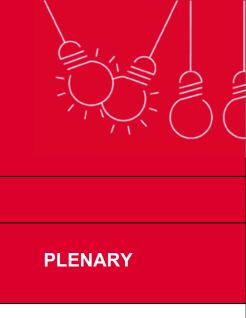


EDUCATION FESTIVAL 2025 PROGRAMME

	MONDAY 24TH OF MAR	RCH	TUESDAY 25TH OF MARCH			WEDNESDAY 26TH OF MARCH		
GREY ROOM	RED ROOM	PLENARY	GREY ROOM	RED ROOM	PLENARY	GREY ROOM	RED ROOM	
	09:00 - 10:00 More Time, Less Pressure: How Accessible Education Lowers Your Work Pressure	09:00 - 11:00 Game On, Learn On: The Playful Pedagogy	09:00 - 12:00		09:00 - 10:00 Inclusive Pedagogy in International Classrooms	09:00 - 11:00 Connect, Collaborate and Learn: Higher Education Research at the UG	09:00 - 11:00 Escape Games as Storytelling and Activing tool	09 Creative Serious o
	10:00 - 12:00 Difficult Discussion in Class	11:00 - 12:00 Implementing Blended Learning? Insights and Experiences from FSE Staff and Students	Equipping Module 'Dynamics in Group Work'	11:00 - 12:00 Beyond the UTQ: University Teachers' Wishes and Needs in Continuous Professional Development	Retninking Assessment: A	11:00 - 13:00	11:00 - 12:00 The Role of Generative Al in Literature Search	l talk, but the Optimize Evidence
12:00 - 14:00 Students as Teachers: Train Teaching Talent resulting in a Student Qualification for	12:00 - 14:00 Bridging Cultures and Minds: Memory and Language in Culturally Responsive Education	12:00 - 14:00 Educational Quality in the Al Era: Challenges and Strategies		12:00 - 13:30 Critical Pedagogy in Action: Dismantling Oppression in Higher Education	12:00 - 14:00 Say yes! A Teacher Challenge for a Smart Academic Year	Evaluate Assessment Practice using an Assessment Web		ר Bringing Ir You
Education		14:00 - 17:00 Opening Ceremony: Celebrating Best Practice Awards, Honoring Educational Grant Laureates, and Live Entertainment		14:00 - 15:00 Activating Students through Academic Skills tutoring - a Solution for the Passivity Problem?	14:00 - 16:00 Rich Pictures – a New Methodology to Support and Study Teachers` and Educators` Identity	How Can I Support My First year Students' Transition into Higher Education?	12:00 - 13:30 What is happening with AI in courses?	13 Play a Boa your Emo
			15:00 - 17:00 Onderwijs voor Professionals: Inspiratie voor Deelnemer én Docent		10.00 - 17.00		14:30 - 16:00 Making it Strange: The Role of Arts in Higher Education	1: Water Ga
	47.00 40.00				Digital Health: A Teachable Machine		16:00 - 17:00	
17:00 - 18:00 Posters & Opening Drinks						Musio	c Performance, Posters & Closin	ng Drinks



09:00 - 10:00

eative Assignments for rious content: Why and How?

10:00 - 11:30

but they don`t listen! How to ptimize Learning through dence-based Multimedia Principles

11:30 - 13:00

ging Inclusive Teaching to Your Classroom

13:00 - 15:00

a Board Game and Boost ur Emotional Intelligence

15:00 - 16:00

ter Game of Polarisation