HERO-IG Winter School 2026

Programme · Nov 16 – Dec 4, 2026 · 60 h · 6 ECTS ·

▶ MOOC · async | ● Online · sync | ◆ On-site | ◈ On-site + online sync | ★ Welcome / event

WEEK 1 — **16 – 20 November 2026**
Online · HERO-IG MOOC · asynchronous lessons + synchronous sessions

	Time	Session	Type	Instructor
Mon **16 Nov** ● Online	**09:00 – 11:00**	Video game production landscapes: Anglosphere & Japanosphere	▶ **MOOC · async**	Luca Paolo Bruno
	11:00 – 12:00	Video Game History and Genres: applied games use cases	▶ **MOOC · async**	Luca Paolo Bruno
	12:00 – 13:00	PC and Console Video Game Production pipeline	▶ **MOOC · async**	Alessio Brusori
	18:00 – 19:00	Kick-off meeting · self-introductions	● **Online · sync**	—
Tue **17 Nov** ● Online	**09:00 – 10:00**	Video Game Elements: theory and applications	▶ **MOOC · async**	Luca Paolo Bruno
	10:00 – 11:00	Ethical principles in applied games	▶ **MOOC · async**	Mariagrazia Benassi, Giulia Balboni, Aurora Castellani, Elena Lamberti
	11:00 – 13:00	Game thinking & game-based learning for inclusive design	▶ **MOOC · async**	Mariarosaria Nardone
Wed **18 Nov** ● Online	**09:00 – 10:00**	Hardware, Software & Programming Fundamentals	▶ **MOOC · async**	Gustavo Marfia
	10:00 – 11:00	Introduction to Computer Programming	▶ **MOOC · async**	Salvatore Anzalone
	11:00 – 12:00	UI/UX Fundamentals	▶ **MOOC · async**	Catia Prandi
	12:00 – 13:00	Artificial Intelligence Fundamentals	▶ **MOOC · async**	Beatrice Biancardi
	14:00 – 15:00	Creation of interdisciplinary teams	● **Online · sync**	—
	16:00 – 18:00	Market Analysis, Customer Discovery, Benchmark & Competitors	▶ **MOOC · async**	Nicole Monti, Federico Micol
Thu **19 Nov** ● Online	**09:00 – 11:00**	Best practices in Gaming for Health and Education	▶ **MOOC · async**	Mariagrazia Benassi, Luca Formica, Mariarosaria Nardone, Alessio Brusori
	11:00 – 13:00	Research methods for product validation in serious games and applied game production	▶ **MOOC · async**	Mariagrazia Benassi, Mattia Barbaresi, Catia Prandi
	16:00 – 17:00	Solution design & value proposition	● **Online · sync**	Nicole Monti, Federico Piccinini
	17:00 – 18:00	Diversity & inclusion in applied gaming	▶ **MOOC · async**	Mariarosaria Nardone
Fri **20 Nov** ● Online	**09:00 – 11:00**	Participatory & user-centred design	▶ **MOOC · async**	Catia Prandi
	11:00 – 12:00	Assistive Technology & Accessibility	▶ **MOOC · async**	Salvatore Anzalone
	14:00 – 16:00	Workflow fundamentals	▶ **MOOC · async**	Alessio Brusori

Organized by: Université Paris 8 Vincennes-Saint-Denis · docreativity · ALMACUBE · Develop-Players
Co-fundend by: Culture & Creativity · Co-funded by the European Union
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	16:00 – 18:00	Game thinking	**▶ MOOC · async**	Mariarosaria Nardone
	18:00 – 19:00	Briefing on updates on Discord	**▶ Async on Discord**	—
Sat 21 – Sun 22 Nov	*Free weekend · independent transfer to Paris*			

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WEEK 2	23 – 26 November 2026 *Paris · Cité des sciences et de l'industrie · on-site + online sessions*			
	Time	**Session**	**Type**	**Instructor**
Mon **23 Nov** ● Online + Paris	**14:00 – 16:00**	Social artificial agents	▶ **MOOC · async**	Salvatore Anzalone
	16:00 – 17:00	Welcome session · consortium presentation	◆ **On-site**	—
	Evening	Welcome dinner	★ **Welcome / event**	—
Tue **24 Nov** ● Paris	**10:00 – 13:00**	Hands-on: social robots (NAO, Pepper)	◆ **On-site**	Salvatore Anzalone
	14:00 – 17:00	Hands-on: virtual agents	◆ **On-site**	Salvatore Anzalone
Wed **25 Nov** ● Paris + online	**10:00 – 13:00**	Hackathon on social artificial agents · kick-off & team briefing	◆ **On-site**	Salvatore Anzalone
	14:00 – 16:00	Business modelling & growth strategies for applied gaming	● **Online · sync**	Nicole Monti/Federico Micol
	16:00 – 17:00	Pitch preparation (storytelling, slide design, Q&A)	● **Online · sync**	Nicole Monti/Federico Micol
Thu **26 Nov** ● Paris	**10:00 – 13:00**	Hackathon (continued)	◆ **On-site**	Salvatore Anzalone
	14:00 – 16:00	Hackathon · final pitch to mentors	◆ **On-site**	Salvatore Anzalone
Fri 27 – Sun 29 Nov	*Free days · independent transfer to Bologna*			

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WEEK 3	30 November – 4 December 2026 *On-site · UNIBO Bologna and Bertinoro (CEUB) · online synchronous sessions*			
	Time	**Session**	**Type**	**Instructor**
Mon **30 Nov** ● Bologna	**09:00 – 10:00**	Welcome UNIBO	★ **Welcome / event**	—
	10:00 – 13:00	Extended Reality Lab (VARLab, UNIBO DAR Bologna)	◆ **On-site**	Gustavo Marfia
	14:00 – 15:00	UI/UX fundamentals lab	◆ **On-site**	Catia Prandi
	15:00 – 17:00	2D, 3D & Unity 3D Lab	◆ **On-site**	Alessio Brusori
	After 17:00	Transfer to Bertinoro (CEUB) and welcome dinner	★ **Travel + Welcome / event**	—
Tue **1 Dec** ● Bertinoro	**09:00 – 11:00**	2D, 3D & Unity 3D Lab	◆ **On-site**	Alessio Brusori
	11:00 – 13:00	POC + GDD lab	◆ **On-site**	Mattia Barbaresi
	14:00 – 17:00	POC + GDD lab (continued)	◆ **On-site**	Mattia Barbaresi
Wed **2 Dec** ● Bertinoro	**11:00 – 13:00**	Demo GDD + POC with peer review	◆ **On-site**	Mattia Barbaresi
	14:00 – 18:00	One-to-one mentoring & independent work	◈ **On-site + online sync**	Nicole Monti/Federico Piccinini
Thu **3 Dec** ● Bertinoro	**09:00 – 13:00**	One-to-one mentoring & independent work	◈ **On-site + online sync**	Nicole Monti/Federico Piccinini
	14:00 – 18:00	One-to-one mentoring & independent work	◈ **On-site + online sync**	Nicole Monti/Federico Piccinini
Fri **4 Dec** ● Bertinoro	**09:00 – 11:00**	Pitch rehearsal + peer review across teams	◈ **On-site + online sync**	Nicole Monti/Federico Piccinini
	15:00 – 18:00	Meet Investors · Demo Day: final pitching	◈ **On-site + online sync**	Nicole Monti/Federico Piccinini

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