



THINK. PROMPT. CODE.

AI-SUPPORTED GAME DESIGN FOR CIVIC EDUCATION.

A BLENDED INTENSIVE PROGRAMME (BIP)

This BIP is **open to pre-service teachers** from all levels and subject areas. Participants will receive **3 ECTS** and a certificate of attendance. Teacher educators are also welcome via Erasmus+ STA/STT mobility.

Date: 02–06 March 2026 (plus travel days)

Venue: Ludwigsburg University of Education, Germany

Organisers:

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BRIEF DESCRIPTION

This BIP invites pre-service teachers to explore civic education through the lens of game-based learning and AI-supported teaching. Participants will use Scratch, AI prompts, and custom GPT tools to design their own educational games, while engaging critically with political education and didactic theory.

OBJECTIVES OF A BIP

- Gain a critical understanding of civic education and why teaching is political, especially in the digital age
- Explore how AI can be used meaningfully in education, not as a shortcut, but to support thinking, reflection, and creativity
- Learn to design simple educational games using Scratch and block-based coding
- Experience classroom reality through school visits and teaching practice
- Promote openness and diversity through cross-cultural collaboration

PROGRAMME STRUCTURE

Online phase (Winter 2025/26, mandatory):

- Getting to know each other
- Sharing and testing games
- Forming groups

On-site (02–06 March 2026, mandatory):

- Input on game-based learning, Scratch, and AI-supported teaching
- Workshop with CRC cards and GPT prompts
- Visit to a local school and target group analysis
- Game development and testing in peer groups
- Final reflection via podcast

METHODOLOGY

- Group work
- Hands-on coding
- Guided AI use
- Input lectures, practical workshops
- School visits and teaching practice
- Social events and cultural excursions

PRACTICAL INFORMATION

Food and all on-site activities are covered by the host institution. Travel and accommodation must be covered by participants via their home institution's Erasmus+ mobility grant.

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