



Project code: 2025-1-MT01-KA122-SCH-000319049

TESTIMONIAL

Training in Split, Croatia

Game Based Learning Implement Games Into School Curriculum

14th – 20th Feb 2026



Participation in the Erasmus+ course on Game-Based Learning, held in Split, Croatia, proved to be a highly valuable professional development experience. The course provided comprehensive insight into the integration of innovative methodologies in education, with a particular focus on the use of Artificial Intelligence (AI) in modern teaching practices. Emphasis was placed on effectively bridging digital tools with real-life learning contexts to enhance student engagement and learning outcomes.

Throughout the course, participants were introduced to a wide range of digital applications and online platforms. These tools support various aspects of teaching and learning, including lesson planning, the creation of worksheets, differentiation for diverse learner needs, assessment design through rubrics, and the implementation of gamification strategies.



In addition to the academic programme, the course incorporated cultural activities that highlighted the historical and natural heritage of the Dalmatian region. Participants explored the historic city of Split, visited the Krka National Park and its notable waterfalls, and toured the UNESCO-listed town of Trogir. Further visits included the town of Šibenik, recognised for its significant Renaissance architecture.



This programme provided the opportunity for international collaboration as it brought together educators from various European countries, facilitating the exchange of ideas, teaching methodologies, and best practices. This collaborative environment fostered professional dialogue and contributed to a broader appreciation of shared educational goals within the European context making it a highly beneficial experience for my professional development.

NAME: Alexia Morcelet