

# IDEAL GAME

Improving didactics, education and learning in higher education with the Online Serious Game Creator  
Project Number: 2020-1-DE01-KA203-005682



## The IDEAL GAME– project

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. The approach aims to enhance didactics, education and learning in higher education with the help of an Online Serious Game Creator.

This IDEAL GAME tool will support teachers in creating different types of small serious games which can be integrated into modules and lectures: e.g. (a) serious games for learning professional and subject related vocabulary, (b) serious games for assessment of corresponding facts and terms, (c) serious games which focus on process, (d) competitive serious games to enhance learning and (e) Puzzle Games to engage students with models and theories etc.

## Main objectives are:

- (a) Online IDEAL GAME Serious Game Creator tool
- (b) 50 Serious Games
- (c) Flipped classroom concept
- (d) Collection of best practice of teaching resources
- (e) Research report on the use of Serious Games in higher education
- (f) IDEAL GAME Policy Paper
- (g) IDEAL GAME Website
- (h) IDEAL GAME Dissemination materials
- (i) IDEAL GAME Didactical handbook for lecturers
- (j) IDEAL GAME Tool handbook for lecturers
- (k) IDEAL GAME Handbook for students
- (l) IDEAL GAME Video presentation of the tool



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**Further information is available at:**

<https://ideal-game.eduproject.eu/>