

Geography comes alive: GeoNight is back

On April 10, 2026, the International Night of Geography returns. This global event brings the discipline out of academic classrooms and into public spaces. With 260 initiatives registered worldwide, the program includes urban walks, escape rooms, quizzes, night hikes, and interactive workshops. Topics will range from climate change to the use of Artificial Intelligence in urban planning, illustrating how geography helps us understand the transformations of our planet. Join the community for an evening focused on discovery, environmental awareness, and shared learning.

GEONIGHT 2026 IN NUMBERS

A global event with a European focus

GeoNight reaches all 6 continents (from Australia to Mexico, and Togo to Japan).

- Europe, 238
- Asia, 6
- Africa, 5
- North and Central America, 4
- South America, 4
- Oceania, 3

In Europe are the most active countries, which together host over 80% of the events:

- Croatia: 81 events
- Lithuania: 50 events
- Italy: 48 events
- Serbia: 22 events
- Hungary: 13 events
- Spain: 11 events
- Slovenia: 11 events
- France: 9 events

Field exploration

Geography is primarily experienced on the ground, and the formats chosen for this edition reflect this preference:

- **81.5%** of the events will be strictly **in-person** (urban walks, night treks, and outdoor workshops).
- **10.8%** will use a **hybrid** format.
- Only **7.7%** will be entirely **online**.

Target audience and school involvement

GeoNight is designed for all ages, with a strong focus on younger generations:

- **58%** of the global events are organized **by, with, or for schools**.
- **64%** of the meetings are open to the **general public** and families, highlighting geography as a tool for active citizenship.

Event duration

- **65%** of the initiatives will last **between 1 and 2 hours**, offering a concise and accessible format.
- **25%** of the events are planned to run for the **entire evening or late into the night**.

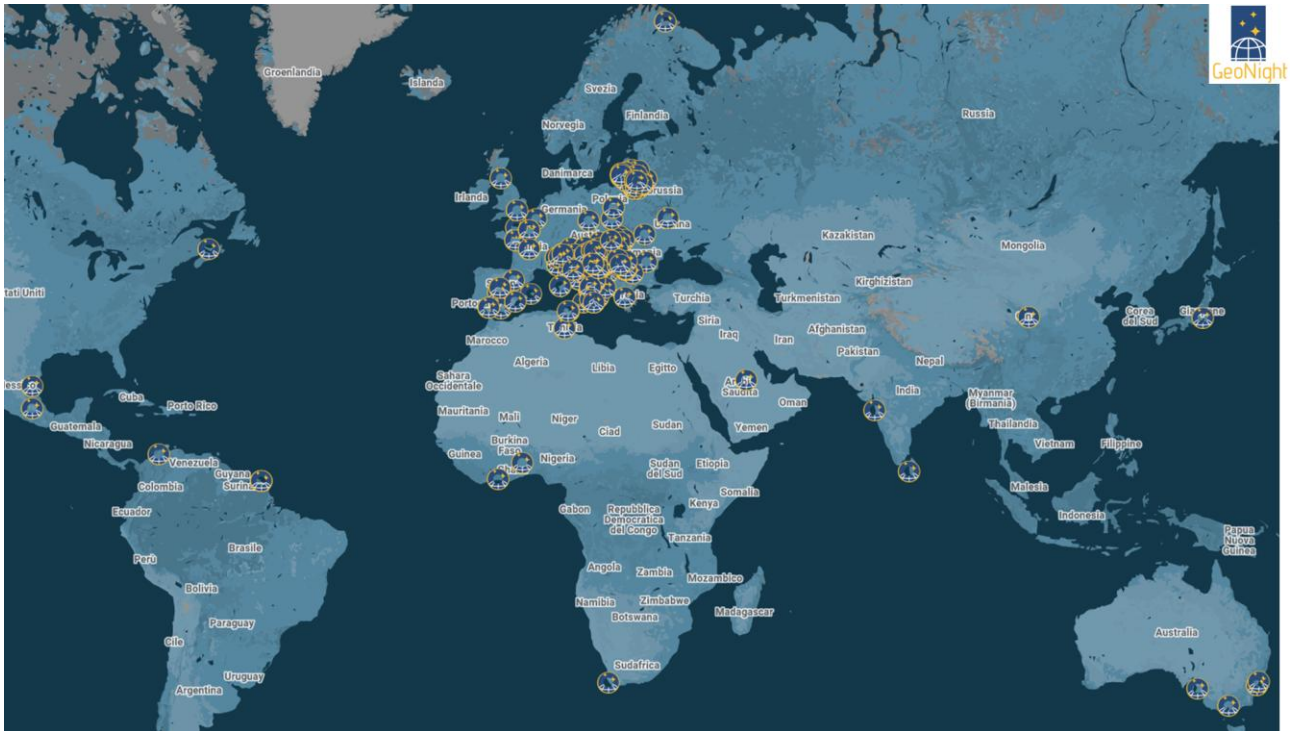
The 3 main themes of this edition

The most recurrent topics covered in the streets and classrooms include:

1. **Education and Games:** Quizzes, thematic escape rooms, and spatial scavenger hunts.

2. **Cities and Culture:** Walks in historical neighborhoods, suburban exploration, and discussions on local development and overtourism.
3. **Environment and Climate:** Workshops on climate change, fragile ecosystems, and resource sustainability.

The MAP of Geonight 2026 showing all the events



<https://www.geonight.net/2026/map-of-the-events/>