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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

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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), Guilermo 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.

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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.

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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).

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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

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- 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.

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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.

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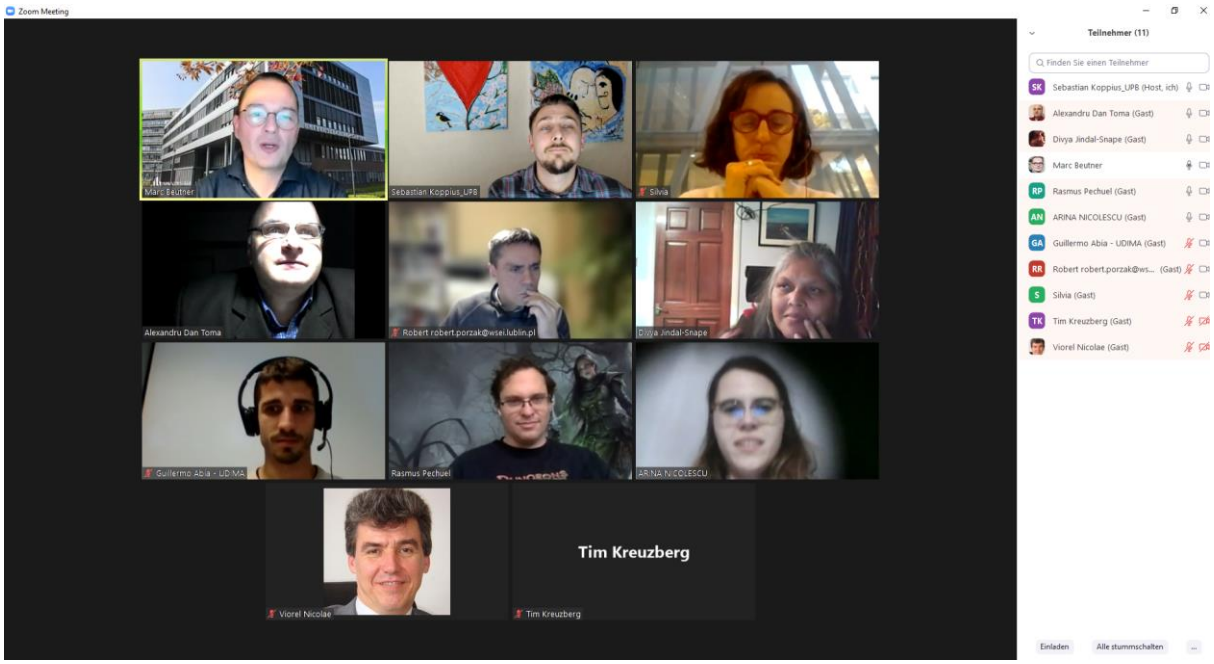
Topic 5: Closing words

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



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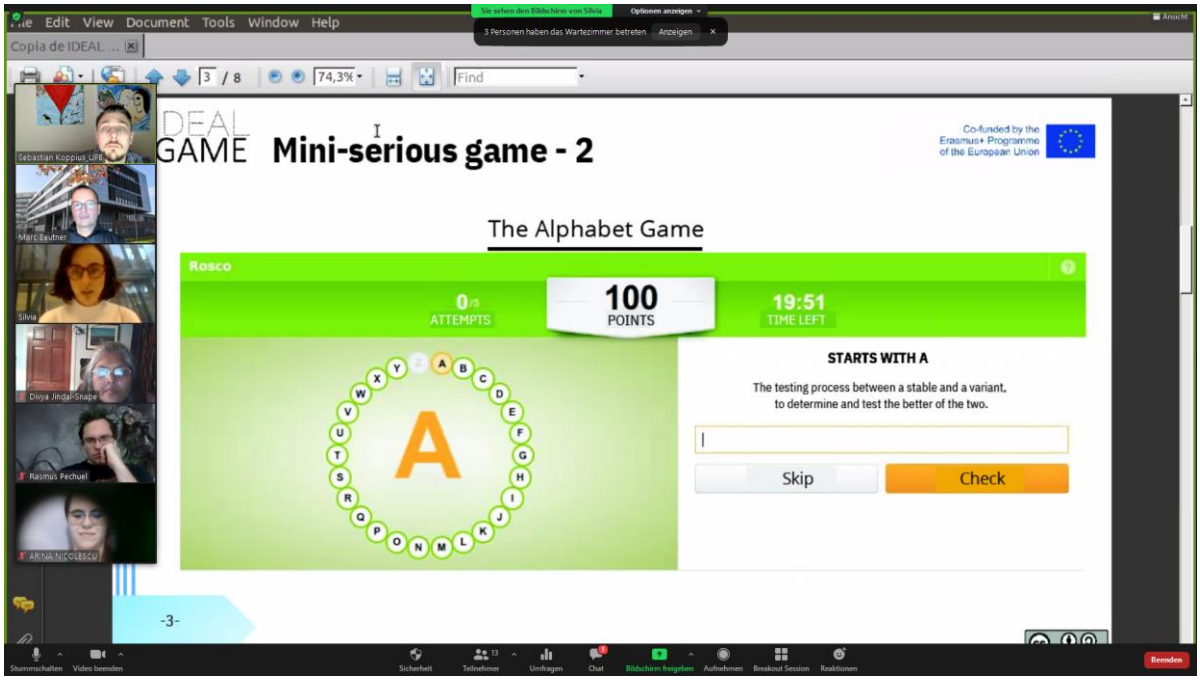
Topic 6 Games impressions



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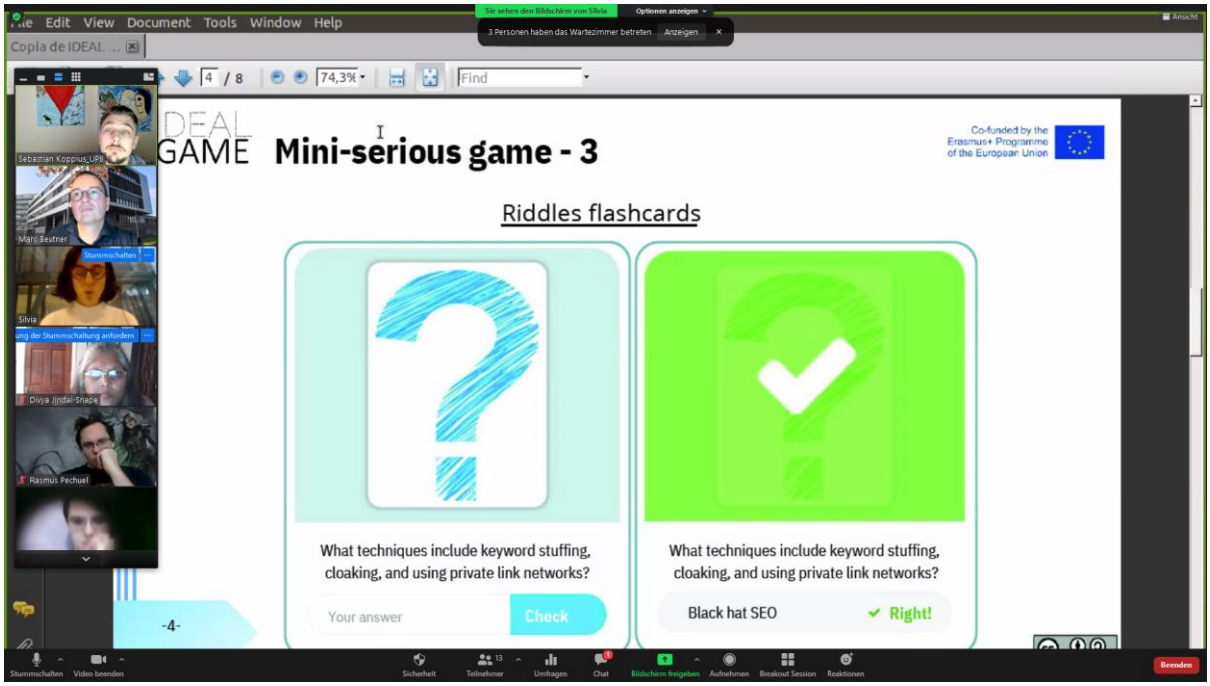

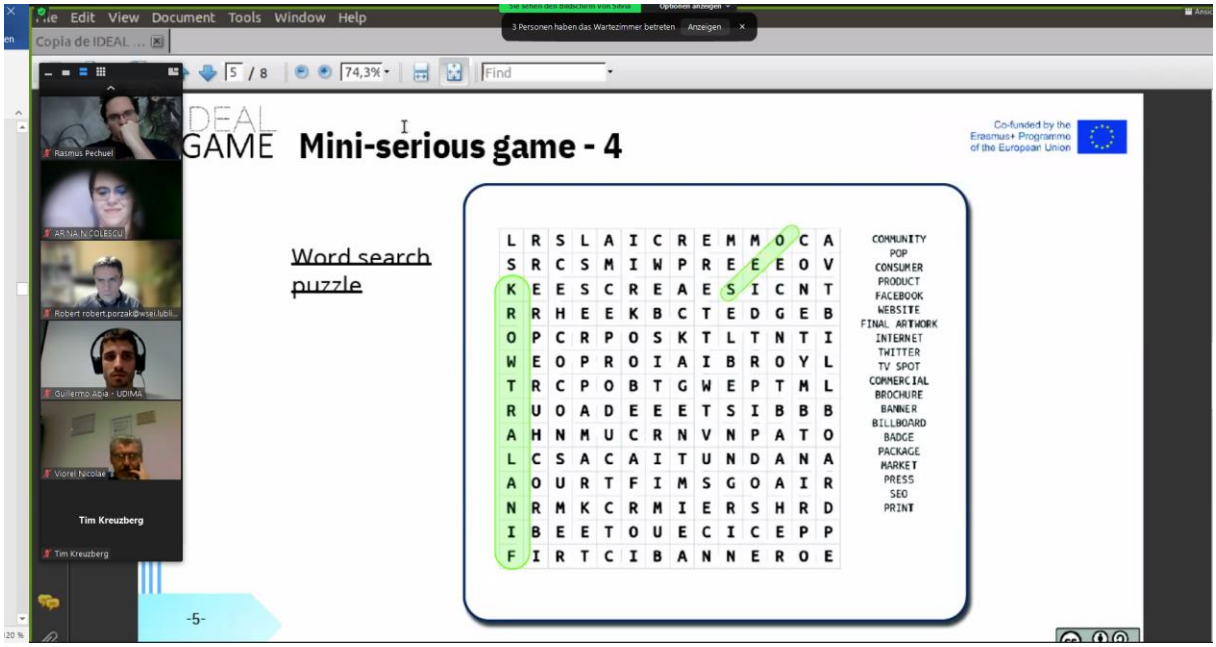

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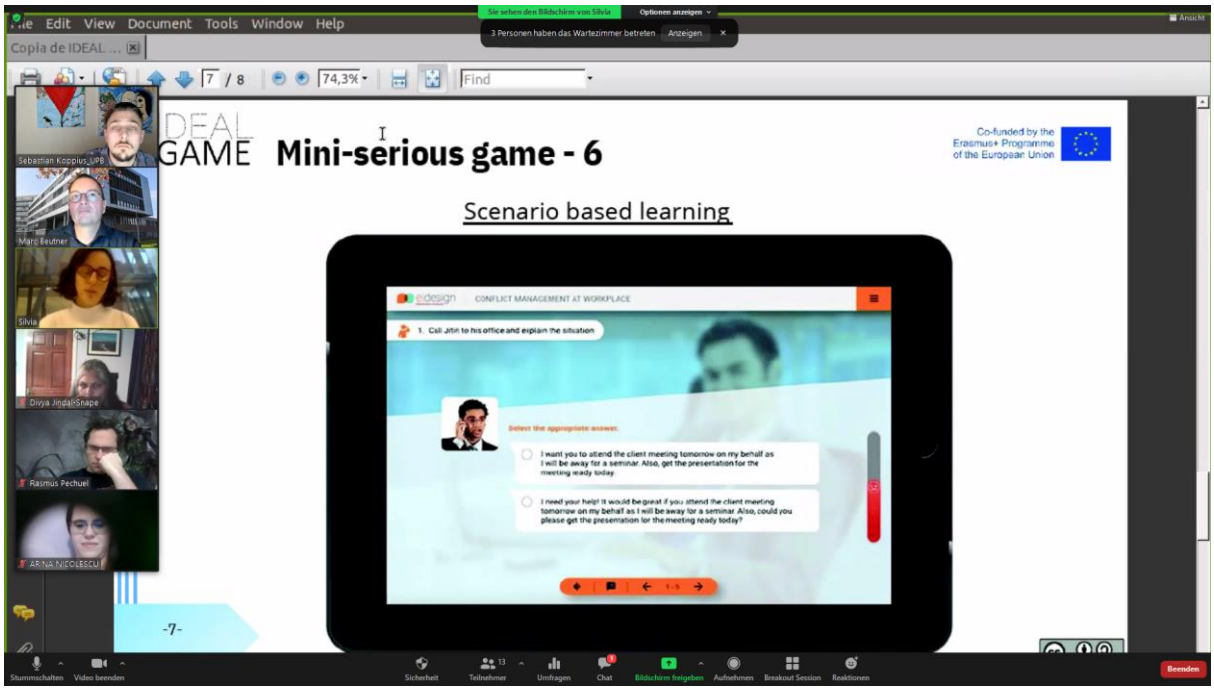

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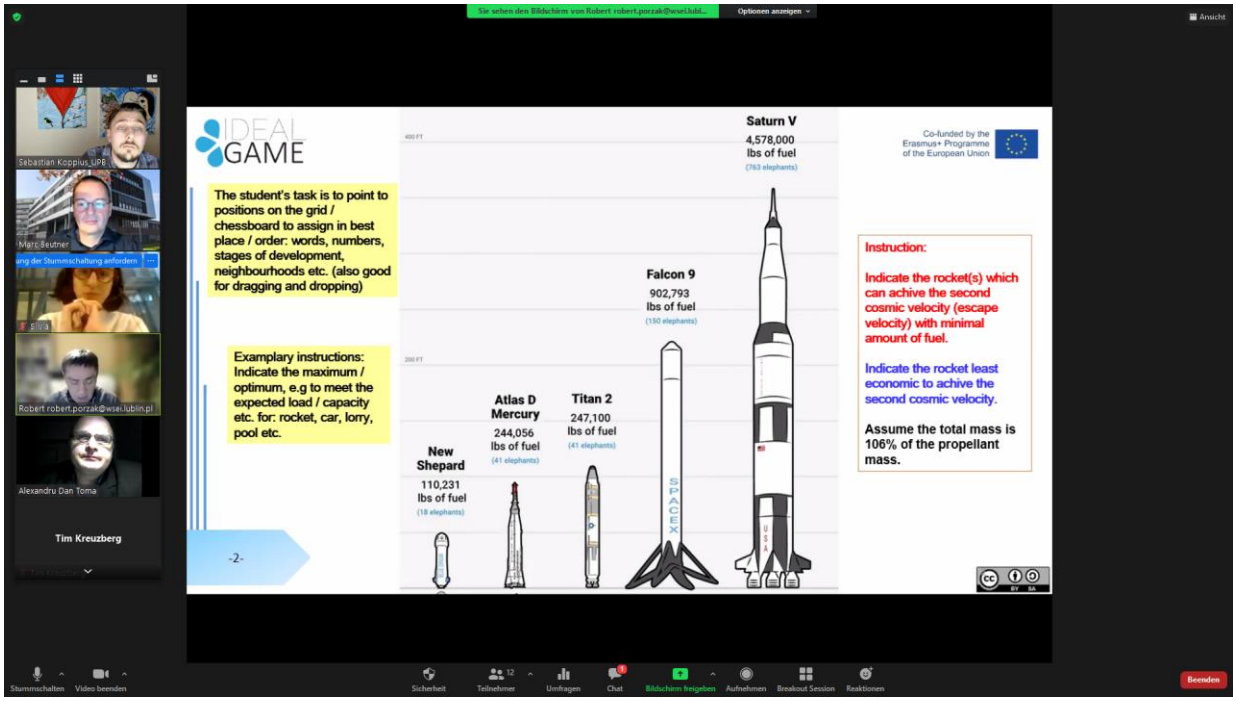

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