

IDEAL-GAME –

The Management Kick-off-Conference

08th- 10th of December 2020, Germany

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



Dissemination and exploitation

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



Dissemination and exploitation

IDEAL GAME

The Management Kick-off-Conference

Host: Ingenious Knowledge, Germany

08th- 10th of December 2020

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

Dissemination activities

Dissemination activities should be done regularly by each partner during the project:

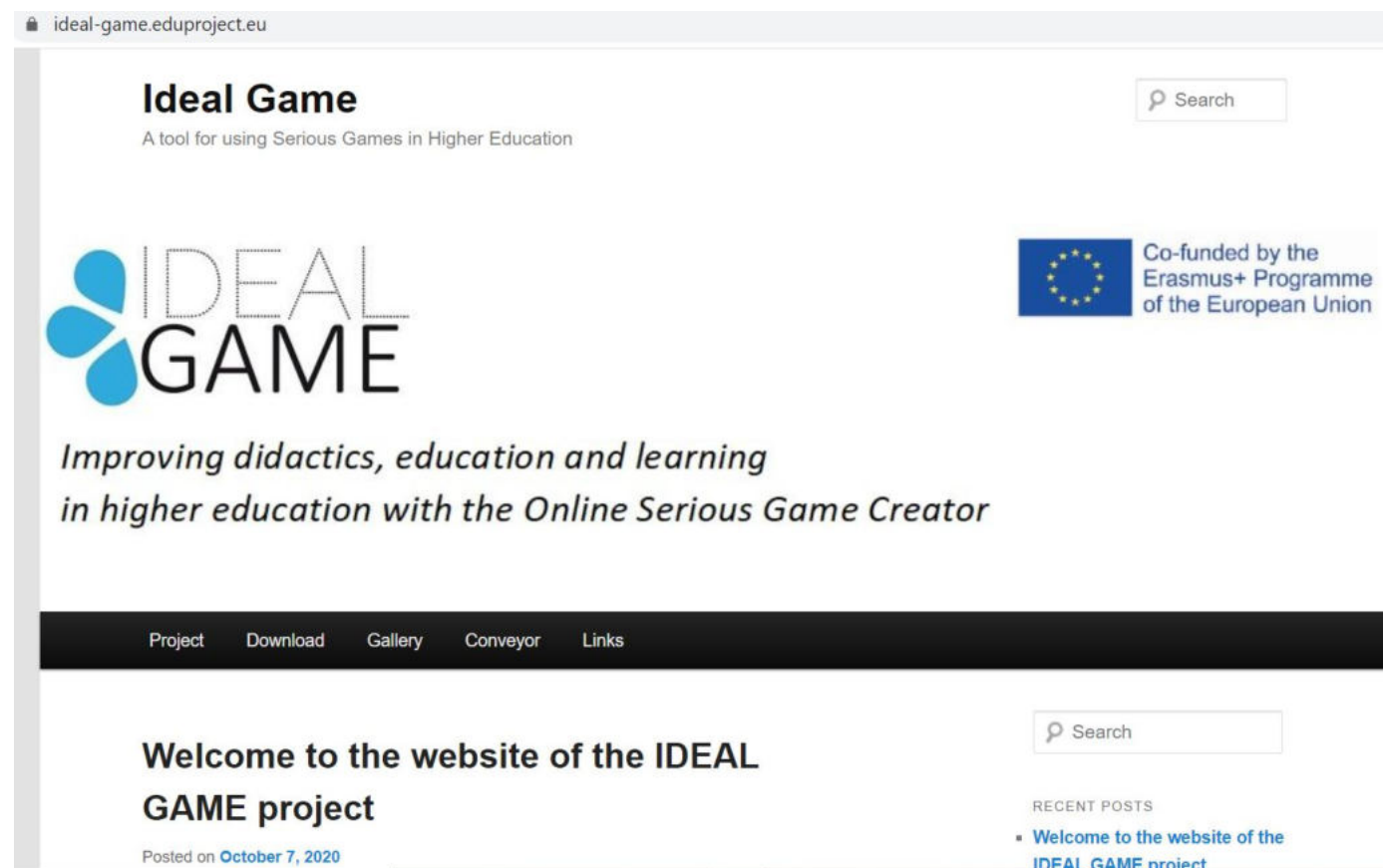
- Posts on Facebook, posts on school website etc.
- Printed materials: Flyer, Posters, Brochures, Newsletters etc.
- Articles about project in local newspapers or online article etc.
- Face-to-Face meetings with interested people etc.

→ Please use the Dissemination table for documentation

→ Please see social media roster for IDEAL GAME Facebook page

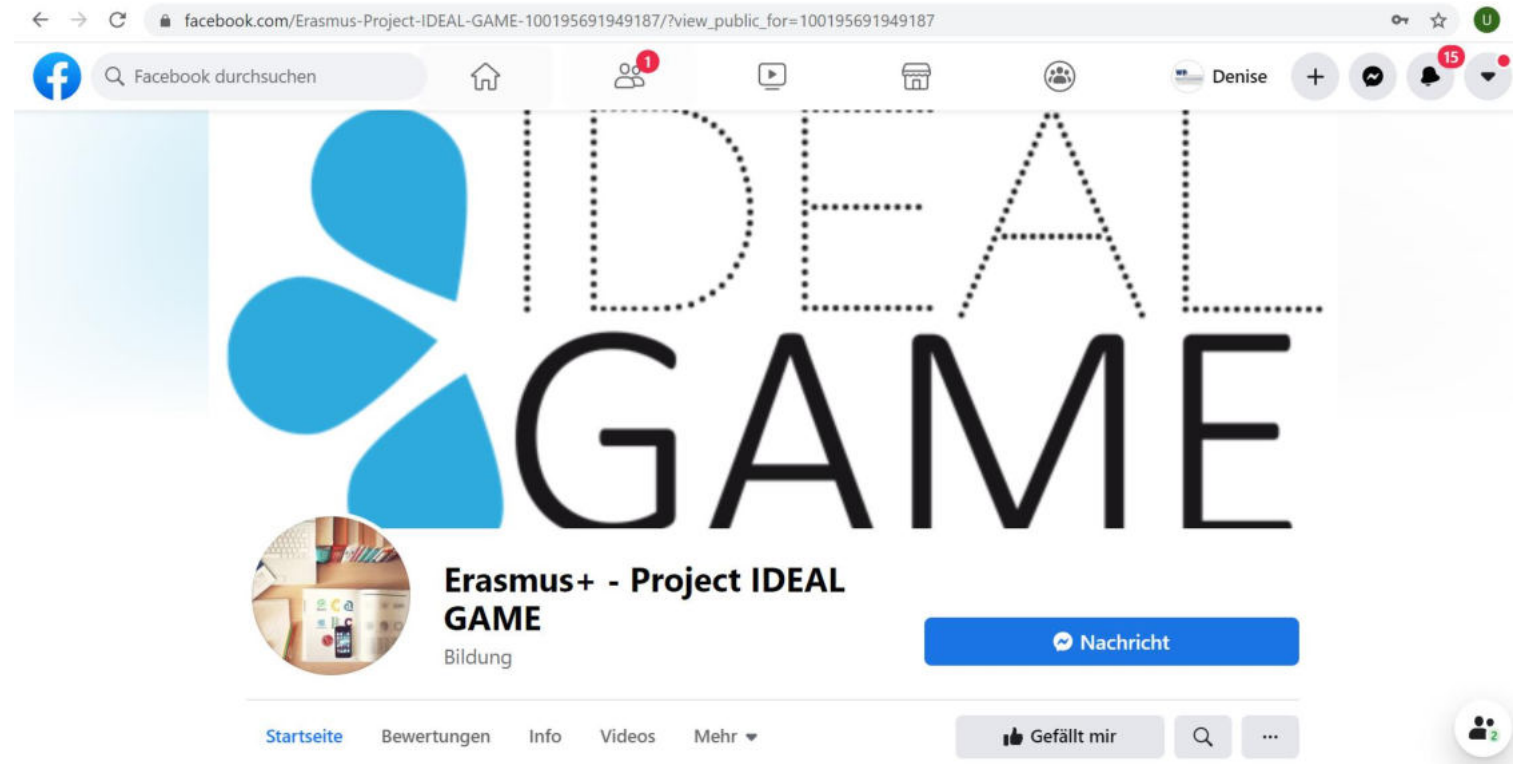
IDEAL GAME Website

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



IDEAL GAME Facebook page

- **Please send me your facebook account name** → editorial rights for posts on IDEAL GAME Facebook page
- https://www.facebook.com/Erasmus-Project-IDEAL-GAME-100195691949187/?view_public_for=100195691949187



IDEAL GAME Facebook page

- IDEAL GAME – social media roster for Facebook



Social Media Roster – IDEAL GAME Facebook

Month	Organisation	Tasks
November 2020	UPB	4 uploads and 20 Likes
December 2020	UPIT	4 uploads and 20 Likes
January 2021	WSEI	4 uploads and 20 Likes
February 2021	UoD	4 uploads and 20 Likes
March 2021	UDIMA	4 uploads and 20 Likes
April 2021	UPB	4 uploads and 20 Likes
May 2021	UPIT	4 uploads and 20 Likes
June 2021	WSEI	4 uploads and 20 Likes
July 2021	UoD	4 uploads and 20 Likes
August 2021	UDIMA	4 uploads and 20 Likes
September 2021	UPB	4 uploads and 20 Likes
October 2021	UPIT	4 uploads and 20 Likes
November 2021	WSEI	4 uploads and 20 Likes
December 2021	UoD	4 uploads and 20 Likes
January 2022	UDIMA	4 uploads and 20 Likes
February 2022	UPB	4 uploads and 20 Likes
March 2022	UPIT	4 uploads and 20 Likes
April 2022	WSEI	4 uploads and 20 Likes
May 2022	UoD	4 uploads and 20 Likes
June 2022	UDIMA	4 uploads and 20 Likes
July 2022	UPB	4 uploads and 20 Likes
September 2022	UPIT	4 uploads and 20 Likes
October 2022	WSEI	4 uploads and 20 Likes
November 2022	UoD	4 uploads and 20 Likes
December 2022	UDIMA	4 uploads and 20 Likes

Link to Facebook page:

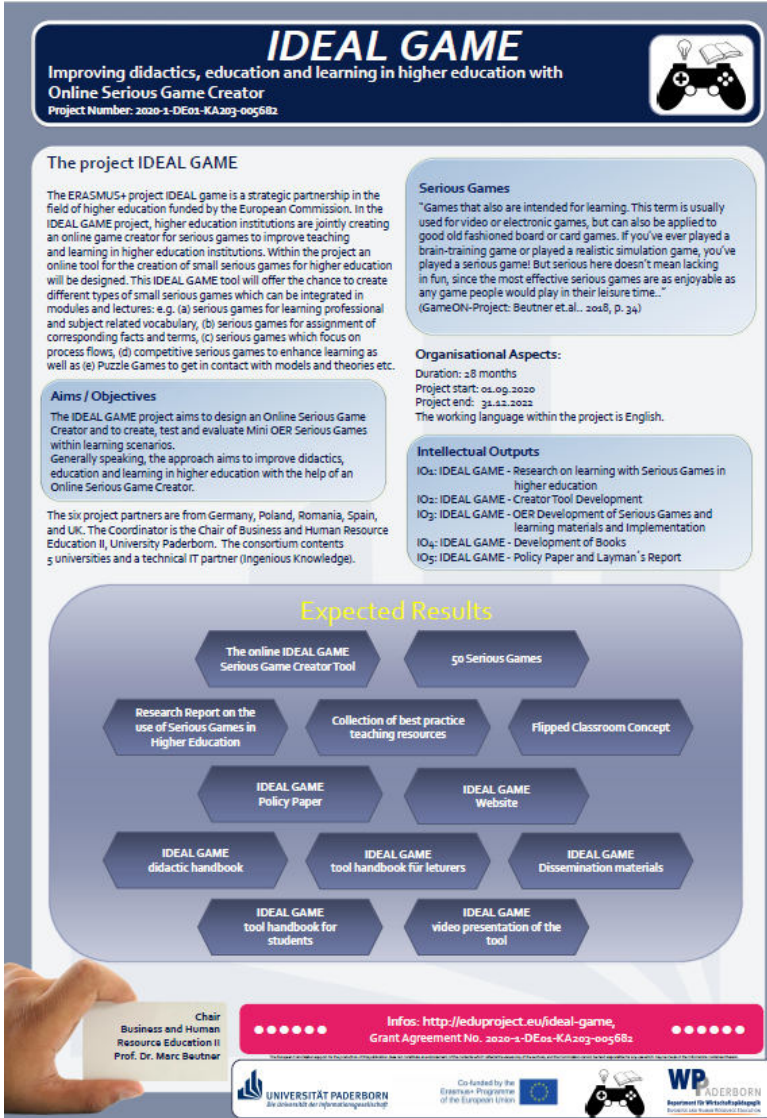
https://www.facebook.com/Erasmus-Project-IDEAL-GAME-100195691949187/?view_public_for=100195691949187

Twitter

- <https://mobile.twitter.com/DrBeutner>
- <https://twitter.com/drbeutner>



IDEAL GAME 1st Poster



IDEAL GAME
Improving didactics, education and learning in higher education with
Online Serious Game Creator
Project Number: 2020-1-DE01-KA203-005682

The project IDEAL GAME

The ERASMUS+ project IDEAL game is a strategic partnership in the field of higher education funded by the European Commission. In the IDEAL GAME project, higher education institutions are jointly creating an online game creator for serious games to improve teaching and learning in higher education institutions. Within the project an online tool for the creation of small serious games for higher education will be designed. This 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 as well as (e) Puzzle Games to get in contact with models and theories etc.

Aims / Objectives

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 six project partners are from Germany, Poland, Romania, Spain, and UK. The Coordinator is the Chair of Business and Human Resource Education II, University Paderborn. The consortium contains 5 universities and a technical IT partner (Ingenious Knowledge).

Serious Games

"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)

Organisational Aspects:

Duration: 18 months
Project start: 01.09.2020
Project end: 31.12.2022
The working language within the project is English.

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

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 for lecturers
- IDEAL GAME Dissemination materials
- IDEAL GAME tool handbook for students
- IDEAL GAME video presentation of the tool

Chair
Business and Human
Resource Education II
Prof. Dr. Marc Beutner

Infos: <http://eduproject.eu/ideal-game>,
Grant Agreement No. 2020-1-DE01-KA203-005682

UNIVERSITÄT PADERBORN
An der Universität für Informationswissenschaft

Co-funded by the
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of the European Union

WP
PADERBORN
Erasmus+ KA203-005682



At least 2 posters
per country!!

- Online newsletters – 4 per country (will be produced during the project life-cycle)
- Flyer - at least 2 per country

→ *will be created by UPB latest until end of Dec 2020*

Please...

- Use the documentation table as evidence for dissemination activities
- Template is on NextCloud and/ or IDEAL GAME website available for download (Download → Deliverables)

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PARTNER: Name of institution

ONLINE

Publishing info/news on project's website

Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

Establishment of relevant links to the IDEAL GAME website from other sites

Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

Distribution of digital newsletters, announcements, and info via e-mail



Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

Use of online social networks to disseminate IDEAL GAME info

Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

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Publishing of articles in local and international journals

Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

Distribution of info letters and invitations via regular mail

Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

Other print activities/actions:

Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

FACE-TO-FACE

Organised conferences



Titles, short description, names, web-addresses etc.	Date and Place	Target Group(s)	Numbers Reached	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)

Organised seminars, workshops, panels, symposia, etc.

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Documentation – An Example

Publishing info/news on project's website					
Titles, short description, names, web-addresses etc.	Date and Place:	Target Group(s):	Numbers Reached:	Kind of documentation available	Level (L = local; R = regional; N = national; E = EU; O = Outside EU)
English IDEAL GAME Website	Sep 2020	VET trainers, VET staff, teachers, mentors and adults, VET learners, VET trainees, interested people	Approx. 150 persons per month	 https://ideal-game.eduproject.eu/	L, R, N, EU
Post on English IDEAL GAME website "Welcome to the website of the IDEAL GAME project" → General information about project	07.10. 2020	VET trainers, VET staff, teachers, mentors and adults, VET learners, VET trainees, interested people	Approx. 150 persons per month	 https://ideal-game.eduproject.eu/	L, R, N, EU

Contact

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



Thank you very much for your attention!



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