# Europass Curriculum Vitae



## Personal information


| | |
|---|---|
| First name(s) / Surname(s) | **Maja Videnovik** |
| Address(es) | Vodenska 4/2/4 1000 Skopje, Macedonia |
| Telephone(s) | +389 2 6135 900 Mobile: +389 70 585 920 |
| E-mail | majavidenovik@gmail.com |
| Nationality | macedonian |
| Date of birth | 29.05.1975 |
| Gender | female |


**Occupational field** Computer Science teacher in primary school

## Work experience

| | |
|---|---|
| Dates | 1999 - present |
| Occupation or position held | ICT teacher in primary school |
| Main activities and responsibilities | Teaching pupils about different areas of informatics, planning and realizing curriculum and extra-curriculum activities. Mentoring Student Support Technician Club in school. Teacher mentor. Leader of different school teams: for school development, school promotion, pupil assessment, integrating ICT in teaching, etc. Responsible for integrated database for administrative work of the school, school's web site, computer infrastructure and school's learning management system (LMS) |
| Name and address of employer | Primary school "Krste Misirkov", Srecko Puzalka 65a, Skopje, Macedonia |
| Type of business or sector | Education |

| | |
|---|---|
| Dates | 2015 - 2016 |
| Occupation or position held | School principal |
| Name and address of employer | Primary school "Krste Misirkov", Srecko Puzalka 65a, Skopje, Macedonia |
| Type of business or sector | Education |

## Education

| | |
|---|---|
| Dates | 2022-2025 |
| Title of qualification awarded | PhD in technical sciences in the field of computer science and engineering |
| Name and type of organisation providing education and training | Ss. Cyril and Methodius University in Skopje, Skopje, North Macedonia<br>Faculty of Computer Science and Engineering |

| | |
|---|---|
| Dates | 2007-2011 |
| Title of qualification awarded | Master of management in education |
| Name and type of organisation providing education and training | Ss. Cyril and Methodius University in Skopje, Skopje, North Macedonia<br>Faculty of Philosophy, Institute of Pedagogy |

| | |
|---|---|
| Dates | 1998 - 2000 |
| Title of qualification awarded | Informatics teacher |
| Name and type of organisation providing education and training | Ss. Cyril and Methodius University in Skopje, Skopje, North Macedonia<br>Faculty of Natural Sciences and Mathematics – Institute of informatics |
| Dates | 1993 - 1998 |
| Title of qualification awarded | Informatics engineer |
| Name and type of organisation providing education and training | Ss. Cyril and Methodius University in Skopje, Skopje, North Macedonia<br>Faculty of Natural Sciences and Mathematics – Institute of informatics |

**Training**

| | |
|---|---|
| Dates | 2024 - 2024 |
| Title of qualification awarded | Successful completion of 2024 Fulbright Teaching Excellence and Achievement (TEA) Program |
| Name and type of organisation providing education and training | University of Wisconsin, Madison, as a host University for Fulbright TEA Media Literacy Program |
| Dates | 2017 - 2022 |
| Title of qualification awarded | Master trainer for “21st century schools" |
| Name and type of organisation providing education and training | British Council |
| Dates | 2011 -2016 |
| Title of qualification awarded | Master trainer for “Implementation of Assessments' Standards - formative assessment" and "Summative assessment" |
| Name and type of organisation providing education and training | Macedonian Civic Education Center |
| Dates | 2009 - 2012 |
| Title of qualification awarded | facilitator |
| Name and type of organisation providing education and training | Academy for Educational Development |
| Dates | 2006 - 2007 |
| Title of qualification awarded | Qualification for school principal |
| Name and type of organisation providing education and training | University “St. Cyril and Methodius” Skopje - Republic of Macedonia<br>Faculty of Philosophy, Institute of Pedagogy |
| Dates | 2006 - 2010 |
| Title of qualification awarded | Master trainer for innovative use of ICT in education |
| Name and type of organisation providing education and training | Ministry of Education and Science, Bureau for development of education, USAID |

Mother tongue(s) **Macedonian**

Other language(s)

| Self-assessment | Understanding | | | | Speaking | | | | Writing | |
|---|---|---|---|---|---|---|---|---|---|---|
| *European level (*)* | Listening | | Reading | | Spoken interaction | | Spoken production | | | |
| **English** | C2 | Proficient user | C2 | Proficient user | C2 | Proficient user | C2 | Proficient user | C2 | Proficient user |
| **Serbian** | C2 | Proficient user | C2 | Proficient user | C2 | Proficient user | C2 | Proficient user | C2 | Proficient user |

(*) Common European Framework of Reference for Languages

Social skills and competences

Very communicative person who like to travel, research, work, communicate and collaborate with different people (involving in many e-twinning projects). Want to share experiences and ideas with people from different countries (participation in online learning events). Lead and participate in team with success and harmony. Patient listener.

Organisational skills and competences

Ability to design, plan, organize and implement projects and tasks within a given time. Strong organization, coordinating and communication skills within a team (leader of few school teams). Paying attention on details. Multi-tasking skills (working on different projects at the same time during my work experiences). Analytical and problem-solving skills.

Technical skills and competencies

Working with different hardware, associated with computers. Mentor of Student Support Technician Club. Network administrator (training through on-line courses of Clear view)

Computer skills and competences

Excellent computer proficiency in using different operating systems, Office applications, different applications for working with graphics, asynchronous and synchronous electronic communication and collaboration, accessing and using information and services via internet, using web 2.0 application, Microsoft applications, creating and development of web sites.

## Additional information

Publications

Trajkovik, V., & Videnovik, M. (2026). Gamification and AI in Professional Development for Teachers and Trainers, *International Conference on Education and New Developments, END 2026*, Funchai, Portugal

Trajkovik, V., Videnovik, M., Dodevska, M., Kiønig, L., & Vold, T. (2026). AI-Supported Project-Based Learning in Media and Communication: A Three -Year Comparative Study of Student Outcomes. *2026 22nd International Conference on Information Technology Based Higher Education and Training (ITHET),* Lilihammer, Norway.

Videnovik, M., Vold, T., Kiønig, L., & Trajkovik, V. (2025). Game Strategies to Engage and Empower Students: A Study on Perceptions of Cybersecurity Lesson. *International Journal of Game-Based Learning (IJGBL)*, *15*(1), 1-23. (IF 1.3)

Trajkovik, V., & Videnovik, M. (2025). Empowering Educators with AI-Enhanced Media Literacy and Cybersecurity Education: A Methodology that utilizes Participatory Action Research Approach. *17th ICT Innovations Conference: AL and the digital frontier: reshaping modern society through technology and computer science*, Ohrid, North Macedonia

PhD thesis "Game-Based Methodologies for Improving Computer Science Education in Primary Schools" (2025)

Videnovik, M., & Trajkovik, V. (2025). “Escape to Learn: Assessing the Role of Game-Based Learning in Cybersecurity Education”. *22nd International Conference on Informatics and Information Technologies, CIIT2025*, Strumica, North Macedonia

Videnovik, M., Vold, T., Kiønig, L., Bogdanova, A. M., & Trajkovik, V. (2024, November). Playful Peer Pedagogy: A Framework for Integrating Game-Based Learning and Peer Interaction in Primary Education. In *2024 21st International Conference on Information Technology Based Higher Education and Training (ITHET)* (pp. 1-6). IEEE.

Videnovik, M., Trajkovik, V., Vold, T., Kiønig, L., Bogdanova, A. M., & Filiposka, S. (2024). Using peer-learning and game-based instruction for achieving long-lasting knowledge of cybersecurity in primary schools. *IEEE Access*. (IF 3.4)

Videnovik, M., Filiposka, S., & Trajkovik, V. (2024). A novel methodological approach for learning cybersecurity topics in primary schools. *Multimedia Tools and Applications*, 1-21 (IF 3)

Osadcha, K., Joyce, A., Mueller, C., Latronico, R., Stella, I., Cavalie, P. P., ... & Pinzi, V. (2024). Digital Skills Playbook for Educators, European Comission.

Videnovik, M., Bogdanova, A. M., & Trajkovik, V. (2023). Game-based learning approach in computer science in primary education: A systematic review. *Entertainment Computing*, 100616. (Thomson Reuters Journal Citation Report IF: 3.67)

Videnovik, M., Madevska Bogdanova, A., Vlahu-Gjorgievska, E., Trajkovik V. (2023). “On the applicability of Bloom’s taxonomy and teacher digital competencies for learning how to code in primary schools”. XIII International Conference on Applied Internet and Information Technologies - AIIT 2023, Bitola, N. Macedonia

Videnovik, M., Vold, T., Kiønig, L., Madevska Bogdanova, A., & Trajkovik, V. (2023). Game-based learning in computer science education: a scoping literature review. International Journal of STEM Education, 10(1), 54. (Thomson Reuters Journal Citation Report IF: 5.789)

Videnovik, M., Vold, T., Kiønig, L., Madevska Bogdanova, A., & Trajkovik, V. (2023). “Using mobile augmented reality games in education”. 20th International Conference on Informatics and Information Technologies, CIIT2023, Krusevo, Macedonia

Vold, T., Kiønig, L., Videnovik, M., & Trajkovik, V. (2022, November). “Using Outdoor Quiz Game For Socializing Classes At Secondary Level – A Theoretical Approach”. In 2022 20th International Conference on Information Technology Based Higher Education and Training (ITHET) (pp. 1-5). IEEE.

Videnovik, M., Vold, T., Dimova, G., Kiønig, L. V., & Trajkovik, V. (2022). Migration of an Escape Room–Style Educational Game to an Online Environment: Design Thinking Methodology. JMIR Serious Games, 10(3), e32095. (Thomson Reuters Journal Citation Report IF: 3.36)

Kiønig, L., Vold, T., Ranglund, O. J., Trajkovik, V., Videnovik, M., & Braun, R. (2021, November). Use of IT in Higher Education and Training-Social learning through outdoor quiz game app. In 2021 19th International Conference on Information Technology Based Higher Education and Training (ITHET) (pp. 1-4). IEEE.

Videnovik, M., Vlahu-Gjorgievska, E., & Trajkovik, V. (2020). To code or not to code: Introducing coding in primary schools. Computer Applications in Engineering Education. https://doi.org/10.1002/cae.22369 (Thomson Reuters Journal Citation Report IF: 1.532)

Videnovik, M., Trajkovik, V., Kiønig, L.V. et al. (2020) Increasing quality of learning experience using augmented reality educational games. Multimed Tools Appl 79, 23861–23885. https://doi.org/10.1007/s11042-020-09046-7 (Thomson Reuters Journal Citation Report IF: 2.757/ 2021)

Dimova, G., Videnovik, M., Trajkovik, V (2020), “Using Educational Escape Room to Increase Students’ Engagement in Learning Computer Science”, 17th International Conference on Informatics and Information Technologies, CIIT2020, online

Videnovik, M., Kiønig, L., Vold, T., Trajkovik, V. (2019), "Design Thinking Methodology for Increasing Quality of Experience of Augmented Reality Educational Games", 18th IEEE International Conference on. Information Technology Based Higher Education and Training (ITHET), At: Magdeburg, Germany

Videnovik, M., Trajkovik V. (2018), "Using Scottie Go! as Game Based Learning Tool for Computational Thinking Course", 11th International Conference of Education, Research and Innovation ICERI 2018, Sevilla, Spain.

Videnovik, M., Madevska Bogdanova, A., Trajkovik V. (2018), "Serious Games Evaluation Methodology", 11th International Conference of Education, Research and Innovation ICERI 2018, Sevilla, Spain.

Vlahu-Gjorgievska, E., Videnovik, M., Trajkovik V. (2018), "Computational Thinking and Coding Subject in Primary Schools: Methodological Approach Based on Alternative Cooperative and Individual Learning Cycles", TALE2018,

Videnovik, M., Kiønig, L., Vold, T., Trajkovik, V. (2018), “Kahooting and Learning – a study from Macedonia and Norway”, 12th European Conference on Games Based Learning (ECGBL18), Sophia Antipolis, France.

Vold, T., Kiønig, L., Videnovik, M., Trajkovik, V. (2018), "Testing Framework for Investigating Learning Outcome from Quiz Game – a Study from Macedonia and Norway", 17th IEEE International Conference on. Information Technology Based Higher Education and Training (ITHET), At: Olhao, Portugal

Videnovik, M., Zdravevski, E., Lameski, P., Trajkovik, V. (2018), "The BBC micro:bit in the classroom: learning experience and first impressions", 17th IEEE International Conference on. Information Technology Based Higher Education and Training (ITHET), At: Olhao, Portugal

Videnovik, M., Karadimce, A. (2018), "Introduction of 21st Century skills in primary schools: case study Macedonia", 15th International Conference on Informatics and Information Technologies, CIIT2018, Mavrovo, Macedonia

Videnovik, M., Dimova, G. (2018), "Can Blended Learning Environment Increase Quality of Learning?", 15th International Conference on Informatics and Information Technologies, CIIT2018, Mavrovo, Macedonia

Hadzieva, E., Videnovik, M., Koceska, N., Trajkovik, V. (2017), "Higher education from a complexity theory perspective", The education at the crossroads - conditions, challenges, solutions and perspectives, Bitola, Republic of Macedonia

Petrushevska, H., Videnovik, M., Trajkovik, V. (2016), "Development of video educational platforms focused on quality of experience. Creative, collaborative and video-based learning", International Conference on eLearning Ikasnabar-GUIDE 2016, Madrid, Spain

Videnovic, M., Angelovska, A., (2014), "ICT as a tool for individualization of the teaching process and achievement of educational inclusion and cohesion", Social and educational inclusion and cohesion - theory, practice and perspectives, Bitola, Republic of Macedonia

Angelovska A., Videnovic, M. (2014), "Reforms in the system for the professional and career development in Republic of Macedonia and future recommendation", Reforms in the Macedonian educational system, Skopje, Republic of Macedonia

Videnovic, M. (2014), "Social network Edmodo as a support to the educational reforms in terms of students' training for lifelong learning", Reforms in the Macedonian educational system, Skopje, Republic of Macedonia

Vasileva, M., Trajkovic, V., Samardzic, O., Karbeva, S., Videnovic, M. (2012), "Increasing students' motivation by using social networks in and out of the classrooms", ICT Innovations 2012, web proceedings, ISSN 1857 7288, pp.17-24

Videnovic, M. (2011), "Blogs as a tool for reflection and self-evaluation of learning process", 14th International Conference of BASOPED- “Evaluation in education in the Balkan countries”, Belgrade, Serbia

Videnovic, M. (2011), "Using blogs for directing learning process", International conference: Assessment for learning in the 21st century, Ohrid, Republic of Macedonia

Master's thesis: "Managing the use of ICT in education", (2011), Skopje

Teachers’ trainer

Designing Attractive Learning Experiences with Digital Technology. From Challenge to Opportunity: How AI and Gamification Enhance Motivation and Engagement in the Classroom, International conference “Making teaching more attractive”, Ruzomberok, Slovakia, 2026

Presentation and Practical Application of Digital Tools for App Creation, Innovate4Europe – Innovation Hackathon for Europe, organized by SmartUp - Social Innovation Lab

Gamification in Digital Skills Training, e-Governance Academy & Innovative Education Foundation, Georgia, November 2025.

Digital gamification, Play and Grow: Developing a Growth Mindset in Students through Digital Gamification, Macedonian Civic Education Center (MCEC), Veles, North Macedonia, November 2025

Webinar: Equity and Access in Digital Education – Overcoming Europe’s Digital Divide, DigiEduHack, online, November 2025

Workshop: AI-Powered Gamification: Engaging Students Through Smart Learning Experiences, 6th International “Education Across Borders” Conference – “Reimagining Education in the Modern Age” (REMA 2025), Bitola, Republic of Macedonia, 2025

Innovative use of technology in the learner centered classroom, Erasmus+ programme Creating the Network of Excellent ULCA Schools, Faculty of Education, Catholic University in Ružomberok, July 2025

Webinar: Scientix® STEM School Label: Be an Expert – Strategies for Engaging Students and Teachers in STEM Education, March 2025

AI and media literacy education: strategies, approaches and tools: first-hand experience, TechCamp Slovakia: Educate, Empower, Expose: Combating Disinformation, Slovak Debate Association, 27 – 30.08, 2024, Poprad, Slovakia, 2024.

Innovative approaches to teaching media literacy, TeachMeet, as part of the MOOC “Media Literacy Case for Educators: Empowering educators for the next Digital Decade, European Schoolnet Academy, 2024

Strategies, Approaches and Tools for Media Literacy Education: First-hand Experience, Media Literacy Tech Camp “Countering disinformation through education”, Center for innovations and digital education, 16 - 19.08.2023, Ohrid, North Macedonia, 2023

Scientix Ambassadors Training Session “Peer learning and game-based approach in education”, June 2023

Workshop: Integration of digital tools to support active learning, International conference, ULCA: Pathway to Excellent Schools, Knowledge-sharing & Networking in Education, Faculty of Education, Catholic University in Ružomberok, 2022

Workshop: Gradual introduction to programming in primary education: Scratch, Micro:bit and Python, EU Code Week Spring School, April, 2021

Methodology and pedagogy for quality distance learning, Eduino webinar 2021

National platform for distance learning – master trainer, Ministry of education and science 2020

Developing core skills and school leadership as part of "21st century schools" British Council Programme, 2019 - 2022

"21st century schools" British Council programme, 2018 - 2022

Validation training for developing Critical thinking and problem-solving skills and use of Micro:bit as part of "21st century schools" program of British Council, 2019

Advanced workshop with students - "Micro:bit for games" at PlayUK Festival, Skopje, November 2018

Master trainer for the teachers in the project "21st century skills - core skills and Micro:bit", 2018

Implementation of the curriculum for the Computing and basic programming in the IV grade, Computer Science Association, 2016

Implementation of the curriculum for the Computing and basic programming in the III grade, Computer Science Association, 2015

Interethnic integration in the education, Macedonian civic education center, 2015

Using some creative web 2.0 tools, Microsoft webinar, 2013

Summative assessment - trainings for primary and secondary schools' teachers, Primary education project, 2011 - 2012

Using Edubuntu, OpenOffice and K-Educa - trainings for primary schools' teachers, Primary education project, 2010 - 2011

Trainings for teachers - leaders of Students Support Technician Clubs, Primary education project 2010

Formative assessment - trainings for primary and secondary schools' teachers, Primary education project, 2008 - 2011

Innovative integration of ICT in the teaching - trainings for primary schools' teachers, Bureau for development of education, Ministry of Education and Science, 2006

Working with computers - basic trainings for primary and secondary schools' teachers, Bureau for development of education, 2004

Projects

Simulation game -based Hands-on Instruction for Enhancing Cybersecurity Learning and Development (2024-2025), implemented by Center for innovations and digital education with support of the e-Governance Academy (eGA) to strengthen Macedonian primary and secondary schools’ policies on cybersecurity and improve their capacities and mechanisms for teaching cybersecurity in

an interesting and engaging way. The project aims to develop, implement and deploy a novel workshop-based training methodology that combines digital storytelling, AI tools, and game-based learning, focusing on cybersecurity

Jed(a)i of a new time: MED-AI (2024-2025), implemented by Center for innovations and digital education with support of US Embassy in North Macedonia, to integrate AI and media literacy education in primary schools by establishing collaborative, interactive and engaging learning environments.

Erasmus+ KA220-HED project, Cooperation Partnerships for Higher Education, “Creating the Network of Excellent ULCA Schools” (2023 – 2026), implemented by Center for innovations and digital education, with focus on creation of educational courses and the establishment of a network of international ULCA schools that will create a community of teachers, managers and all interested parties who have vision to create a culture of innovative learning environments.

TechCamp for countering misinformation and disinformation (2023 - 2024), implemented by Center for innovations and digital education with support of US Embassy in North Macedonia to provide hands-on experience and support for teachers in collaborative work for creating educational resources that incorporate activities for countering mis/disinformation.

Using Games to Learn Cyber Security and Misinformation: GaCySeMI (2021 – 2022), implemented by Center for innovations and digital education with support of US Embassy in North Macedonia to improve students’ knowledge and skills in field of cybersecurity and misinformation.

Erasmus+ KA203 project, Strategic Partnerships for Higher Education, Cooperation for Innovation and the Exchange of Good Practices “Upgrade yourself with Learner Centered Approach” (2020 – 2022), implemented by Center for innovations and digital education, with focus on empowering teachers’ competences for creating learner centered learning environments.

Workshops during Europe Code Week (2019), supported by Meet and code initiative: Let's code games, Coding music, Tree protectors (interdisciplinary approach) and Promotion of our city using QR codes. The workshops were organized and carried out to show young people how much coding can be fun and how it can help bring ideas to life, using Micro:bit devices. During these events students have empowered their digital competences and developed their coding skills.

British Council project - "21st century skills" (2018 – 2022) Master trainer for core skills (critical thinking, problem solving and digital literacy) and using Micro:bit for coding. Trainer for school principals. Adaptation of the training materials in Macedonian languages. Supporting the teachers from the schools involved in the projects and support of the Coding Clubs. Participation in the process of creating a Compendium of best teaching practices - teaching materials which require students’ higher order thinking skills. Developing guidance for the higher level of learning in the teacher’s practices. Transforming the course content into an online environment.

External expert for EUN Partnership: evaluation of submissions of school practice evidence and case studies submitted by different schools on the STEM school Label platform (2019)

Erasmus+ projects, Strategic Partnerships for School Only, Cooperation for Innovation and the Exchange of Good Practices: "Find your Balance" (2017 - 2019), "Reach out and lend a helping hand: Humanity Has No Borders" (2017 - 2019), " APPic Learning" (2019 - 2022), "Say no to violence and discrimination by games" (2019 - 2022). Received eTwinning Quality label from Macedonian NA for the projects.

International projects: "Climate change" and "Innovation project". Award Climate Action Project Educator 2021 for organizing an event and achieving label School of Excellence during Climate Action project 2021.

Scientix National Contact Point (NCP) for Macedonia as part of the NGO Dig-Ed (2020 – 2022) and as part of NGO Friends of Education (2016 – 2019), Financed by European Commission. Providing link between Scientix at a European level and activities taking place in Macedonia. Engagement with national communities of STEM professionals, informing about Scientix activities and organizing national workshops, webinars and other activities. Organizing competition for good STEM activities and creating a publication with the best STEM practices.

An external associate of the Bureau for Development of Education: member of the working group for development of curriculum in Computing and basic programming for the III, IV, V, VI and VII grade. (2014 - 2018)

Computer Science Week: co-organizer of the project with the aim to promote computer science in primary education, to improve students' knowledge in computer science and coding and to increase their interest and motivation for the profession programmer. The project is organized every second week in February (since 2013), including different activities for celebration of Safer Internet Day.

eTwinning projects (since 2009): Participating in around 30 international online projects through partnerships with schools from different countries using the advantages provided by ICT in the process of communication and collaboration between educational institutions across Europe within the etwinning as part of the Lifelong Learning and Erasmus+ provided by the National Agency for European educational programs and mobility. Received European quality label for the project "ICT stories".

Building bridges (2014 – 2016)- active participation in project activities (joint inter-ethnic activities at schools), joint initiative by the OSCE Mission to Skopje, The Ministry of education and Science, the Swiss Embassy and The Embassy of Kingdom of the Netherlands

Project Teacher Professional and Career Development (TPCD) system (2012 – 2016): Participation as a local expert in the team about development of standards and professional competences for teachers, teacher mentors and teacher advisers. Part of the working group for preparation of the Catalogue of basic professional competencies for teachers, Professional standards for teacher - mentor and Professional standards for teacher - adviser, and the establishment of the procedures and instruments for teachers' career development.

Primary Education Project PEP (2006 – 2012)- Master trainer for: Applying standards for evaluating students in primary schools - formative assessment, Summative assessment, Edubuntu, OpenOffice and K-Educa, and participation in a number of trainings and workshops within the same project. Leader of Students Science Club. During the project supporting the teachers from the schools involved in PEP.

Conferences

Member of the Scientific Committee, Track 15: Safe and Supportive Educational Ecosystems, TEEM 2026 – *14th International Conference on Technological Ecosystems for Enhancing Multiculturality*, Porto, Portugal, 20–23 October 2026.

Driving Change in Learning Communities: A Field-Tested AI and Gamification Model for Future-Ready Teachers*, Learning Communities 2026*, hybrid conference, Slovakia, October, 2026

All Digital Summit Belgrade 2026, Digital wellbeing for a competitive Europe, Belgrade, Serbia, September 2026 (participant)

The Educator as Experience Designer: Blending AI, Gamification, and Interactive Learning, *5th edition of the EASE Summit- European Summit of STEAM Educators,* online, September 2026

Interpersonal Skills for Bullying Prevention in Primary Education: A Self-Assessment Study in School Students, PRAISE workshop, *2026 22nd International Conference on Information Technology Based Higher Education and Training (ITHET),* Lilihammer, Norway, 2026

From Challenge to Opportunity: How AI and Gamification Enhance Motivation and Engagement in the Classroom *Artificial Intelligence in the Classroom – Partner or Challenge?, Socratic Lectures International Symposium*, University of Ljubljana, Slovenia, 2026

Transforming Cybersecurity Learning into an Adventure, *International Teachmeet, Bett 2026*, ExCel, London, 2026

*Transforming Digital Learning Through AI-Supported Narrative Gamification: The EduGame-AI Framework, 2nd International Conference on Digital Education Trends and Challenges,* Novi Sad, Serbia, 2025

From AI to Gamification: Transforming Education for the Digital Generation, *6th International "Education Across Borders" Conference – "Reimagining Education in the Modern Age" (REMA 2025),* Bitola, Republic of Macedonia, 2025

Empowering Cybersecurity Learning through AI, Storytelling and Game-Based Pedagogy, *4th edition of the EASE Summit- European Summit of STEAM Educators,* online, September 2025

Escape to Learn: Assessing the Role of Game-Based Learning in Cybersecurity Education. *22nd International Conference on Informatics and Information Technologies CIIT*, Strumica, Republic of Macedonia, 2025

AI-Powered Storytelling and Game-Based Learning: A Framework for Digital Competence in ICT Education *4th EAI Conference on Computer Science and Education in Computer Science (EAI CSECS 2025)*, Bratislava, Slovakia, 2025.

From Bytes to Benefits: Raising Prosperity Through Digital Transformation, e-Gov Conference, Tallinn, Estonia, May 2025 (participant)

PlayfulPeer Pedagogy: The framework for integrating game-based learning and peer instruction in primary education, *IEEE International Conference on IT in Higher Education and Training, ITHET 2024*, Paris, France, 2024.

Empowering education through AI for interactive and engaging learning experiences, *3rd edition of the EASE Summit- European Summit of STEAM Educators*, online, September 2024

On the applicability of Bloom's taxonomy and teacher digital competencies for learning how to code in primary schools. *XIII International Conference on Applied Internet and Information Technologies - AIIT 2023*, Bitola, N. Macedonia, 2023

Creating a motivating and engaging learning environment by using mobile augmented reality educational game, *2nd edition of the EASE Summit- European Summit of STEAM Educators*, online, September 2023

Using mobile augmented reality games in education. *20th International Conference on Informatics and Information Technologies CIIT*, Krusevo, Republic of Macedonia, 2023

4th Scientix Conference, online, 2022 (participant)

Integration of digital tools to support active learning, *ULCA Pathway to excellence schools,* Ruzomberok, Slovakia, 2022

Train the LCA teacher trainer, expert facilitators personal stories, *ULCA Pathway to excellence schools*, Ruzomberok, Slovakia, 2022

Using Games to Learn Cyber Security in a Sustainable Way, *International Scientific Conference on Social Innovations Socin22*, Vilnius, Lithuania, 2022

*The interplay between child wellbeing and academic attainment*, UNICEF, Skopje, 2022 (panelist)

*6th Education Today Conference*, online, 2022 (participant)

Using Educational Escape Room to Increase Students' Engagement in Learning Computer Science, *17th International Conference on Informatics and Information Technologies CIIT*, online, 2020

*T4 conference: The new normal: Education post COVID-19*, online, 2020 (participant)

Member of the Organizing Committee of the *Fifth Educonference*, NGO Friends of education, Skopje, Republic of Macedonia (2019) (organizer)

Regional conference *"New ideas for new time",* ANN Ex-YU, Skopje, 2019 (participant)

*Scientix Conference - Towards responsible STEM education*, Belgrade, 2019 (panelist)

*11th International Conference of Education, Research and Innovation ICERI* 2018 (participant)

*International Conference: New technologies in education*, British Council, Belgrade, Serbia, 2018 (participant)

*International Conference: 3rd Scientix Conference*, Brussels, Belgium, 2018 (participant)

Can a Blended Learning Environment Increase the Quality of Learning?, *15th International Conference on Informatics and Information Technologies CIIT,* Mavrovo, Republic of Macedonia, 2018

Introduction of 21st Century Skills in Primary Schools: Case Study Macedonia, *15th International Conference on Informatics and Information Technologies CIIT*, Mavrovo, Republic of Macedonia, 2018

Member of the Organizing Committee of the *Fourth Educonference*, NGO Friends of education, Struga, Republic of Macedonia, 2018

Higher education from complexity theory perspective, *The education at the crossroads - conditions, challenges, solutions and perspectives,* Bitola, Republic of Macedonia, 2017

Member of the Organizing Committee of the *Third Educonference*, NGO Friends of education, Struga, Republic of Macedonia, 2017

Member of the Organizing Committee of the *Second Educonference*, NGO Friends of education, Struga, Republic of Macedonia, 2016

Member of the Organizing Committee of the *First Educonference*, NGO Friends of education, Struga, Republic of Macedonia, 2015

ICT as a tool for individualization of the teaching process and achievement of educational inclusion and cohesion, *Social and educational inclusion and cohesion - theory, practice and perspectives*, Bitola, Republic of Macedonia, 2014

Social network Edmodo as a support to the educational reforms in terms of students' training for lifelong learning, *Reforms in the Macedonian educational system*, Faculty of Philosophy, Skopje, Republic of Macedonia, 2014

*Microsoft Expert Educator Program*, Microsoft Macedonia, Skopje, Republic of Macedonia, 2013 (participant)

Blogs as a tool for reflection and self-evaluation of the learning process, *14th International BASOPED Conference – Evaluation in education in the Balcan countries,* Belgrade, Serbia, 2011

Using blogs for guiding teaching process, *Assessment for learning in the 21st century*, Ohrid, Republic of Macedonia, 2011

Trainings Seminars Workshops

Participation in international trainings, seminars & workshops:

EDEH Summer school: Educators in the Digital Era, European Digital Education Hub, Porto, Portugal, August 2026

Third Workshop on Cybersecurity Legislation and Governance, e-Governance Academy, Brussels, Belgium, November 2025.

Creative LCA Methodology for University Teachers, Erasmus+ programme Creating the Network of Excellent ULCA Schools, Faculty of Education, Catholic University in Ružomberok, Slovakia, July, 2025

Creative LCA Methodology for Primary School Teachers, Erasmus+ programme Creating the Network of Excellent ULCA Schools, Faculty of Education, Catholic University in Ružomberok, July, 2025

Rethinking education in the age of digital skills, DigiEduHack, Bussels, Belgium, 2025

EDEH Design Thinking Workshop on "Mental Well-being & Engagement in Digital Learning", Hasso-Plattner-Institute for Digital Engineering d-school, Potsdam, Germany, November 2024

Fulbright Teaching Excellence and Achievement (TEA) Program: Media Literacy Cohort, University of Wisconsin in Madison, USA, 2024.

Building excellent schools, Creating the Network of Excellent ULCA Schools, Vilnius, Lithuania, 2024

Creating visions in schools, Creating the Network of Excellent ULCA Schools, Vilnius, Lithuania, 2024

European Union Center's Transatlantic Educators Dialogue Program (TED) Fellows Program, 2024

Sustainability in Digital Education - EDEH Community Workshop, European Digital Education Hub, European Commission, Learning Planet Institute, Paris, France, 2024.

Media Literacy Champion Training of Trainers Course – Media Literacy Case for Educators, Brussels, Belgium, 2024

Science Projects Online Workshop: Innovation in the classroom: From theory to practice, European Schoolnet, 2023

Edu-Hackathon with Google, Brussels, Belgium, 2022

Building excellent schools based on the EFQM model of excellence, ULCA project, KA203 Erasmus+, Riga, Latvia, 2022

Learner centered approach, ULCA project, KA203 Erasmus+, Vilnius, Lithuania, 2022

Learn & Lead – Self-management, ULCA project, KA203 Erasmus+, Vilnius, Lithuania, 2022

International Online Course “Pedagogical Innovations”, Mashav-METC Israel, 2021

European Union Center’s Online Program: Transatlantic Educators Dialogue Program (TED), 2021

33rd Scientix Workshop in the Future Classroom Lab in Brussels, Belgium, 2019

Validation of trainers for school leaders as part of British Council "21st century schools", British Council, 2019

Master trainers’ validation for development of critical thinking and problem-solving skills as part of British Council "21st century schools", 2019

31st Science Project Workshop in Future Classroom Lab, Brussels, Belgium, 2019

Validation training for Core Skills and using Micro:bit for coding, British Council 2018

Contact seminar TCA School development in view of inclusion, Erfurt, Germany, 2016

E-Twinning Professional Development Workshop, 2015

Friends of Scientix event, 7th Science Projects Workshop in the Future Classroom Lab in Brussels, 2015

In service training: "ICT as a tool for intercultural and media education", in Lisbon, Portugal as part of the Erasmus+, 2015

Comenius In-Service Training: "Producing interactive and multimedia contents", in Rome, Italy, as part of Lifelong Learning Programme, 2013

Comenius In-Service Training: "Empowerment in ICT skills: Using Media & Communication tools", in St. Julian, Malta, as part of the Lifelong Learning Programme, 2012

Online trainings, webinars and events

Gaming AI Mastery – GAIM, Brainster Next, 2025

Scientix® STEM Alliance, Future Classroom Lab and Microsoft Training Programme: Designing Learning Experiences with AI in Minecraft Education, European Schoolnet Academy, 2025

MOOC “EmpowerED educators: becoming pedagogical mentors for EdTech co-design”, European Schoolnet Academy, 2025

MOOC “Child Online Safety: What Educators need to know”, European Schoolnet Academy, 2025

Skills for Innovation Educator Award Checkpoint, STEM Alliance - Scientix Webinar with Intel, 2024

Seminar: Progress and results towards a European Roadmap on STE(A)M education, The STE(A)M Education European Roadmap (the SEER), 2024

MOOC “Media Literacy Case for Educators: Empowering educators for the next Digital Decade, European Schoolnet Academy, 2024

MOOC “Navigating innovative technologies across the curriculum”, European Schoolnet Academy, 2023

Participation in co-development session within Media Literacy Case for Educators: empowering educators to lead media literacy initiatives in Europe, coordinated by Tactical Tech in cooperation with European Schoolnet (EUN), 2023

Games in schools, European Schoolnet Academy, 2023

Webinar: A coding journey – from classroom to career, STEM Alliance, 2023

Webinar: Stereotypes and prejudices in media, Bureau for development of education, 2023

Webinar: Hate speech on online media, Bureau for development of education, 2023

Webinar: Parents and children from digital generation, Bureau for development of education, 2023

Webinar: New media and social networks, Bureau for development of education, 2023

Unlocking the Power of AI in Education, European Schoolnet Academy, 2023

Make it Open Schooling, European Schoolnet Academy, 2023

Student centered methodologies, Peace Corps, North Macedonia, 2022

Classroom management, Peace Corps, North Macedonia, 2022

Diversity in the classroom, Peace Corps, North Macedonia, 2022

Stress management for teachers, Peace Corps, North Macedonia, 2022

Computer Science: Educators' Guide, European Schoolnet Academy, 2022,

Webinar: School climate and curriculum, Bureau for development of education , 2021

Child Protection Awareness, British Council, 2021

EU CodeWeek Online Bootcamp, European Schoolnet Academy, 2021

Digital Literacy and online safety, European Schoolnet Academy, 2021

CodeWeek Spring School, European Schoolnet Academy, 2021

AI Basics for schools, European Schoolnet Academy, 2021

Teaching and Learning after the Lockdown, 2021

STEM School Label High Level Event Online as part of STEM Online Days 2020

STEM is everywhere Re-run, European Schoolnet Academy, 2020

Europeana in your Classroom, European Schoolnet Academy, 2020

Course: EU Code Week Icebreaker Rerun, European Schoolnet Academy, 2020

STEM Education in 21st century, 2019

Webinar with Cisco: "Experiences and Resources to Run an IoT Hackathon", 2019

Child protection, 2019

Course: EU Code Week - Deep Dive, European Schoolnet Academy, 2019

EU Code Week Ice-breaker MOOC, European Schoolnet Academy, 2019

Experiences and resources to run an IoT Hackathon, 2019

Webinar: How to turn your thesis into an article, 2018

Opening schools to STEM careers, European Schoolnet Academy, 2017

Collaborative learning and Teaching, 2017

Children Protection Online, 2017

eTwinning Ambassador Course, 2017

eTwinning Event Learning Event 2017: Using Mobile devices in the primary classroom

eTwinning Event Learning Event 2017: Digital Creativity

Opening minds to STEM careers, European Schoolnet Academy, 2017

Java Fundamentals by Oracle Academy, 2017

The Scientix Ambassadors Training Course, 2016 - 2017

ETwinning learning Event: 3Cs in eTwinning Projects Through 2.0 Web, 2017

Top Tech Tools for teachers, 2017

ETwinning learning Event: Let's Flip the Classroom, 2016

Introducing Computing in Your classroom, 2015

Introducing Technology Enhanced Teaching, 2015

Developing Digital skills in your classroom, 2015

Creative use of tablets in schools, , European Schoolnet Academy, 2015

Games in School, European Schoolnet Academy, 2015

How to teach computing: An Introduction to Concepts, Tools and Resources for Primary Teachers, 2014 - 2015

Competences for 21st Century Teachers, 2014

ETwinning learning event: Global Education in Etwinning, 2014

ETwinning learning event: How to plan an Etwinning project, 2014

Webinars organized by Microsoft Partners in Learning:2013 - 2014

- Project learning
- Teachers' electronic portfolio
- Using students' portfolio for formative and summative assessment
- Fun, education, stop motion animation
- Using the educational platform Edmodo

Future Classroom Scenarios, European Schoolnet Academy, 2014

Open Educational Resources, European Schoolnet Academy, 2014

Using Wikispaces to Collaborate with Students online, 2013

From TechEd to EdTech - Transforming Learning in 21st century, 2013

The Pedagogical Value of eTwinning Projects, 2013

Social Networking for Schools, 2012

Creative use of media, 2009

Training for network administration conducted by Clear View on-line courses, 2005 - 2006

Workshops on national level

Organizer of the workshop “Future of STEM education on national level: what do we need?”, Skopje, Macedonia, 2023

Train the trainers’ workshop: What the future wants, Goethe Institute, 2022

Organizer of the workshop “STEM schools, how to increase interest in STEM subjects and how to create good STEM strategy, Veles, Macedonia, 2022

Organizer of the workshop “Scientix workshop – Using mobile apps in STE(A)M teaching”, Skopje, 2022

Organizer of the workshop: “Reinventing formative assessment in STEM subjects with online tools", online, 2020

Organizer of the workshop: “Online STEM teaching – Pedagogical aspects of online teaching, how to have good online class with technology, STEM online materials in local language", online, 2020

Workshop: “Monitoring the higher levels of learning and ICT in the teaching practice” to the Advisors of the Bureau for Educational Development and Inspectors from the State Educational Inspectorate, Skopje, Maacedonia, 2019

Organizer of the workshop: "Discussion about STEM education in Macedonia, teachers' networking, sharing good practices and creating of teaching materials concerning STEM education", Veles, Macedonia, 2018

Organizer of the workshop: "Presentation of the concept of Scientix and discussion about STEM education in Macedonia, especially about implementing coding in primary school curricula - status and perspectives", Veles, Macedonia, 2017

Workshop and presentation of educational and didactic materials for mathematics, 2015

Through self-evaluation to the functional school development plan, 2015

Workshop on intellectual property rights, 2014

Challenges and possible solutions concerning the system of teachers' professional and career development, 2014

Manual for the implementation of personal data contents in education, 2014

Sustainable system for continuous primary and secondary education about the principles of personal data protection, 2013

Workshop for teachers' professional and career development, 2013

Presentation of the Concept of making book and methodology for evaluation of the book, 2011

Procedure for certification of teachers, 2019

Preparation of a manual for projects-based learning, 2008

Ethics in school assessment. Preparing school case study, 2008

Trainings & Seminars: on national level

Conflicts of interest and internal whistleblower protection, National Democratic Institute, 2026

Improving the required competencies of teacher-mentor and teacher-advisor, CES Academy, 2026

Social and community work in primary education, Bureau for Development of Education, 2025

Professional cooperation of teachers (study groups, learning communities, mentoring), 2023

Strategies, methods and approaches for working with gifted children, 2022

Train the LCA Teacher-trainer, 2022

Media literacy, Macedonian Institute for media, 2022

Implementation of the curriculum for “Innovation and entrepreneurship”, 2021

Prevention of child trafficking, 2021

Improving the quality of data and strengthening policy making, 2021

Training for teacher mentors about the new Concept of primary education, 2021

Inclusive education, 2021

Using different ICT tools for teaching, 2021

Microsoft Teams for Education, 2020

Strengthening teachers' skills for work with students. Work with students with special needs, 2019

Working with students on program “Yes, you can”, 2019

Interethnic integration in education, 2016

School principal's leadership competencies - factor for creating a motivated staff, 2015

Strategic Plan for the Development of an Inclusive School, 2015

NTC Learning System - How to successfully develop children's IQ through games, 2014

Teaching with technology and Windows 8 in classroom, 2014

Schools' self-evaluation, 2014

Inter-ethnic integration in the education system, 2013

Entrepreneurship and innovation, 2013

Video surveillance in schools, 2013

Sustainable system for the principles of personal data protection in primary and secondary education, 2013

Integrated ICT system for external testing, 2013

Using whiteboard - Notebook software training for SMART Board users, 2013

New curriculum in informatics in primary education, 2012

Training for the members of the Team for the school renovation within the component: Providing stimulus for schools and local communities, 2012

Using Microsoft tools in education, 2012

Personal data protection in the field of education, 2011

Trainings, workshops and seminars within Primary Education Project – PEP (2006 – 2011):

- Training for regional trainer about "Implementation of assessment standards - formative assessment "
- Improving the school's assessment, Creating assessment standards
- Using ICT for improving students' assessment
- Using educational portal ThinkQuest
- Training for facilitators - PEP standards for trainers
- Using ICT as a tool for communication and collaboration
- Training for master trainers Edubuntu, OpenOffice and K-Educa
- Preparation of objective tests
- Training for master trainers for Student Support Technician Club
- Training for regional trainer for the "Implementation of assessment standards - II part, summative assessment"
- Recording good school practices

Creative teaching methods, techniques and classroom management, 2008

Creating and maintenance of schools' web pages using Mambo, 2007

Training for teacher trainers for innovative use of ICT in the classroom, 2006

## Honors and awards

Teacher advisor since May 2026, as part of teachers' career development process, Ministry of education and science

Women in STEM Excellence, Women in Tech Macedonia, 2026

One of the Top 10 Bett UK EdTech Women, BETT, 2026

Fulbright Alumni, as the result of Fulbright Teaching Excellence and Achievement (TEA) Program: Media Literacy Cohort, 2024

DigiEduHack Ambassador, 2025, 2024

Global Teacher Award 2023, for outstanding contributions to education, AKS Education Awards, 2023

New York Academy of Sciences STEM Certified Educator, 2022

Teacher mentor since 2021, as part of teachers' career development process, Ministry of education and science

Microsoft Innovative Education Expert 2026 – 2027, 2025 – 2026, 2024 – 2025, 2023 – 2024, 2022 – 2023, 2021 – 2022, 2020 – 2021, 2019 - 2020 as recognition for teaching skills and innovative teaching strategies

Micro:bit Champion 2025, 2024, 2023, 2022, 2021, 2020 as a recognition from Micro:bit Educational Foundation for using Micro:bit in teaching and inspiring every child to create their best digital future

One of the 30 winners of the Europeana Education Competition 2020, as part of STEM Discovery Campaign 2020, European Schoolnet

Best teacher in Ex-YU (2020), for the activities carried out in the classroom for using innovative teaching strategies and continuous professional development.

CodeWeek Leading Teacher 2025, 2024, 2023, 2022, 2021, 2020, 2019, 2018 - …, as a result of the performed activities during CodeWeek and involved teachers on national level in this campaign for developing students' coding skills, European Schoolnet

Co-organizer of Computer Science Week - best event in 2017 by STEM Alliance and one of the winners in STEM Discovery Campaign

Scientix Ambassador 2026, 2025, 2024, 2023, 2022, 2021, 2020, 2019, 2018, 2017, 2016 - …, selected as a result of the Ambassadors' MOOC in order to promote science education on national level and to share innovative scenarios and projects for raising students' interest and motivation for STEM subjects, European Schoolnet

ETwinning ambassador 2015 - ..., for the work on eTwinning international project and promotion of eTwinning on national level, National Agency for European Educational Programmes and Mobility

Climate Action Educator 2021 – for aa commitment to climate education and guiding students to take action for the planet

Received Award "Big Mother" for significant achievements in the field of education in the municipality of Gazi Baba, Municipality Gazi Baba, Skopje in 2014

Memberships

Co-founder of Center for innovation and digital education - Dig-Ed, www.dig-ed.org

European Digital Education Hub – the online collaborative community for digital education enthusiasts in Europe and beyond. European Digital Education Hub - European Education Area

Member of Executive Board of the international organization EASE- EuropeAn network of STEAM Educators https://ease-educators.com

International Association of Innovative Teachers & Managers in Education (IAITME) https://www.iaitme.com

Initiative NaukaZaDeca (Science for Children) in order to promote digital resources in education and to encourage digital transformation of the Macedonian education. https://naukazadeca.mk/

Foremost Foundation https://www.theforemostfoundation.org/

Association Best Teacher_EX YU https://annex-yu.weebly.com/

Association for development and digitalization of education and cultural heritage "Friends of Education" https://www.friends-of-education.org/en/

Computer Science Association https://cs.org.mk/