



Co-funded by the
European Union



EduGame Lab

UNIVERSITY OF ELBASAN "ALEKSANDËR XHUVANI"

Faculty of Education Sciences



"Where play meets pedagogy"

The EduGame Lab, located at the Faculty of Education Sciences, is a modern space designed to support game based learning, digital innovation and immersive teaching methods.

Equipped with advanced technology, the lab serves as a hub for student learning, projects and teacher training and innovative pedagogy.

We equip educators with modern tools to make game-based learning sustainable and effective.

Key Equipment in the EduGame Lab

- Gaming desktops and laptops for game development and digital projects
- Interactive screen and tablets for interactive learning
- VR headsets and 360° cameras for immersive experiences
- Printing and audiovisual tools for creating educational content

• Student Work at the EduGame Lab

Students will use the EduGame Lab to develop digital projects, test educational games, create multimedia content and participate in VR-based learning activities. The lab provides a collaborative space where they explore interactive technologies, work in teams and experiment with innovative teaching tools. Through hands-on practice, students strengthen their digital skills, creativity and problem-solving abilities.

What the EduGame Lab Enables

- Teacher training in game based learning and digital pedagogy
- Curriculum integration of serious games and educational simulations
- Student engagement through interactive, problem-solving environments
- Project based learning, VR simulations, and innovative teaching activities
- Creation of 360° videos, digital content, and immersive materials



Recommended Uses of the EduGame Lab

- Professional development workshops for teachers
- Game based activities across subjects (math, science, languages)
- Collaborative student projects and game design
- Simulation based learning for complex topics
- Formative assessment through quizzes, puzzles and interactive challenges

