

FINAL SEL4@LL



CONFERENCE

17.12.2025

10:15 – 11:45 CET

ZOOM:

<https://uni-greifswald-de.zoom.us/j/86023494909>



PROGRAMME OVERVIEW

The SEL4@ll project explores innovative ways of fostering students' social and emotional competencies through game-based learning.

In this final conference, we share insights from three years of international collaboration, interdisciplinary design, and empirical evaluation.

Join us for an interactive symposium featuring short talks and discussion with the project team.

ALESSIA SIGNORELLI
& ANNALISA MORGANTI

BACKGROUND OF SEL4@LL – GAME DESIGN FRAMEWORK

An introduction to the project's theoretical background and design principles for SEL-oriented digital learning.

JOSÉ-ANTONIO LOZANO
QUILIS, DAVID NUEVO
ORDEN & ÁLVARO ARACIL

SEL4@LL – BEHIND THE SCENES

Insights into the collaborative development process, design challenges, and cross-country coordination.

KONSTANZE SCHOEPS
& IRINA NAVARRO

CO-CREATION THROUGH QUALITATIVE FOCUS GROUPS

Findings from teacher and student focus groups on co-creating meaningful SEL experiences.

FRANCES HOFERICHTER
& JONNE LOHILAHTI

QUANTITATIVE ASSESSMENT OF SEL4@LL'S EFFECTIVENESS

Results from the empirical evaluation and implications for future research and practice.

RUNDDOWN