# 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 contents 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: 28 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 für leturers
- 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,
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