

IDEAL-GAME – The Management Kick-off-Conference

08th- 10th of December 2020, Germany

Co-funded by the
Erasmus+ Programme
of the European Union



A warm welcome to the Management and Kick-off-Meeting

Universität Paderborn,
Chair Business and Human Resources Education II
Prof. Dr. Marc Beutner



ERASMUS+ Programme
Strategic Partnership for Higher Education
Agreement No.
2020-1-DE01-KA203-005682

IDEAL-GAME

*Improving didactics, education and learning
in higher education with the Online Serious Game Creator*

Welcome to IDEAL GAME



Online Management and Kick-off-Conference

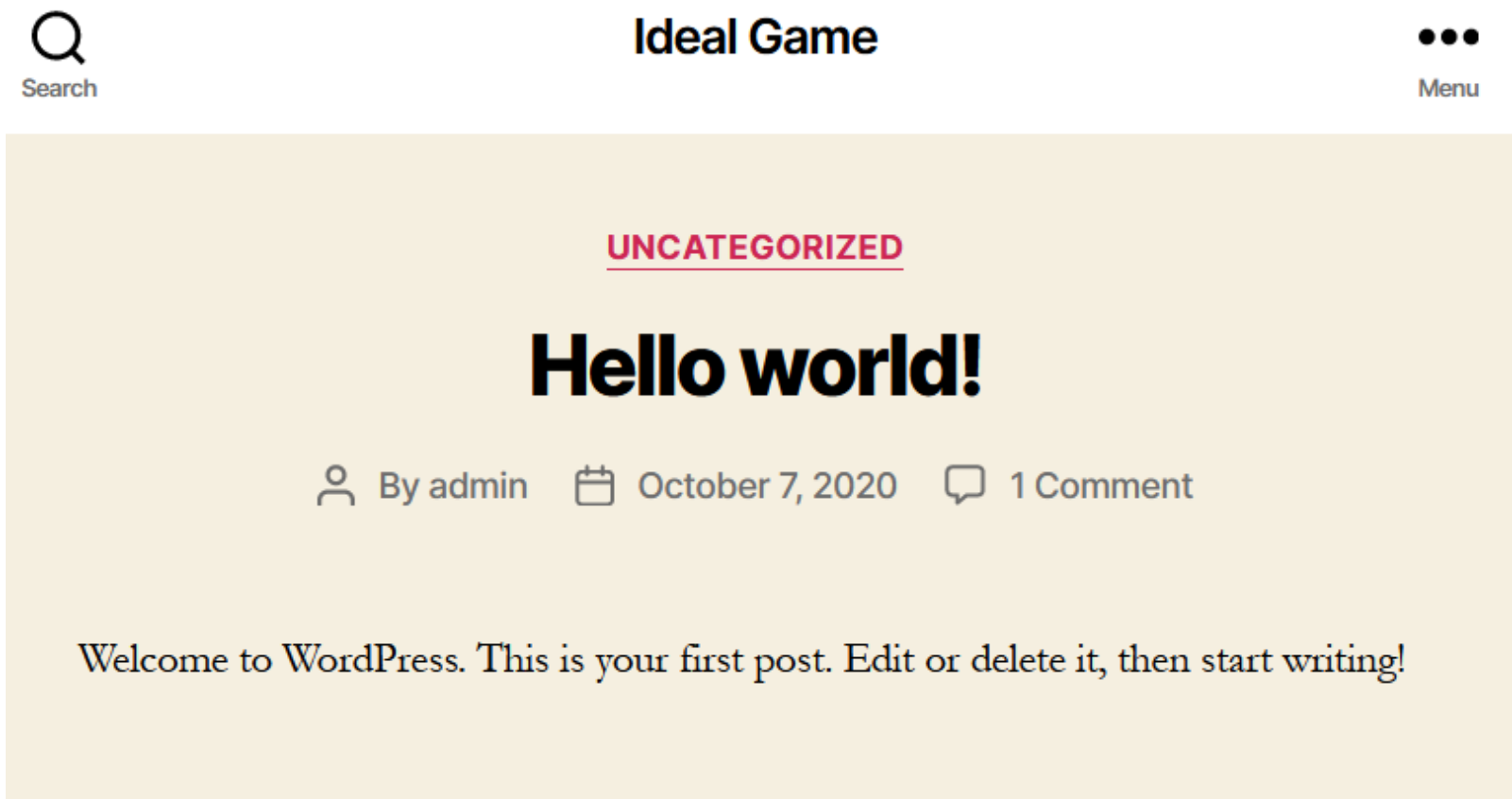
IDEAL GAME

The Management Kick-off-Conference

Host: Ingenious Knowledge, Germany

08th- 10th of December 2020

Project Number: 2020-1-DE01-KA203-005682



<https://ideal-game.eduproject.eu/>

APPROX. TIME	TOPIC	CHAIR
10:15 – 11:15	Welcoming the IDEAL GAME partners <i>(Marc Beutner)</i> <ul style="list-style-type: none"> ▪ Warm welcome ▪ Getting to know each other ▪ Schedule of the meeting 	<i>UPB/All partners</i>
11:15 – 13:15	Introduction of the partners and get-to know each other	<i>UPB/All partners</i>
13:30 – 14:30	<i>Lunch</i>	
14:30 – 16:00	Introduction of the IDEAL GAME project <i>(Marc Beutner)</i> <ul style="list-style-type: none"> ▪ Rationale, purpose, core ideas and aims of the project ▪ Role of the partners as per proposal ▪ Overview of the Intellectual Outputs and linkages ▪ Project Website ▪ Discussion, and Q&A 	<i>UPB</i>

Wednesday, 09th of December 2020

Meeting day 2

APPROX. TIME	TOPIC	CHAIR
10:00	<i>Opening and welcome</i>	
10:15 – 12:00	Information on the IDEAL-GAME partners <i>(Marc Beutner)</i> <ul style="list-style-type: none"> Getting to know each other Every partner presents the own institution in max. 10 minutes Power-Point presentation 	<i>All partners</i>
12:00 – 12:30	Discussion	<i>UPB</i>
12:30 – 13:30	<i>Lunch</i>	
13:30 – 15:30	What's laying ahead of us? <i>(Marc Beutner)</i> <ul style="list-style-type: none"> Project timeline, work plan, and responsibilities Discussion of the IDEAL-GAME IOs The core results of IDEAL-GAME Milestones of the IDEAL-GAME project, and what to do until the next meeting 	<i>UPB</i>
15 MIN	<i>Tea/Coffee break</i>	
15:45 – 17:00	First Insights into the IDEAL-GAME Serious Game Creator Approach <ul style="list-style-type: none"> The core idea of Serious Games The core idea of a Serious Game Creator for higher education First ideas and insights Discussion of the approach and gathering of further ideas 	<i>IK / PB</i>

Thursday, 10th of December 2020

Meeting day 3

APPROX. TIME	TOPIC	CHAIR
10:00	<i>Opening and welcome</i>	
10:15 – 11:00	Administrative and financial information <i>(Marc Beutner / Rasmus Pechuel)</i> <ul style="list-style-type: none"> ▪ Project management structure ▪ Documentary evidence required ▪ Online finance and project management tool (PROM) 	UPB/IK
15 MIN	<i>Tea/Coffee break</i>	
11:15 – 11:45	Project Evaluation <i>(Marc Beutner)</i> <ul style="list-style-type: none"> ▪ Quantitative Indicators ▪ Evaluation approach, and Evaluation Framework ▪ Workshop evaluation 	UPB
11:45 – 12:30	Dissemination and exploitation <ul style="list-style-type: none"> ▪ The EDU-VET project website, Social Media ▪ Publications, Newspapers ▪ Ideas for the Valorisation Plan 	All partners
12:30	<i>Lunch and end of the meeting</i>	



Contact

Marc Beutner

University Paderborn, Warburger Str. 100

33098 Paderborn, Germany

Marc.Beutner@uni-paderborn.de

<https://wiwi.uni-paderborn.de/departments/wirtschaftspaedagogik-prof-beutner>



Thank you very much for your attention!



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