



GOVERNMENT
OF MALTA



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TESTIMONIAL

Training in Split, Croatia

Game Based Learning

Implement Games Into School Curriculum

14th – 20th Feb 2026



Attending the game-based learning course in Split, Croatia, through the Erasmus+ programme, was an inspiring and transformative experience. The program seamlessly combined innovative teaching methods with AI and modern technology, showing us how learning can become more engaging, interactive, and meaningful. Through hands-on activities and collaborative projects, I discovered practical tools that I can immediately apply in my own professional environment.

What made this course truly exceptional was not only the focus on technology but also the people. Being in Split, surrounded by its beautiful scenery and rich history, created the perfect atmosphere for creativity and connection. We had the opportunity to exchange ideas, teaching strategies, and cultural perspectives with participants from different countries. These conversations broadened my understanding of global education practices and highlighted how diverse experiences can lead to innovative solutions.

Beyond the academic content, this mobility gave us the opportunity to truly experience Croatia's culture and heritage. We visited the breathtaking Krka National Park and its famous waterfalls, explored the historic town of Trogir, and walked through the charming streets of Šibenik.



The course strengthened my confidence in using AI responsibly and effectively in education. It also reminded me that learning is most powerful when it is playful, collaborative, and culturally inclusive. I left Split feeling motivated, inspired and connected to a network of passionate educators who are shaping the future of learning.

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