



Erasmus+ Staff Week

Game-based learning and Erasmus+ Priorities

Please note that this is a provisional schedule that is subject to change



Date & time	Virtual Session	On campus programme				
	To be determined	MON 15.06	TUE 16.06	WED 17.06	THU 18.06	FRI 19.06
	09:30					
10:00	Introductory session <i>Online</i>		Discovering serious games	Game creation "Definition and Storyboard" Theory & Practice	Game creation "Finalisation of game and presentation" Theory & Practice	Final presentation and test by the other groups
10:30						
11:00						
11:30						
12:00						
12:30						
13:00		Welcome lunch	Lunch	Lunch	Lunch	Closing lunch
13:30						
14:00		Understanding Erasmus+ Priorities	Visit of Toulouse	Game creation "Prototyping and testing" Theory & Practice	Social activity	
14:30						
15:00						
15:30						
16:00						
16:30						
17:00						
17:30						
18:00						
18:30						
19:00						
19:30		Opening dinner				
20:00						
20:30						
21:00						