

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



During my Erasmus mobility period in Split, Croatia, I attended a professional development course on Game-Based Learning led by Jakov Bajic and Ivana Coko. This training focused on effective strategies for integrating artificial intelligence into education in alignment with European Union standards. Throughout the course, I explored a range of AI tools and content generators that can support teaching practice and enhance student engagement. I was introduced to several applications that streamline lesson preparation, enabling me to design more creative, interactive, and efficient learning experiences. In addition, I developed a deeper understanding of the phygital approach, which connects digital and physical learning environments to improve student participation and motivation.

As part of the mobility programme, we visited a local school in Split, where participants gained valuable first-hand insights into the Croatian education system. During this session, participants shared perspectives on their respective national education systems and discussed the benefits and challenges of integrating technology in schools, particularly its impact on students' social wellbeing.

Beyond the formal training, the mobility offered a meaningful opportunity to collaborate with colleagues, connect with professionals from different countries, exchange ideas, and build lasting professional relationships.



The programme also included a cultural exploration of the historic city of Split, where rich heritage is evident throughout. We visited the UNESCO-protected town of Trogir and the historic town of Šibenik, both renowned for their cultural significance and remarkable architecture. In addition, we had the opportunity to explore Krka National Park, famous for its breathtaking waterfalls and lush natural scenery in the Dalmatian region.

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