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

Introduction of the IDEAL GAME project

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

Welcome to IDEAL GAME

Introduction of the IDEAL GAME project

IDEAL GAME
The Management Kick-off-Conference
Host: Ingenious Knowledge, Germany
08th- 10th of December 2020

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

Aims/ main objectives of IDEAL GAME

The IDEAL GAME project aims to **design an Online Serious Game Creator** and to create, test and evaluate **Mini OER Serious Games** within learning scenarios.

Generally speaking, the approach aims to **improve didactics, education and learning in higher education** with the help of an Online Serious Game Creator.

The idea of IDEAL GAME is to activate the students and let them take part in a **flipped classroom approach** with the **use of serious games** in the **online phases**, where the learners prepare lessons and learn **new aspects, concepts and theories in self-directed learning** online and come back to the lesson to reflect and discuss on the learned topics and use the **face-to-face learning** times to deepen knowledge and compare understanding and positions.

Aims/ main objectives of IDEAL GAME

The IDEAL GAME tool will offer the **chance to create different types of small serious games** which can be integrated in modules and lectures: e.g.

(a) serious games for learning professional and subject related vocabulary,
(b) serious games, for assignment of corresponding facts and terms
(c) serious games which focus on process flows
(d) competitive serious games to enhance learning
(e) Puzzle Games to get in contact with models and theories etc.

The results of IDEAL GAME

(a) The online IDEAL GAME Serious Game Creator tool

(b) 50 Serious Games created with the creator tool of IDEAL GAME provided on the online platform

(c) A flipped classroom concept for higher education modules and coureses for the intergation of Serious Games

(d) Collection of best practice teaching resources (OER)

(e) Research report on the use of Serious Games in higher education

(f) A IDEAL GAME Policy Paper with recommandations to school education, policy makers and teachers

(g) The IDEAL GAME website with information on the project and links to the Creator tool and the Serious Games

(h) The IDEAL GAME dissemination material (flyer, poster, newsletter, social media, marketing material, leaflets etc.)

(i) The IDEAL GAME didactical handbook for lecturers

(j) The IDEAL GAME tool handbook for lecturers

(k) The IDEAL GAME handbook for students

(l) The IDEAL GAME video presentation of the tool

Expected Results

The online IDEAL GAME Serious Game Creator Tool

50 Serious Games

Research Report on the use of Serious Games in Higher Education

Collection of best practice teaching resources

Flipped Classroom Concept

IDEAL GAME Policy Paper

IDEAL GAME Website

IDEAL GAME didactic handbook

IDEAL GAME tool handbook für leturers

IDEAL GAME Dissemination materials

IDEAL GAME tool handbook for students
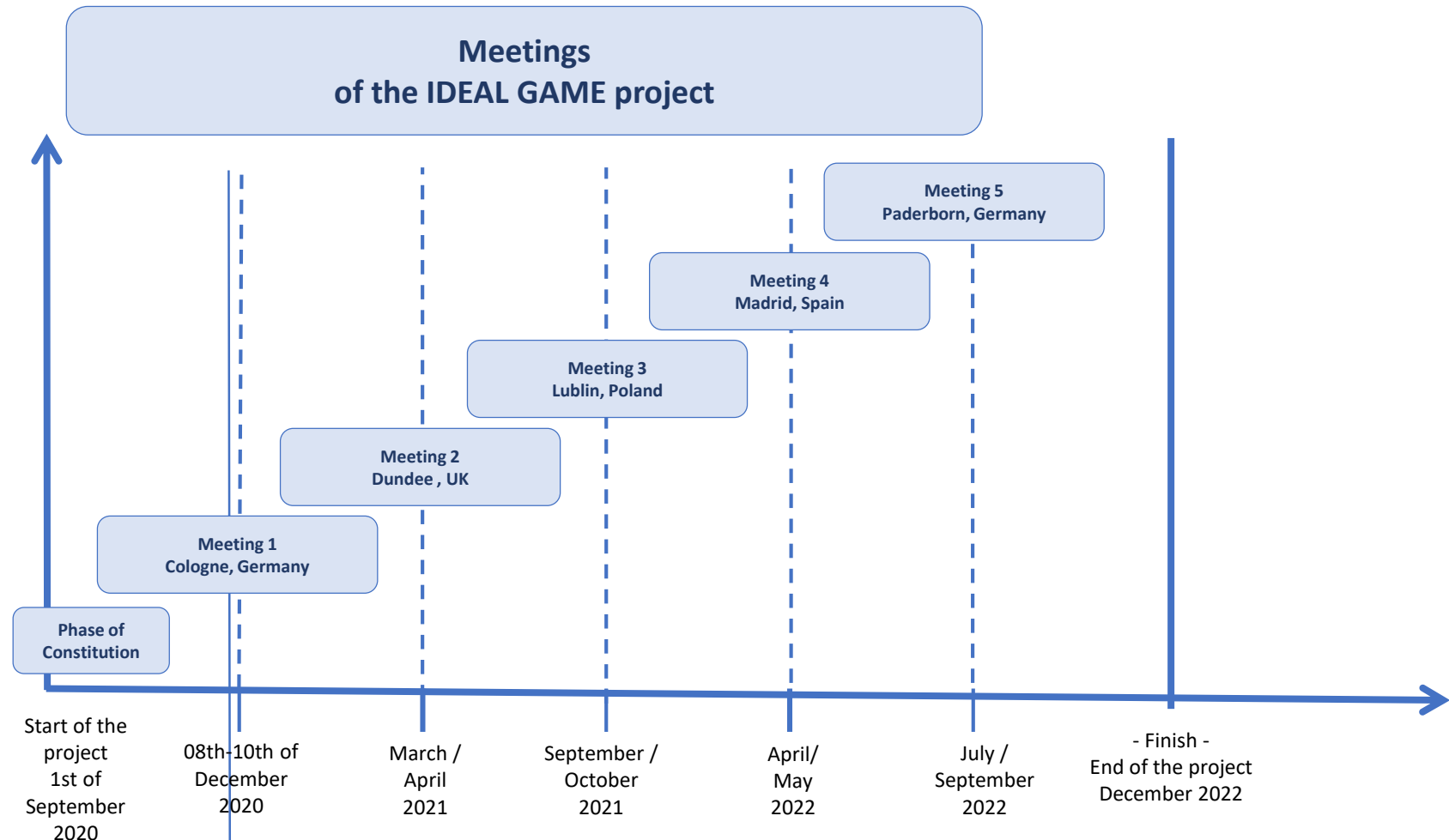
IDEAL GAME video presentation of the tool

"Games that also are intended for learning. This term is usually used for video or electronic games, but can also be applied to good old fashioned board or card games. If you've ever played a brain-training game or played a realistic simulation game, you've played a serious game! But serious here doesn't mean lacking in fun, since the most effective serious games are as enjoyable as any game people would play in their leisure time.."

(GameON-Project: Beutner et.al. 2018, p. 34)

Overview – Transnational meetings (I)

Start: 01-09-2020
End: 31-12-2022

Duration: 28 months

Meetings
of the IDEAL GAME project

Meeting 5
Paderborn, Germany

Meeting 4
Madrid, Spain

Meeting 3
Lublin, Poland

Meeting 2
Dundee , UK

Meeting 1
Cologne, Germany

Phase of
Constitution

Start of the
project
1st of
September
2020

08th-10th of
December
2020

March /
April
2021

September /
October
2021

April/
May
2022

July /
September
2022

- Finish -
End of the project
December 2022

Overview – Transnational meetings (II)

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

TM 1 - IDEAL-GAME Management and Kick-off-Meeting:
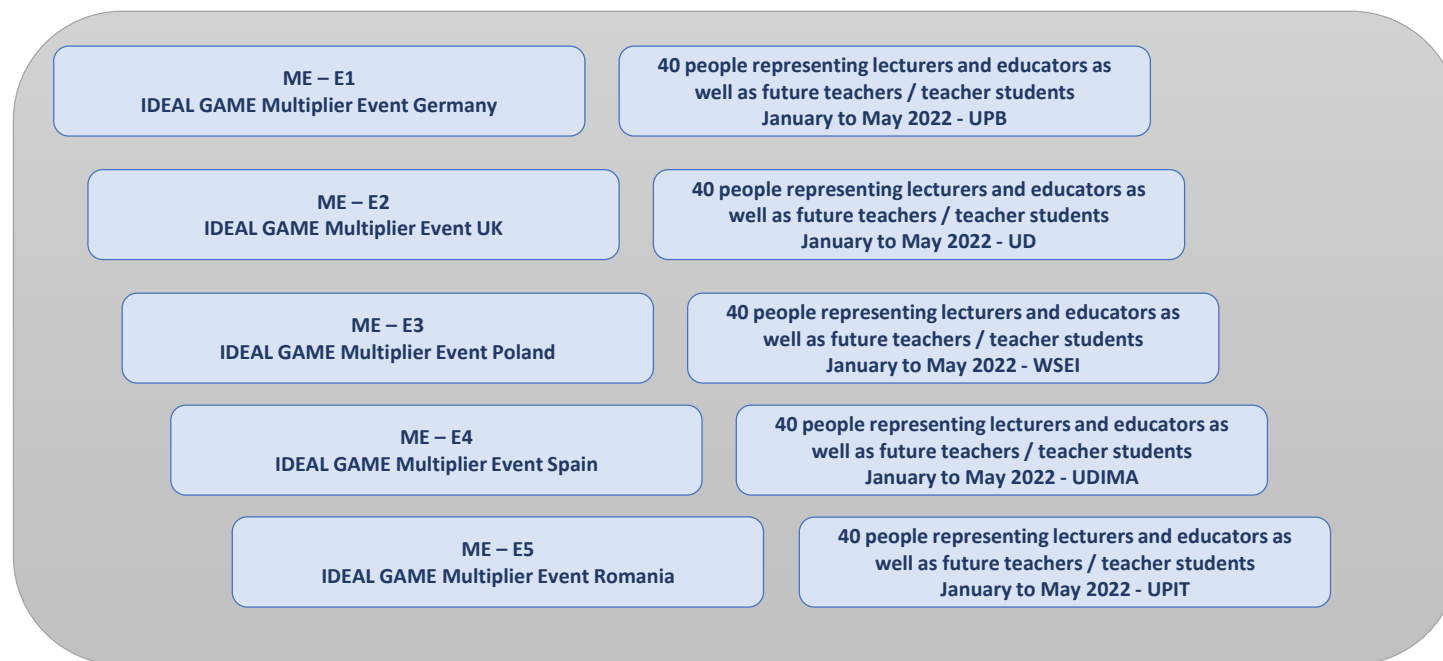Ingenious Knowledge (IK), GER

TM 2 - IDEAL-GAME-Research Meeting:
University of Dundee (UD), UK

TM 3 - IDEAL-GAME Tool Development Meeting:
Wyzsza Szkola Ekonomii I Innowacji W Lublinie (WSEI), PL

TM 4 - IDEAL-GAME Learning Scenario and Book Design Meeting:
Universidad a Distancia de Madrid SA (UDIMA), ES

TM 5 - IDEAL-GAME Final Meeting:
University of Paderborn (UPB), GER

Overview – Multiplier Events

ME – E1 **IDEAL GAME Multiplier Event Germany**	**40 people representing lecturers and educators as well as future teachers / teacher students** **January to May 2022 - UPB**
ME – E2 **IDEAL GAME Multiplier Event UK**	**40 people representing lecturers and educators as well as future teachers / teacher students** **January to May 2022 - UD**
ME – E3 **IDEAL GAME Multiplier Event Poland**	**40 people representing lecturers and educators as well as future teachers / teacher students** **January to May 2022 - WSEI**
ME – E4 **IDEAL GAME Multiplier Event Spain**	**40 people representing lecturers and educators as well as future teachers / teacher students** **January to May 2022 - UDIMA**
ME – E5 **IDEAL GAME Multiplier Event Romania**	**40 people representing lecturers and educators as well as future teachers / teacher students** **January to May 2022 - UPIT**

It is a one day workshop which will be held in the period of time mentioned!

Parts:
Part A: Insight into the current situation concerning use of serious games for higher education
Part B: Insight into the IDEAL GAME tool and the serous games and the teaching materials
Part C: Chances and challenges in higher education
Part D: Results of the IDEAL GAME research
Part E: The Showcases and OER of the IDEAL GAME approach
Part F: Didactical and pedagogical hints and teaching and learning materials and insights into the IDEAL GAME handbooks
Part G: Future perspectives

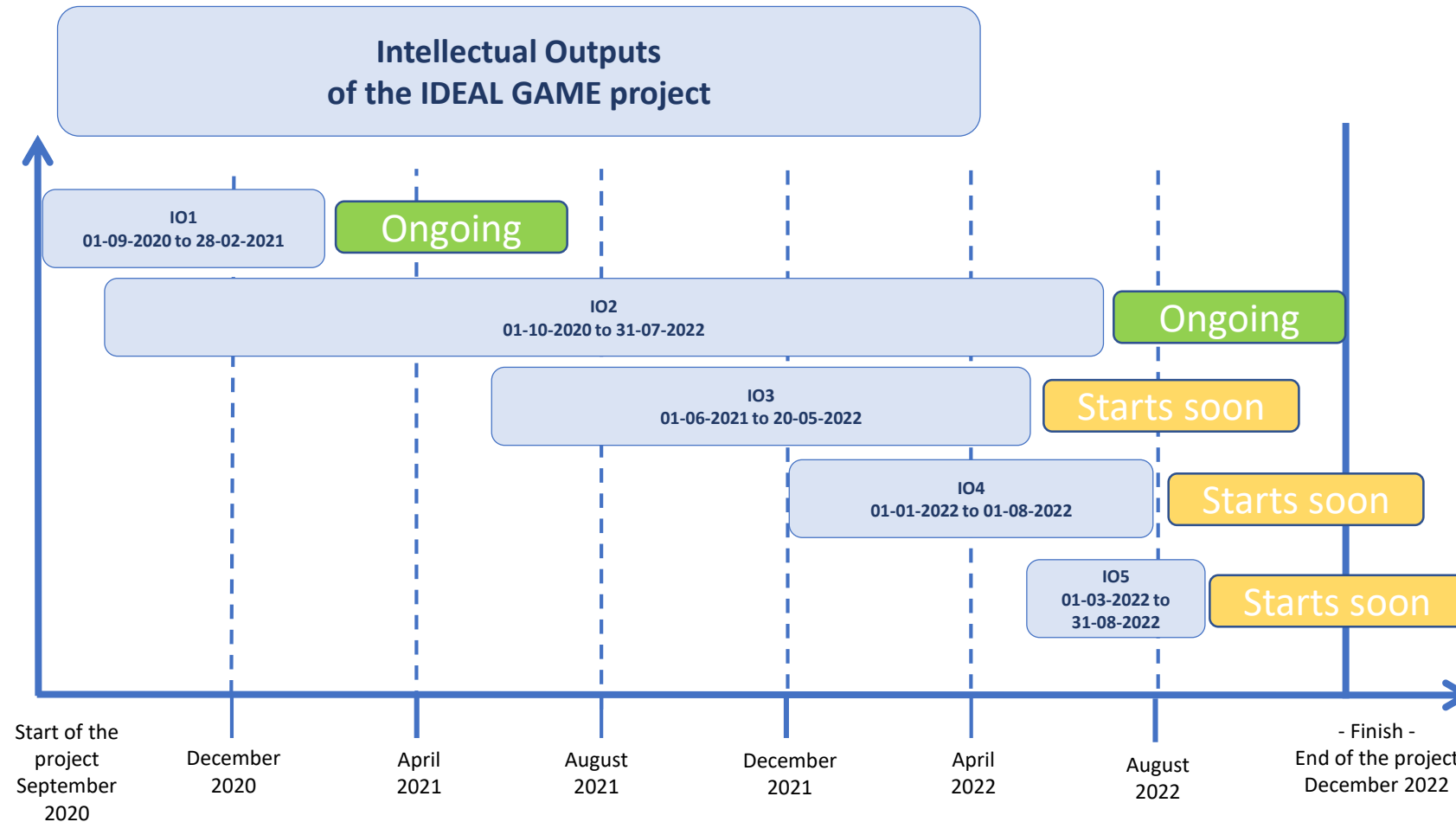# Overview – Intellectual Outputs

IO1: IDEAL GAME - Research on learning with serious games in higher education

IO2: IDEAL GAME Creator Tool Development

IO3: IDEAL GAME - OER Development of Serious Games and learning materials and Implementation

IO4: IDEAL GAME - Development of Books

IO5: IDEAL GAME - Policy Paper and Layman´s Report

Overview – Intellectual Outputs

Intellectual Outputs
of the IDEAL GAME project

IO1
01-09-2020 to 28-02-2021 — Ongoing

IO2
01-10-2020 to 31-07-2022 — Ongoing

IO3
01-06-2021 to 20-05-2022 — Starts soon

IO4
01-01-2022 to 01-08-2022 — Starts soon

IO5
01-03-2022 to 31-08-2022 — Starts soon

Start of the project September 2020 | December 2020 | April 2021 | August 2021 | December 2021 | April 2022 | August 2022 | - Finish - End of the project December 2022

Overview – Intellectual Output 1

IO1: IDEAL GAME - Research on learning with serious games in higher education

Leading Organisation: UPB
Duration: 01-09-2020 to 28-02-2021

In IO1 research on learning with serious games in higher education will be conducted as a basis for the tool design and the selection of the necessary mini serious games as well as additional OER worksheets and topics as well as for ensuring the fit to the target groups.

O1-Activity 1: Questionnaire and guideline design
O1-Activity 2: Research on learning with serious games in higher education
O1-Activity 3: Collecting and presenting best practice learning and teaching resources

IO2: IDEAL GAME Creator Tool Development

Leading Organisation: IK
Duration: 01-10-2020 to 31-07-2022

In IO2 the digital IDEAL-GAME tool will be developed, programmed and tested concerning usability to ensure a sustainable use by lecturers and professors.

O2-Activity 1: Graphics and UI design
O2-Activity 2: Programming
O2-Activity 3: Usability and user-experience test
O2-Activity 4:Revision
O2-Activity 5: Final Development
O2-Activity 6: Translation
O2-Activity 7: Showcasing the tool

Overview – Intellectual Output 3

IO3: IDEAL GAME - OER Development of Serious Games and learning materials and Implementation

Leading Organisation: WSEI
Duration: 01-06-2021 to 20-05-2022

In IO3 the design of specific OER - Serious Games and learning materials are in focus. In addition to that it comes with an induction programme and tests the quality of the Serious Games and the learning materials created with the tool to provide higher education lecturers with information how to integrate the tool in own modules and courses as well as to ensure quality.

IO4: IDEAL GAME - Development of Books

Leading Organisation: UDIMA
Duration: 01-01-2022 to 01-08-2022

IO4 implements the structures for the tool use after the project with the creation of three handbooks (two for lecturers and one for students). The tool handbooks will be created to support the lecturers and help them with using the tool in their own contexts and to help students to deal with the games.

O4-Activity 1: Didactical handbook for lecturers
O4-Activity 2: IDEAL GAME tool handbook for lecturers
O4-Activity 3: IDEAL GAME tool handbook for students

IO5: IDEAL GAME - Policy Paper and Layman´s Report

Leading Organisation: UPIT
Duration: 01-03-2022 to 31-08-2022

The policy paper and the layman´s report of IO5 will be designed to reach a broader audience of teachers by including decision makers, policy makers and convince them that the results of the IDEAL-GAME project will foster the quality of higher education and are an important aspect of didactical and pedagogical support and professionalisation of higher education experts and lecturers in Europe.

O5-Activity 1: Policy Paper
O5-Activity 2: Layman´s Report

Contact

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Thank you very much for your attention!

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