

10 days of INGENIUM; Staff Academy (Aula 1, Polo didattico di lettere) 19 <sup>th</sup> -21 <sup>st</sup> June 2023			
	Monday 19 <sup>th</sup> June	Tuesday 20 <sup>th</sup> June	Wednesday 21 <sup>st</sup> June
14.30-16.30		The Math E-Project – Improving math skills in higher education	Innovative Teaching and Learning approaches for Internships
		Simulation pedagogy for paramedic education	Teaching of Public Health inMedical university
17.00-19.00	Assessment and design of strategies to improve effective teaching in Higher Education using the ICALT model	Constructively aligning lesson design and assessment in order to meet inclusive education learning outcomes	Playing to learn. The role of Game-Oriented Learning in higher education
	From Passive to Active Learning and from Summative to Formative Feedback: Mentimeter use in the classroom	The VR Classroom – A Hands-On Experience for Learning andTeaching in Immersive Virtual Reality	Generative feedback process in integrated learning ecosystem for higher education