



IDEAL-GAME

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

M2.2 – Supplementary Meeting (Zoom)

14th of December 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	Wyzsza Szkola 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 Minutes

Date: 14th of December 2021

Start: 5 p.m.

End: 6 p.m.

Participants: Marc Beutner (UPB), Sebastian Koppius (UPB), Divja Jindal-Snape (UoD), Silvia Prieto (UDIMA), Guillermo Abia (UDIMA), Robert Porzak (WSEI), Arina Nicolescu (UPIT), Gabriela Plaiasu (UPIT), Viorel Nicolae (UPIT), Alexandru Dan Toma (UPIT), Rasmus Pechuel (IK), Tim Kreuzberg (IK)

Name of transcript writer: Sebastian Koppius

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 presentation of mini Serious game ideas. 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:

- The meeting is to present an overview of the results achieved.
- Bring everyone up to date
- And, since we have unfortunately only been able to meet online up to now, to keep in touch.

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

Meeting agenda

1. Welcome
2. IO3: OER Development of mini serious Games and learning materials and Implementation
3. Information about the Development of the First progress report

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

Several participants stated that they might not be able to stay until the end of the meeting. For this reason, Marc (UPB) brought forward Agenda item 3 and summarised the essentials about the Development of the First progress report.

Topic 2: Information about the Development of the First progress report

Marc (UPB) summarised:

- The first progress report has to submit to the National Agency latest until **31/01/2022**
- We need following documents from all partners:
 - **Timesheets (01/09/2020 to 31/12/2021)** and **Travel Cost Records** for the **1st** and **2nd Project Meeting** in PROM- Tool (<https://prom.eduproject.eu>)
 - Two copies – one for Team UPB and one for the National Agency
 - **Dissemination table** with all dissemination activities carried out so far

Please send these documents necessary for the preparation of the Progress Report no later than 17/12/2021. (sebastian.koppius@uni-paderborn.de)

In this context was asked:

- Whether we should prepare and submit the travel cost records even though the meeting took place online?
 - Marc (UPB) answers: For the sake of completeness, please also submit the Travel Cost Record. This will certainly be helpful for the NA as proof of participation.
- How do I create a timesheet? The Prom Tool does not keep the numbers in the table?
 - Marc (UPB) answers: By clicking on “Save” / “Mark as complete” the timesheets are saved.
 - Rasmus (IK) adds that it is advisable to use the Chrome or Firefox internet browser.
 - Marc (UPB) also clarifies that it works if you only enter the number of the IO in the IO column. For example, only "2" for IO2.
- Is it possible to complete several activities of different roles (Research / Technician) on one timesheet?
 - Marc (UPB) replies: Unfortunately, not, you can only claim one role per month.

Marc also points out that if you have any questions about dissemination activities, you are welcome to ask Sebastian Koppius (sebastian.koppius@uni-paderborn.de).



Topic 3: IO3: OER Development of mini serious games and learning materials and implementation

Marc (UPB) and Sebastian (UPB) move on to the Miro Board (https://miro.com/app/board/o9J_lh8OErQ=?invite_link_id=808672218495) and the mini serious games ideas of each partner.

After a short overview about the miro board, Marc (UPB) presents his mini serious games ideas.

- Building a bridge from sentence blocks
- Puzzle / Jigsaw
- Memory
- Rain of words
- Crosswords
- Collecting Terms
- Matching stones with a crane
- Assigning technical terms

Marc (UPB) adds that he has designed the games so that they can be related to all subject areas.

Next, Diviya (UoD) presents the results from her team. Their games includes:

- Transitions to university serious game
- Hate speech game
- Psychological preparation mindfulness related games
- Preparation for social life-scenarios / what-if scenarios and stories
- Preparation for academic life-embed mini games
- Familiarisation of physical spaces and staff

After that Silvia (UDIMA) presents for her team.

She lists:

- Word search
- The Alphabet Game



- Role playing
- Hangman game
- Scenario based learning
- Riddles for adults

And Robert (WSEI) also presents his proposals.

- Drag&Drop games
- Draw lines games

Finally, the UPIT team also presents their results individually. Arina (UPIT), Alexandru (UPIT), Viorel (UPIT) and Gabriela (UPIT) also report on exciting game ideas.

- Understanding the concept of sustainable development
- Leadership vs. management – Role play
- Construction of materials structure according to the elements in the composition
- Solving the problems which causes crisis situations in a company
- Determination of materials behaviour: With details about the choice of materials
- Analysing and proposing solutions for quality problems in a company
- Explanatory puzzle for applied optics
- Organizing and carry out the process of making functional models of vehicles
- Assisted learning of the use of multi-media equipment by blind people: hardware description of the learning software solution, testing software solution
- Prioritization diagram for physical phenomena

Marc (UPB) thanks for the creative ideas and the variety of games that can be used universally and games that have a specific subject background.

Conclusion:

Nevertheless, Marc (UPB) and Rasmus (IK) sum up that many games are closer to the design of a serious game than a mini serious game. Its creation and implementation is very time-consuming and expensive. At the same time, the ideas were good and a mix of the individual games is feasible.



Topic 4: What's laying ahead of us?

Marc (UPB), Rasmus (IK) and Tim (IK) will meet in mid-January and weigh up each individual game proposal. Partly there are overlaps between the individual games, partly the games are very difficult to realise.

All partners will be involved in the game selection process and sometimes contacted again for more in-depth questions of understanding.

When is the next meeting?

It is planned to hold the next meeting as a 3rd TPM face to face meeting. Unfortunately, due to the problematic Corona situation in Europe at the moment, it is not yet possible to predict a date for this meeting.

Is there anything else to note?

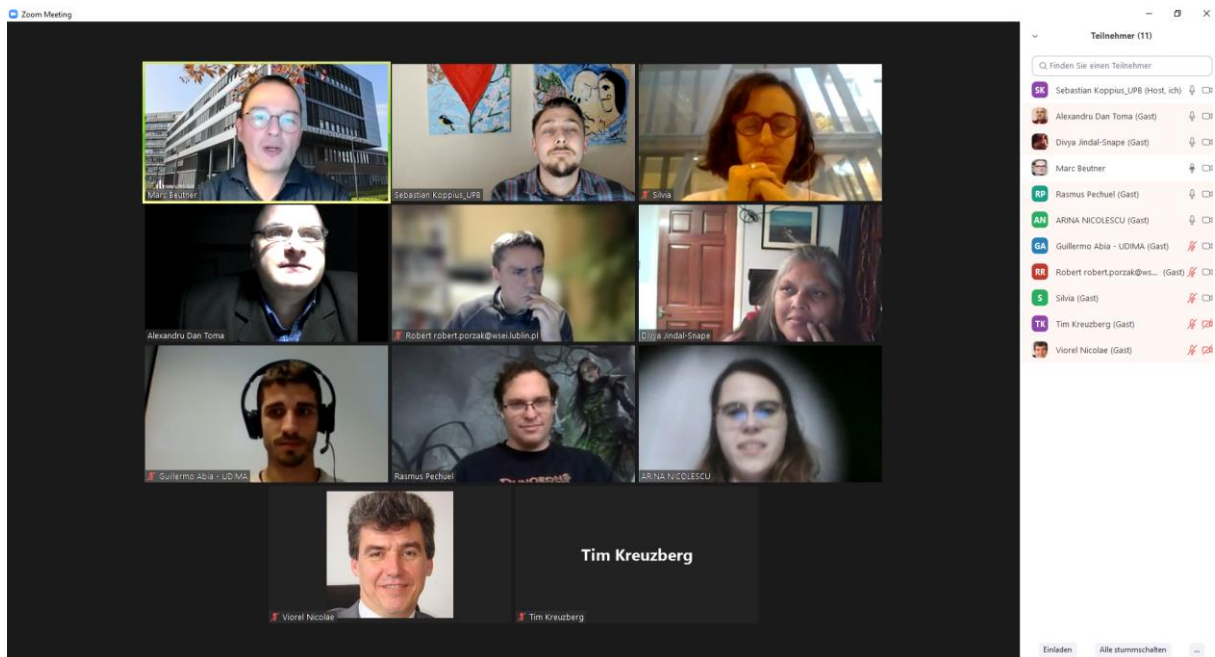
Send the timesheets, travel cost records and dissemination logs to **Sebastian (UPB) by 17th of December 2021** – sebastian.koppius@uni-paderborn.de

Don't forget to keep disseminating and recommending the project.

Topic 5: Closing words

At this point, I wish you with all my heart a wonderful Christmas, lots of relaxation and a great time with family and friends. See you next year with more great results. Stay healthy everyone and feel free to contact me.

-Sebastian



Topic 6 Games impressions

The screenshot shows a Zoom meeting window with a slide titled "Mini-serious game - 1". The slide content includes:

- Role Playing**: Accompanied by a silhouette of three people sitting at a table.
- HEALTH example**: A pink text label.
- Scenario Text**: "You've become very absent-minded. You think your memory is getting worse and poor. Your friend has called you now but you can't remember her name and who she is." Below this text is an illustration of a hand holding a rotary phone.
- Choices**: Two options are presented in boxes:
 - you pretend to know who she is (with three empty input fields)
 - you tell her the truth (with three empty input fields)

A hand cursor is pointing at the "you tell her the truth" option. The slide also features a Creative Commons BY-SA license icon in the bottom right corner.

The screenshot shows a Zoom meeting window with a slide titled "Mini-serious game - 2". The slide content includes:

- The Alphabet Game**: The title of the game.
- Game Interface**: A green header bar with "Rosco" on the left and "0/5 ATTEMPTS", "100 POINTS", and "19:51 TIME LEFT" on the right.
- Alphabet Wheel**: A circular arrangement of letters from A to Z, with the letter "A" highlighted in the center.
- STARTS WITH A**: A prompt for the player to enter a word starting with 'A'. Below it is a text input field.
- Buttons**: "Skip" and "Check" buttons are located below the input field.

The slide also features a Creative Commons BY-SA license icon in the bottom right corner.

IDEAL GAME Mini-serious game - 3

Riddles flashcards

What techniques include keyword stuffing, cloaking, and using private link networks?

Your answer

What techniques include keyword stuffing, cloaking, and using private link networks?

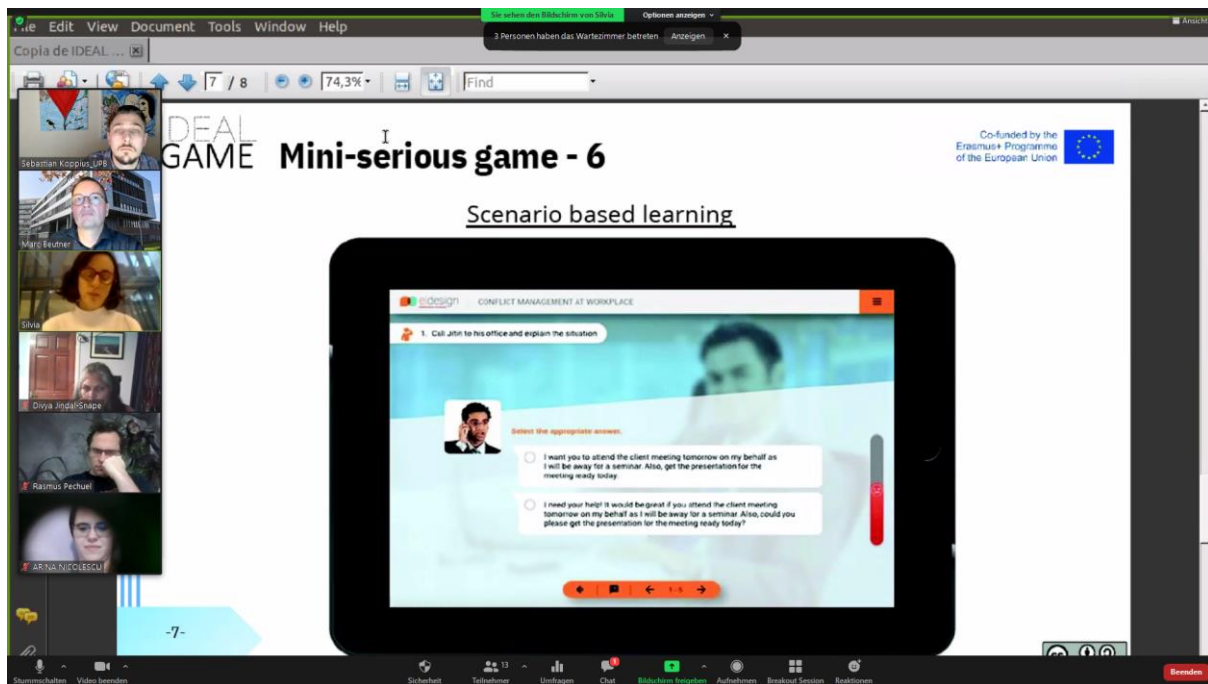
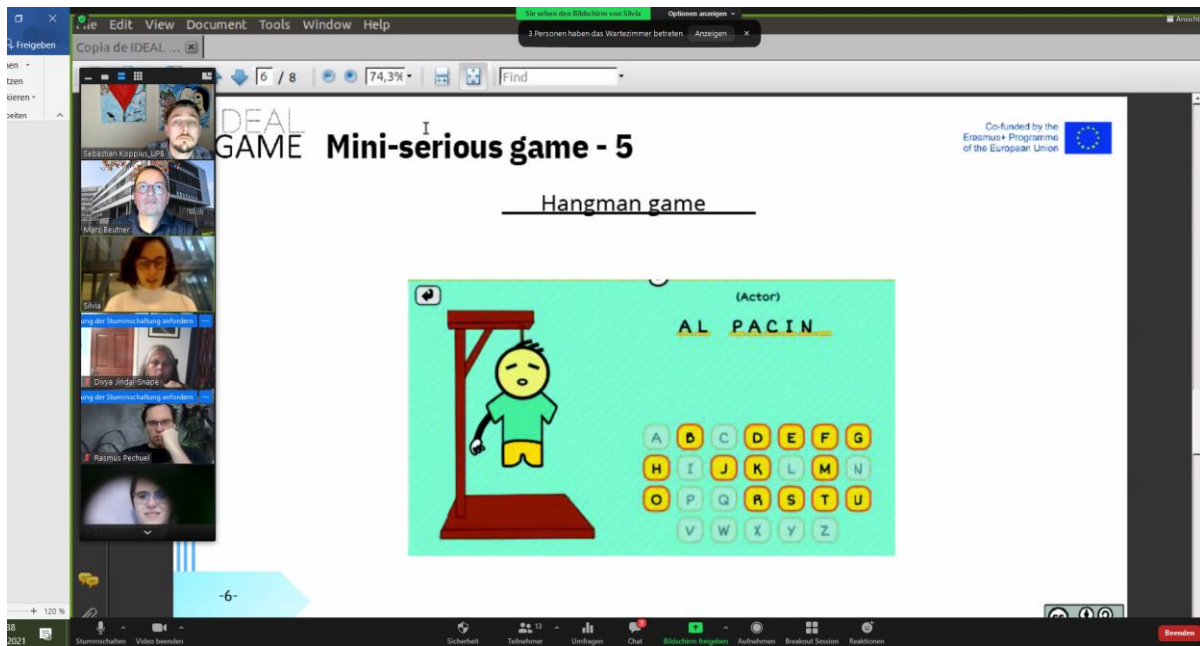
Black hat SEO

IDEAL GAME Mini-serious game - 4

Word search puzzle

L	R	S	L	A	I	C	R	E	M	O	C	A		
S	R	C	S	M	I	W	P	R	E	E	O	V		
K	E	E	S	C	R	E	A	E	S	I	C	N	T	
R	R	H	E	E	K	B	C	T	E	D	G	E	B	
O	P	C	R	P	O	S	K	T	L	T	N	T	I	
W	E	O	P	R	O	I	A	I	B	R	O	Y	L	
T	R	C	P	O	B	T	G	W	E	P	T	M	L	
R	U	O	A	D	E	E	E	T	S	I	B	B	B	
A	H	N	M	U	C	R	N	V	N	P	A	T	O	
L	C	S	A	C	A	I	T	U	N	D	A	N	A	
A	O	U	R	T	F	I	M	S	G	O	A	I	R	
N	R	M	K	C	R	M	I	E	R	S	H	R	D	
I	B	E	E	T	O	U	E	C	I	C	E	P	P	
F	I	R	T	C	I	B	A	N	N	E	R	O	E	

COMMUNITY
POP
CONSUMER
PRODUCT
FACEBOOK
WEBSITE
FINAL ARTWORK
INTERNET
TWITTER
TV SPOT
COMMERCIAL
BROCHURE
BANNER
BILLBOARD
BADGE
PACKAGE
MARKET
PRESS
SEO
PRINT



The student's task is to point to positions on the grid / chessboard to assign in best place / order: words, numbers, stages of development, neighbourhoods etc. (also good for dragging and dropping)

Exemplary instructions: Indicate the maximum / optimum, e.g to meet the expected load / capacity etc. for: rocket, car, lorry, pool etc.

Rocket	Fuel Capacity (lbs)	Elephant Equivalent
New Shepard	110,231	18 elephants
Atlas D Mercury	244,056	41 elephants
Titan 2	247,100	41 elephants
Falcon 9	902,793	150 elephants
Saturn V	4,578,000	783 elephants

Instruction:
Indicate the rocket(s) which can achieve the second cosmic velocity (escape velocity) with minimal amount of fuel.
Indicate the rocket least economic to achieve the second cosmic velocity.
Assume the total mass is 106% of the propellant mass.