

**IDEAL-GAME**

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

**O1-A2-Desktop Research Report Format**

*University of Paderborn*

**Project Title:** Improving didactics, education and learning

 in higher education with the Online Serious Game Creator

**Acronym:** IDEAL-GAME

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# 1 Introduction

# 2 Existing experiences with the use of IT, digital environments and flipped classroom concept and its didactic approaches

# 3 Status quo about currently used ways for activating the learners in lectures

# 4 Existing experiences with the use of Serious Games in higher education and its pedagogical approaches

# 5 Chances and challenges concerning the use of mini serious games in lectures

# 6 Best practice learning and teaching resources at the own institution

# 7 Conclusion

**References**