



## IDEAL-GAME

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

### M2.1 – Supplementary Meeting (Zoom)

**1<sup>st</sup> of October 2021**

### Meeting Minutes

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

**Acronym:** IDEAL-GAME

**Reference number:** 2020-1-DE01-KA203-005682

**Project partners:**

P1	University Paderborn (UPB), DE
P2	Ingenious Knowledge GmbH (IK), DE
P3	Universitatea din Pitesti (UPIT), RO
P4	Wyższa Szkoła Ekonomii i Innowacji w Lublinie (WSEI), PL
P5	University of Dundee (UoD), UK
P6	Universidad a Distancia de Madrid SA (UDIMA), ES

## IDEAL GAME Supplementary Meeting – Meeting – Minutes

**Date:** 1<sup>st</sup> of October 2021

**Start:** 10 a.m.

**End:** 11 a.m.

**Participants:** Marc Beutner (UPB), Sebastian Koppius (UPB), Divja Jindal-Snape (UoD), Derek Robertson (UoD), Neil Taylor (UoD), Helen Booth (UoD), Guillermo Abia (UDIMA), Robert Porzak (WSEI), Klaudia Lipko (WSEI), Arina Nicolescu (UPIT), Dmytro Us (IK)

**Name of transcript writer:** Sebastian Koppius

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These minutes include the main statements from a short IDEAL GAME Supplementary Meeting. Since the meeting was a short update meeting, it took place online via Zoom. Nevertheless, we had exciting conversations and were able to exchange questions of understanding and opinions. The focus was particularly on the creation of the Serious Game Creator Tool. The results are fixed in these minutes.

## Topic 1: Welcoming the IDEAL GAME partners

Marc (UPB) opens the meeting with a warm welcome.

He informs that:

- Dmytro Us (IK) is attending at the meeting. Dmytro is a programmer from our partner Ingenious Knowledge and has been working with on the Serious Game Creator Tool for the last few weeks.
- We would like to take this opportunity to welcome Dmytro (IK) and thank him very much for his cooperation.
- Dmytro (IK) briefly introduces himself.

Marc presents **the agenda of this meeting**:

### Meeting agenda

1. Welcome
2. IO5: Policy Paper and Layman's Report
3. IO2: Creator Tool Development
4. Discussion & Questions

The agenda serves as a rough guide. However, Marc also points out that agenda items can be exchanged if discussions and conversations make it necessary.

## Topic 2: IO5 – Policy Paper and Layman’s Report

Arina (UPIT) briefly presents important steps of the Policy Paper and Layman’s Report.

### Policy Paper

The proposed policy paper will consider three key issues:

- The importance of Serious Games and innovative motivating learning and teaching resources for higher education
- The importance of a common European approach on Flipped Classroom designs in higher education with regard to ECTS regulation and acceptance of modules from other European universities
- The professionalisation of lecturers in regard to the IDEAL Game tool

### Layman’s Report

The Layman’s Report includes

- all the basic information from the whole project,
- the flipped classroom approach,
- innovative forms of higher education,
- the IDEAL GAME tool,
- the game examples as well as
- insights in the learning materials

Marc (UPB) complements the remarks with general information about the purpose of the Policy Paper and Layman’s report.

He also explains the role of Ingenious Knowledge in this IO. IK will be responsible for the design, graphics and layout. IK has a special role to perform in the design of the Laymans’ report in particular. Their illustrations and pictures keep the structure quite simple and easy to understand.

### **Topic 3: IO2 – Creator Tool Development**

Dmytro (IK) presents the current status of the development of the Serious Game Creator Tool. Special points in the design are to be noted.

#### **In terms of design**

- Simple and clear design
- A profile of one's own for personal identification
- Colourful design, suitable for all ages

#### **In terms of functionality**

- At the heart of the Serious Game is a user-friendly interface
- Two different access options have been created
  - One for students and one for teachers
- Groups to connect with other players
- A high score board was considered in the creation
  - To shape competition and provide additional motivation
- Registration is only necessary for the creators of mini serious games

#### **In terms of mini games**

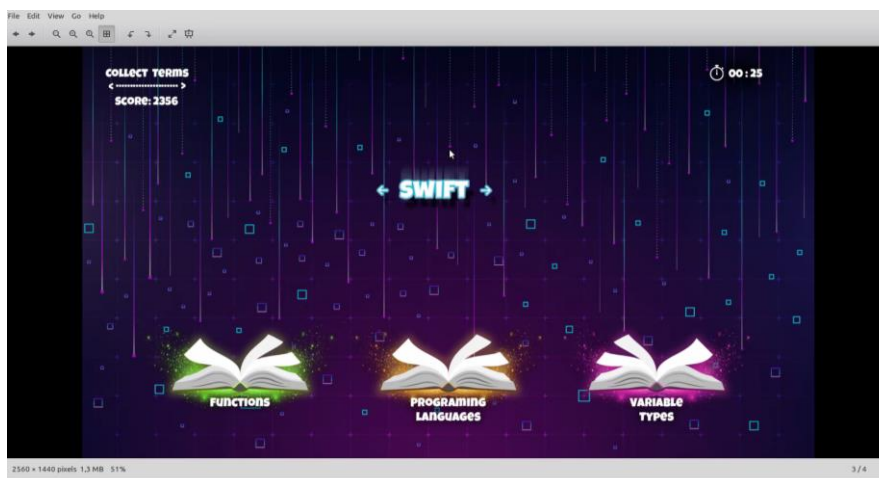
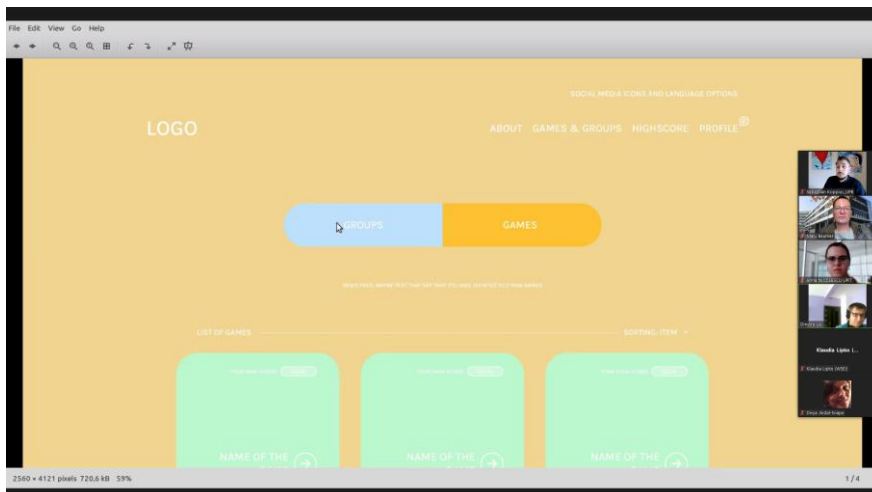
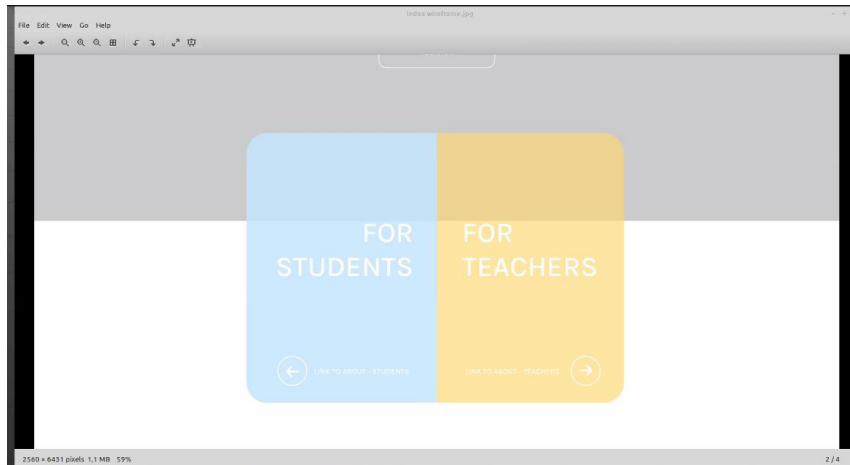
- A brief description of the games with a clear overview for easier preparation
- A matching game called Collect Terms, is almost ready for use

More game ideas that are not yet included in the mini Serious Game Creator can be viewed on the following page.

<https://idealgames.eduproject.eu/>

## Screenshots

The following screenshots represent initial design ideas



## Topic 4: Discussion & Questions

Afterwards, proposals for the games and requests will be discussed.

### Proposals

Marc (UPB) recalls the agreement in the project proposal regarding the creation of mini serious games:

The 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 which focus on process flows
- (c) Competitive serious games to enhance learning
- (d) Puzzle games

Marc (UPB) also presents some mini serious games in this context, which he came up with himself.

- Assigning technical terms using the example of a car interior
- Building a bridge from sentence blocks
- Puzzle / Jigsaw
- Matching stones with a crane

Divya (UoD) added that the mini serious games are particularly suitable for

- Language learning
- Transition from school to university, such as where is which room
- But also, on mental health or mindfulness

Concrete ideas for implementation were still lacking at that time. We will meet again in the near future to discuss this.

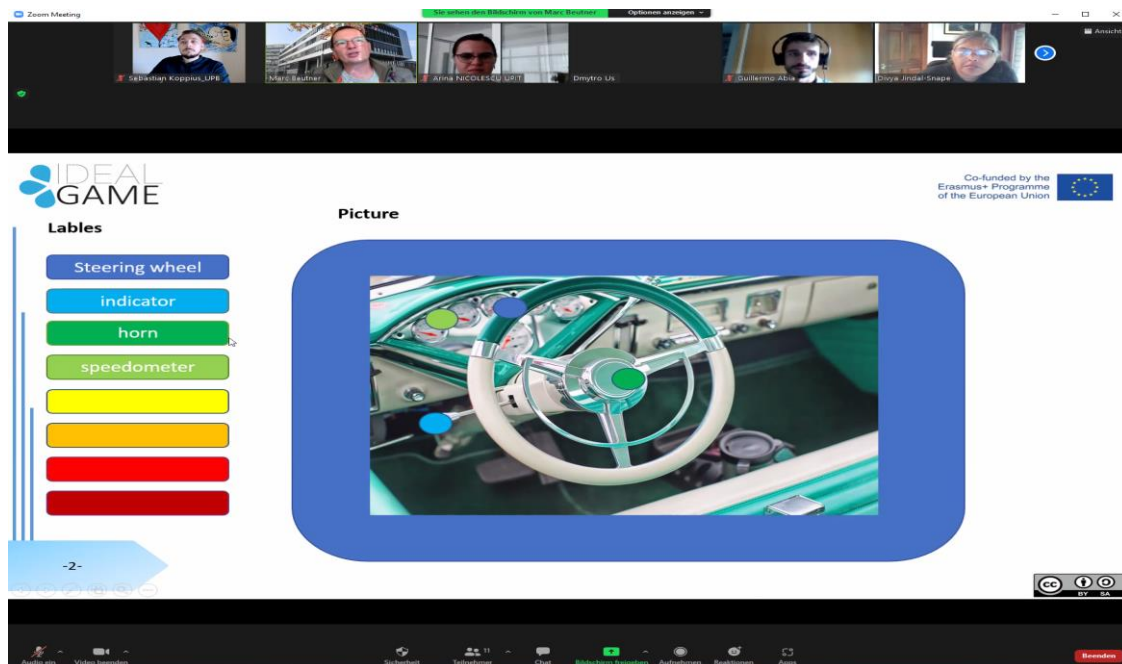
## Requests

Enquiries came especially about the design of the “mini” serious games.

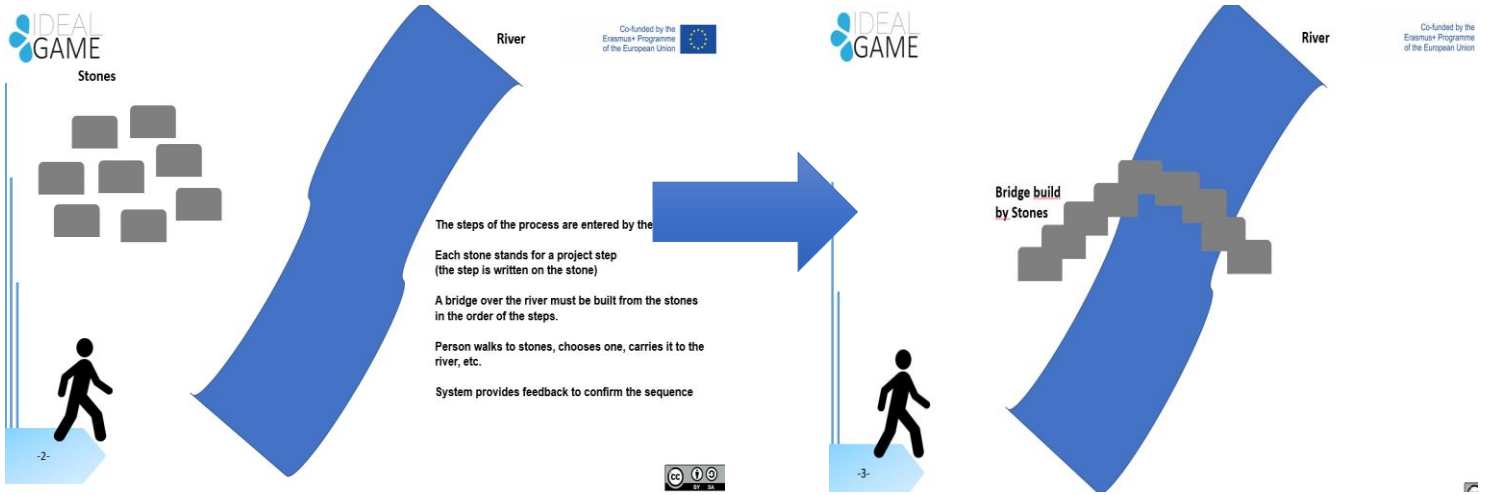
- At that time, it was not clear to everyone that these were “mini” serious games and not serious games.
- Serious games would go beyond the budget and time. From experience, Marc (UPB) says that a serious game like the Erasmus+ project MATH or YES alone takes over 2-3 years.
- Derek drew attention to the existing range of mini serious games.  
<https://classtools.net/>
- By specifying it and adapting it to our own events and areas of expertise, we open up an added value

## Screenshots of possible mini serious games

The following images serve as visual support.



*Assigning technical terms using the example of a car interior*



*Building a bridge*



*Building a wall*

## Topic 5: What's laying ahead of us?

### *When is the next meeting?*

A next short meeting is planned for December. Sebastian (UPB) will send out a Doodle Poll via mail shortly.

### *What can I prepare until then?*

Until then, all partners are asked to come up with their own ideas for "mini" serious games. The serious games should ideally be designed in the context of the respective teaching of the university.

### *Is there anything else to note?*

Make sure you can **create timesheets**, don't forget to **disseminate** across the project.

## Impressions:



**IDEAL-Game - Informal partner meeting**  
01<sup>st</sup> of October 2021, Online

Welcome and Agenda

University of Paderborn,  
Department 5: Human Resource Education II.

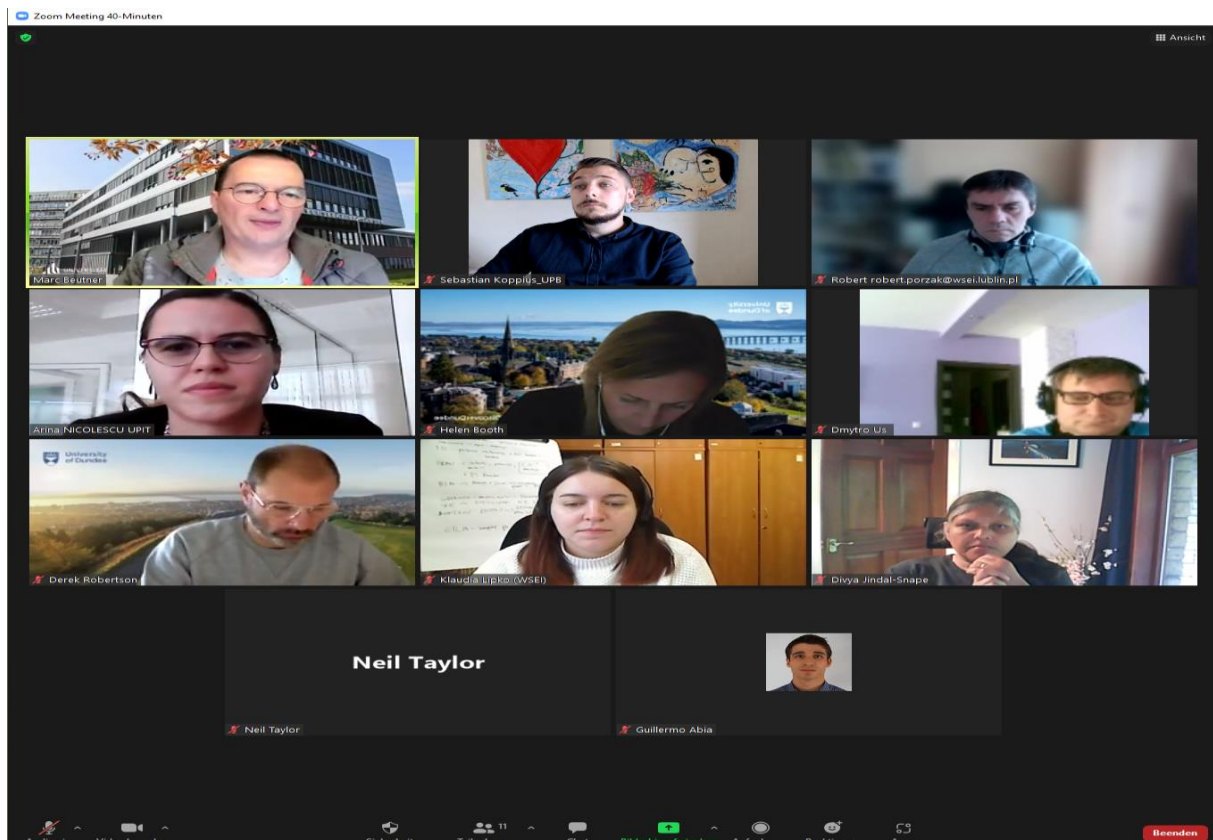
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Zoom Meeting 40-Minuten

Participants:

- Marc Beutner
- Sebastian Koppitz\_UPB
- Robert robert.porzak@wse.lublin.pl
- Anna NICOLESCU UPIT
- Helen Booth
- Dmytro Us
- Derek Robertson
- Klaudia Ujbert\_WSE0
- Divya Jindal-Snape
- Neil Taylor
- Guillermo Abia

Toolbar: Audio ein, Video beenden, Sicherheit, Teilnehmer (11), Chat, Bildschirm freigeben, Aufnehmen, Reaktionen, Apps, Beenden

