

## Gamification of Education Using AI (Higher Education)

<http://staffmobility.eu/staffweek/gamification-education-using-ai-higher>

Want to increase student motivation and engagement in your lectures, seminars, or hybrid learning environments?

This course helps university educators **explore how AI tools can support gamified learning** — from simple in-class activities to tech-supported challenges. You'll learn how to apply gamification strategies to real teaching contexts, discover AI tools that make course design easier and more dynamic, and walk away with practical examples you can use right away. No coding or technical background needed — just curiosity and creativity!

Throughout the week, you'll explore different methods and tools, test educational platforms and game formats, and learn how to turn AI-generated content into meaningful, structured activities for your students. Expect hands-on work, peer collaboration, and plenty of take-home materials.

Overall Objectives of the mobility:

- Build practical project-based skills using gamification and AI tools
- Gain experience using popular digital platforms to design interactive learning formats
- Develop confidence in applying AI-supported strategies for student engagement
- Reflect on pedagogical approaches that foster active learning in higher education
- Create classroom-ready activities to apply immediately after the training

Added value of the mobility (in the context of the modernisation and internationalisation strategies of the institutions involved):

- Contribute to innovation in higher education through new digital methods
- Promote learner-centered teaching and digital creativity
- Strengthen institutional capacity to integrate AI tools in course development
- Foster networking and knowledge exchange across European academic contexts

Activities to be carried out:

The workshop will be highly interactive and offer continuous opportunities for exchange, experimentation, and peer learning. Methods used include:

- Presentations and tool demonstrations by the trainer
- Working in pairs and small groups to explore and evaluate gamification strategies
- Hands-on exercises to develop classroom-ready materials using AI tools
- Presentations by participants with feedback from peers and trainer
- Online tools and platforms (e.g., ChatGPT, BlooKet, etc.)

Please bring your own device (laptop or tablet)

Expected outcome and impact:

- Increased digital competence and instructional creativity among participants
- Stronger awareness of how gamification can support pedagogical aims
- Ready-to-use activity or module tailored to each participant's course
- Broader adoption of innovative teaching strategies at the home institution

Target group:

University educators and academic staff interested in enhancing their digital and pedagogical toolkit. Suitable for those teaching in lectures, seminars, or blended formats.

Your destination:

Discover the charm of **Porto**, a coastal city in northern Portugal known for its colorful riverside, historic architecture, and creative spirit. With its blend of tradition and innovation, Porto offers a rich cultural experience and a welcoming setting for learning. Explore lively neighborhoods, walk the picturesque streets, and take in inspiring views — the perfect backdrop for connecting, creating, and reimagining your teaching.

How to register:

Register via our homepage or [directly here!](#)