



**International Week, Monday 4<sup>th</sup> May – Friday 8<sup>th</sup> May 2026**

**Creativity and innovation in education**

## **Discover the power of games in education**

Would you like to experience and reflect upon more innovative and playful ways of teaching and learning through games?



This week, you will dive into the world of games as powerful tools for learning, social interaction, and creative expression in the classroom. Collaboration and innovation through play will be at the heart of the programme.

### **Highlights include**

- Opportunities to experience a diversity of collaborative games and gamified activities ([Play Lü interactive playgrounds](#), collaborative robotic activity)
- A lively forum with professional game designers
- An escape game to discover the town of Lausanne

Alongside these hands-on activities, you will have opportunities to share your own experiences of playing and teaching with games, to engage with carefully selected theoretical resources and online audiovisual content.

Join us to explore how games can enrich both teaching and learning!

### **Main topics**

- Playing, learning and child development
- Games and creativity
- Collaborative games
- Creation of games accessible to all pupils
- Robotic games





### Organisation

- 2 online zoom sessions in February and March 2026 to prepare the week and discuss reading.
- Travel to Lausanne on Monday morning 4th May, fly out on Friday afternoon 8th May.
- Rendez-vous at 13h30 at Avenue de Cour 33 in Lausanne.
- 4 nights in [Lausanne's Youth Hostel](#)

### Intended audience

Open students from Universities of Teacher Education who are training to teach pupils aged 5 to 18.

### Prerequisites

B2 level of English is required. All sessions will be held in English, and active participation is expected.

### Validation

3 ECTS credits will be awarded for

- Active participation in the distance and face-to-face sessions
- Exchanges on the theoretical readings and contents, sharing of experiences

### Costs and accommodation

Participation fee: EUR 150.

The fee includes accommodation, breakfast, lunch, a public transport card for the Lausanne area, and cultural activities.

### Pedagogical course leader

Stephanie Burton, Departement of Digital education, HEP Vaud.



### Contact

If you have any practical questions, please contact Tara Pitschi Gough at [etudiants-mobilite@hepl.ch](mailto:etudiants-mobilite@hepl.ch)

If you have questions regarding the programme and topics covered, please contact [stephanie.burton@hepl.ch](mailto:stephanie.burton@hepl.ch)



## Preliminary programme

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	Arrival of students in HEP Vaud's main campus.	Making games for teaching – design and concept <a href="#">HEP's Maker Space</a>	Physical education and collaborative games <a href="#">Play Lü</a>	Classroom visits – kids learning through games	World café on the integration of games in schools Participants' feedback on the course
Afternoon	<b>13h30 Welcome session</b> Meet and greet games Campus Visit with HEP Students	Playing and learning with robots in HEP's <a href="#">Future classroom Lab</a>	Game forum Discover Serious games Forum	Game production in the FabLearn HEP Vaud	Lunch bag and farewell
Evening	<b>Group Escape Game</b> Discover Lausanne's history and highlights by cracking the codes.	Free evening	Free evening	<b>Social evening</b>	

