

IDEAL-GAME – The Management Kick-off-Conference 08th- 10th of December 2020, Germany

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



Presentation of the University of Paderborn

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



Presentation of the University of Paderborn

IDEAL GAME

The Management Kick-off-Conference

Host: Ingenious Knowledge, Germany

08th- 10th of December 2020

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



Source: <https://www.uni-paderborn.de/universitaet/internationale-wissenschaftlerinnen>



Soucre: Q-Building, University of Paderborn - Referat Presse und Kommunikation, 27.09.2013

- 5 faculties
- 66 different degree programmes
- 20.293 students (winter term 2019/2020)
- 2.503 staff members (January 2020)
- 41 Professors at the faculty for Business Administration and Economics



Chair of Business, Human Resource Education and Evaluation Research Prof. Dr. Marc Beutner



Prof. Dr. Marc Beutner
Chair holder



Vera Gockel
Secretary



Denise Echterling
Research Assistant



Jana Stelzer
Research Assistant



Jennifer Schneider
Research Assistant

Research foci and fields of activity

- Education of students in the first phase (university phase) of teacher education in the field of adult education, vocational education and training
- Connection of teaching activities and research
- School education with focus on general and vocational schools
- Youth education, Adult education, vocational education and vocational teacher education
- European VET – Cultural differences and similarities
- Game-based-learning, Serious Games
- eLearning, mLearning
- Entrepreneurship Education and Career Orientation
- Evaluation in vocational education and evaluation research



Green-4-Future: Greening the EntreComp Framework to Reconcile Economic Development and Environmental Security

IDEAL- GAME: Improving didactics, education and learning in higher education with the Online Serious Game Creator

Family Business Library: Rural and Regional Libraries as Local Family Entrepreneurship centres

EDU-VET: E-Learning, Digitisation and Units for Learning at VET schools – Creating online Learning Environments in Technical Education for European metal industry

STEM in Action: Open Educational Resources for Teachers

VC BK: Virtual Classroom am Berufskolleg des Kreises Höxter- Brakel

MeDiaPLUR: Fostering Media competences of Bloggers in Ukraine

Aware: Personalentwicklung und Arbeit 4.0

NGEnvironemt: Foster European Active Citizenship and Sustainability Through Ecological Thinking by NGOs

DiGI-VET: Fostering Digitization and Industry 4.0 in vocational education

MATH: Mountains of absolutely terrifying height

OPALESCE: Online Portal and Active Learning System for Senior Citizens in Europe

SYNERGY: Harnessing the Learning Assets Within the SME Business Community

SMART: Skill Matching Assistance and Reporting Tool

YES: Youth Engagement in Society

GET-UP: Green Entrepreneurship Training – underpinning prosperity

Shadows: Supporting Entrepreneurs in the cultural and creative industry sector

Learning Map: Webtool for Badges in Education

GameON: Game-based learning in School Education

GoMobile: Mobile Learning in Vocational Education



Contact

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Thank you very much for your attention!



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