

# 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 enhance teaching and learning in higher education institutions. 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 enhance 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: 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 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>,  
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