



## IDEAL-GAME

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

**Agenda for the first IDEAL-GAME partner meeting in Germany, Online**

**The IDEAL-GAME – Management and Kick-off-Conference!**

**08<sup>th</sup> to 10<sup>th</sup> of 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:**

P1	University Paderborn (UPB), DE
P2	Ingenious Knowledge GmbH (IK), DE
P3	Universitatea din Pitesti (UPIT), RO
P4	Wyzsza Szkola Ekonomii i Innowacji w Lublinie (WSEI), PL
P5	University of Dundee (UoD), UK
P6	Universidad a Distancia de Madrid SA (UDIMA), ES

**Host:** *Ingenious Knowledge GmbH*

**Venue:** *Friedrich-Karl-Str. 200, 50735 Cologne, Germany*  
*Meeting Online via ZOOM*



**Tuesday, 08<sup>th</sup> of December 2020 –**

**1. Meeting day**

APPROX. TIME	TOPIC	CHAIR
10:15 – 11:15	<b>Welcoming the IDEAL GAME partners</b> <i>(Marc Beutner)</i> <ul style="list-style-type: none"> <li>▪ Warm welcome</li> <li>▪ Getting to know each other</li> <li>▪ Schedule of the meeting</li> </ul>	<i>UPB/All partners</i>
11:15 – 13:15	<b>Introduction of the partners and get-to know each other</b>	<i>UPB/All partners</i>
13:30 – 14:30	<i>Lunch</i>	
14.30 – 16:00	<b>Introduction of the IDEAL GAME project</b> <i>(Marc Beutner)</i> <ul style="list-style-type: none"> <li>▪ Rationale, purpose, core ideas and aims of the project</li> <li>▪ Role of the partners as per proposal</li> <li>▪ Overview of the Intellectual Outputs and linkages</li> <li>▪ Project Website</li> <li>▪ Discussion, and Q&amp;A</li> </ul>	<i>UPB</i>

## Wednesday, 09<sup>th</sup> of December 2020 –

### 2. Meeting day

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



**Thursday, 10<sup>th</sup> of December 2020 –**

**3. Meeting day**

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

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**GOODBYE,  
AND LET'S START INTO A GREAT  
IDEAL-GAME PROJECT!**

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