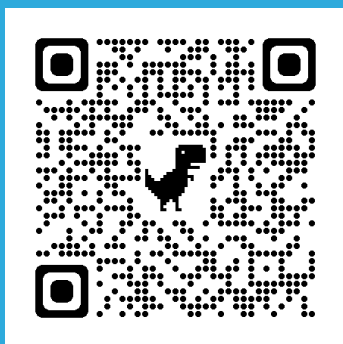


This IDEAL GAME tool will support teachers in creating different types of small serious games which can be integrated into modules and lectures: e.g.

- (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.



Further information is available at:



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

### Coordinator:

UNIVERSITY OF PADERBORN

### Partners:

- INGENIOUS KNOWLEDGE
- UNIVERSITATEA DIN PITESTI
- WYŻSZA SZKOŁA EKONOMII I INNOWACJI W LUBLINIE
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The IDEAL GAME project aims to design an online Serious Game Creator and to create, test and evaluate Mini Open Educational Resources (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.





## 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.



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

## 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.



**Duration: 28 months**  
**Project start: 01.09.2020**  
**Project end: 31.12.2022**

