

IDEAL-GAME –

The Management Kick-off-Conference

08th- 10th of December 2020, Germany

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



What's laying ahead of us?

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



What's laying ahead of us?

IDEAL GAME

The Management Kick-off-Conference

Host: Ingenious Knowledge, Germany

08th- 10th of December 2020

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

Next steps - Summary

Dissemination/ organisational activities

- Creation of 1st Newsletter
- Translation of 1st Poster and 1st Newsletter
- Dissemination activities (Posts on Facebook etc.)

IO1

- Creation of research structure and questionnaire
- Conducting field-based and desk-based research
- Collecting and presenting best practice learning and teaching resources
- Writing research report
- Implementation of information platform

Next steps - Summary

IO2

- Development of prototype for tool
- Conducting usability study
- Improvements and adjustments of tool
- Final development and creation of tool
- Showcasing the tool

→ Next project meeting??

Please...

- have a closer look into the work plan for getting more detailed information!



IDEAL GAME
2020-1-DE01-KA203-005682
Work Plan December 2020

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IDEAL-GAME

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

Work Plan

December 2020

Project Title:	Improving didactics, education and learning in higher education with the Online Serious Game Creator
Acronym:	IDEAL-GAME
Reference number:	2020-1-DE01-KA203-005682
Project partners:	<p>P1 University Paderborn (UPB), DE</p> <p>P2 Ingenious Knowledge GmbH (IK), DE</p> <p>P3 Universitatea din Pitesti (UPIT), RO</p> <p>P4 Wyższa Szkoła Ekonomii i Innowacji w Lublinie (WSEI), PL</p> <p>P5 University of Dundee (UoD), UK</p> <p>P6 Universidad a Distancia de Madrid SA (UDIMA), ES</p>

Dissemination/ organisational activities

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
Dissemination activities/ Organisational activities								
Dissemination activities (providing newsletter, social media etc.) -Social Media Facebook: see social media roster	UPB, UPIT, WSEI, UD, UDIMA	Continuously		Not necessary				
Providing project website with new information, posts etc.	UPB	Continuously		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
PROM-Tool (You have to provide evidence about the working days with your timesheets) http://eduproject.eu/prom/login.php	All partners	Every month						
Creation of PROM accesses for all partners	UPB	Until 15/12/2020		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
Creation of NextCloud accesses for all partners	IK	Until 15/12/2020	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Creation of 1 st Newsletter and send it to partners	UPB	Until 31/12/2020		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
Translation of 1 st Newsletter into national language and send it back to UPB or upload it on our NextCloud project folder	UPB, UPIT, WSEI, UD, UDIMA	Until end of January 2021		Not necessary				
Providing of 1 st Newsletter to VET staff, learners or other interested persons	UPB, UPIT, WSEI, UD, UDIMA	Until end of January 2021		Not necessary				
Creation of 1 st Poster	UPB	Until 15/10/2020	✓	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
Translation of 1 st Poster into national language and send it back to UPB or upload it on our NextCloud project folder	UPB, UPIT, WSEI, UD, UDIMA	Until end of January 2021	✓	Not necessary				

IO1

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
IO1: Research on learning with serious games in higher education (Leading partner: UPB)	All partners	01-09-2020 to 28-02-2021						
Activity 1: Questionnaire and guideline design (Field-based Research)								
1.1) Decision about which lecturer and higher education institutions should involve in the development and the testing	UPB, UPIT, WSEI, UD, UDIMA	Until 31/12/2020		Not necessary				
1.2) Creation of the research guideline for field-based and desk-based research and development of the categories on the basis of discussions with the partners and provide it to partners	UPB, UD	Until 31/12/2020		Not necessary	Not necessary	Not necessary		Not necessary
1.3) Creation of English Online Questionnaire and provide it to partners	UPB, IK	Until 31/12/2020			Not necessary	Not necessary	Not necessary	Not necessary
1.4) Translation of Questionnaire into national language and send it back to UPB provide it to at least 100 persons (All partners	Until 20/01/2021						
1.5) Implementation of Online Questionnaire into Survey Tool and provide partners access data and codes	UPB	Until 10/02/2021		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
1.6) Providing Online Questionnaire to at least 100 persons (lectures, students, learners etc.)	UPB, UPIT, WSEI, UD, UDIMA	Until 25/02/2021		Not necessary				
Activity 2: Research on learning with serious games in higher education (Desk-based Research)								
2.1) Conducting desk-based research on the basis of research guidelines	All partners	Until 25/02/2021						
2.2) Collecting and presenting best practice learning and teaching resources (Every University will have a look at existing learning and teaching resources in their institutions and provide best practice bundles)	UPB, UPIT, WSEI, UD, UDIMA	Until 25/02/2021		Not necessary				
2.3) Writing of research report – approx. 6 pages and send it to UPB	All partners	Until 25/02/2021						

IO1

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
Activity 3: Collecting and presenting best practice learning and teaching resources								
3.1) Collecting and analysing of research reports	UPB	Until 28/02/2021		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.2) Analysis of all research results	UPB	Until 15/03/2021		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.4) Writing a summary research report and providing it to partners	UPB	Until 15/03/2021		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.5) Translation of summary research report into national languages and send it back to UPB	UPB, UPIT, WSEI, UD, UDIMA	Until 31/03/2021		Not necessary				
3.6) Working on criteria for a database to search through these best practice learning and teaching resources will be made available on the internet	UPB, IK	Until 15/03/2021			Not necessary	Not necessary	Not necessary	Not necessary
3.7) Providing and implementing of platform which can be opened by browser to present the information	IK	Until 31/03/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary

Next steps

IO2

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
IO2: Creator Tool Development (Leading partner: IK)	All partners	01-10-2020 to 31-07-2022						
Activity 1: Graphics and UI design								
1.1) Discussion of the graphics and developing the basis for the user-experience and usability	All partners	Until 31/07/2021						
1.2) Evaluation of discussion results	IK	Until 31/08/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
1.3) Creation of the user interfaces and all graphics that built the system in whole	IK	Until 30/09/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 2: Programming								
2.1) Creation of prototype	IK	Until 30/11/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 3: Usability and user-experience test								
3.1) Creation of usability study and providing user-experience questionnaire	UPB	Until 30/11/2021		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.2) Providing the online platform for the adopted TAM questionnaire and the user-experience questionnaire	IK	Until 31/12/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
3.3) Providing the questionnaires during the testing of the tool	UPB, UPIT, WSEI, UD, UDIMA	Until 28/02/2022		Not necessary				
3.4) Analysis of the questionnaire data and writing of report	UPB	Until 15/04/2022		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
Activity 4: Revision								
4.1) Based on results, improvements and adjustments of graphic	IK	Until 15/05/2022	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 5: Final development								
5.1) Final adjustments and final development	IK	Until 15/06/2022	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 6: Translation								
6.1) Translation of text elements that are displayed within the tool	UPB, UPIT, WSEI, UD, UDIMA	Until 15/06/2022		Not necessary				
6.2) Integration of translated text elements	IK, UPB	31/06/2022			Not necessary	Not necessary	Not necessary	Not necessary
Activity 7: Showcasing the tool								
7.1) Dissemination of tool	All partners	Until 31/08/2022						

Next steps

IO3, IO4, IO5

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
IO3: OER Development of Serious Games and learning materials and Implementation	All partners	01-06-2021 to 20-05-2022						
IO3 has not been started yet. Further information will follow!								
IO4: Development of Books	All partners	01-01-2022 to 01-08-2022						
IO4 has not been started yet. Further information will follow!								
IO5: Policy Paper and Layman's Report	All partners	01-03-2022 to 31-08-2022						
IO5 has not been started yet. Further information will follow!								

Contact

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Thank you very much for your attention!



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