



Edu-Larp Conference 2026

OFFICIAL PROGRAM

Wed, 15th April 2026

Lindholmen Science Park
(Jupiter)

MORNING

08:45 – 09:00: Arrival

09:00 – 09:10: Introduction

09:10 – 09:25: Talk 1: Larp methods used in classroom performance arts

Love Ersare

09:30 – 09:45: Talk 2: Developing self-efficacy through larp

Marijke Van Hauwaert

09:50 – 10:05: Talk 3: Digital Authoring and Distribution of LARP

Trey Alsup

10:10 – 10:25: Talk 4: LARP Factory in Palestine

Tamara Nassar

2ND ROOM / SEPARATE TRACK

10:00 – 11:30: Accessibility in Analog Games, a panel-discussion

Josephine Rydberg & team

10:25 – 10:45: BREAK (20 min)

10:45 – 11:30: Workshop: Embodied Presence

Aj Smit

11:35 – 11:45: Presentation: Erasmus+ EDGE

Sarah Lynne Bowman, Kjell Hedgard Hugaas,

Alessandro Giovannucci

11:45 – 12:30: Panel: Can LARPs have impact?

Antonios Triantafyllakis, Zbigniew Janczukowicz, Anja-Lotte Kastelic, Jennifer Kumer

12:30 – 13:30: LUNCH (60 min)

AFTERNOON / PARALLEL SESSIONS

13:30 – 13:45: AI and Edularp: Experimenting with Reacting to the Past

Nicolas Proctor

13:30 – 14:15

- **Main:** Creative compromise workshop (*S. Bailly*)

- **2nd Rm:** "A Tree of Life" (*Z. Janczukowicz*)

14:15 – 14:30: BREAK (15 min)

14:30 – 15:15

- **Main:** The creative room (*L. Nordemo*)

- **2nd Rm:** EduLARP Mnemosyne (*W. Ludwig, D. Royer*)

15:15 – 15:45: LONG BREAK (30 min)

15:45 – 16:30

- **Main:** Blended Immersive Learning (*S. Geissler*)

- **2nd Rm:** The Masked Body (*J. Ullrich*)

16:30 – 16:45: BREAK (15 min)

16:45 – 17:00: Closing