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Conference on Non-Digital Game-Based Learning in Physics and STEM Disciplines | (smr 4206)

Thursday 25 June 2026

notitle - (09:00-18:30)

time	title	presenter
09:00	The GAME project at Istituto Nazionale Fisica Nucleare	ANTONIO SIDOTI
10:00	Device-free interactive teaching in a flipped classroom framework for an international group of STEM master degree students	LUCA BONAVENTURA
10:30	Coffee/Game Break	
11:00	Hadron Builders: A Tactile Board Game for the Standard Model	MELEK TUNCAY KARABULUT
11:30	Tabletop Games as Low-Cost STEM Teaching Tools in Sub-Saharan Africa: Experiences from Cameroon	LOIC JOFFREE DESSAP FOMEKONG
12:00	Lunch Break	
13:30	The Game Science Research Center: a cross-institutional community for non-digital game-based learning in STEM	RITA BLANOS
14:30	Hands-on game session: Pelagos Sanctuary	DIEGO MANNA
15:30	Analysis of the game II	DIEGO MANNA (WHITE COCAL PRESS, TRIESTE), RITA BLANOS (OGS, TRIESTE)
16:30	Discussion and closing of the Workshop	