudiants-mobilite@hepl.ch



Preliminary program

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	-Arrival of students	-Physical education and collaborative games	-To be defined	-Playing and learning with robots with the collaboration of the Future classroom Lab, HEP Vaud	-Students feedback on the course -World café on the integration of games in schools
Afternoon	-Introduction and presentation of the students; Introductory game	-Escape game	-Public forum for the presentation of serious games	-Class visit or Game design in the FabLearn HEP Vaud	-Lunch and farewell
Evening	-Free evening	-Free evening	-Free evening	- Organized social evening	

