



IDEAL-GAME

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

M2 – Research Meeting

25th to 27th of August 2020

Meeting Evaluation

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 Research Meeting – Meeting Evaluation

The meeting evaluation of the 2nd IDEAL Game project meeting shall give an overview of the feedback about the online partner meeting, hosted by UoD via Zoom (online).

This questionnaire will be handed out as an online survey after the meeting to evaluate the meetings content, the meetings design, the coordination and the results of the meeting.

The Research Meeting, although held online via Zoom, went very well. The project team suggests to conduct several short Meet Ups between the transnational meetings as well as clearer outlines of the partners' tasks. It should also be noted that there are currently still open questions about the design and use of the mini serious game creator tool, which will soon be clarified in a separate meeting.

Moreover, all participants have already carried out dissemination activities such as writing social media posts, writing short articles on websites and talking to other colleagues and staff about the project. Nevertheless, all partners wish to further develop their dissemination activities as well.

Even so, each partner has a clear picture of the meeting objectives and next project steps. Furthermore, we can collect implementation and game ideas from the project partners as an agenda item for the next meeting. These include game ideas and narrative / linking of stories for example serious games in the context of transitions.

Please find below the summarised evaluation data:

Question 1:

How do you agree with the following statements?

	Totally disagree	Partly disagree	Partly agree	Totally Agree	I don't know	Σ
The conference lived up to my expectations.			1 (8,33%)	10 (83,33%)	1 (8,33%)	n=12
The conference objectives were clear to me.			2 (16,66%)	10 (83,33%)		n=12
The difficulty level of this conference was appropriate.				12 (100%)		n=12
The conference contents were presented in an engaging way.			1 (8,33%)	11 (91,66%)		n=12
The conference was interesting.				12 (100%)		n=12
The coordination was well prepared.				12 (100%)		n=12
The coordination was helpful.				12 (100%)		n=12
Overall, I am happy with the conference results.				12 (100%)		n=12
I have a clear picture now of the projects' next steps.			2 (16,66%)	10 (83,33%)		n=12
I know what my tasks for the upcoming period are.			3 (25%)	9 (75%)		n=12

Question 2:

<p>Do you have any concerns regarding the development process in IDEAL GAME so far? (n=12)</p>
<p><input checked="" type="checkbox"/> Yes (n=2), please be specific:</p> <ul style="list-style-type: none"> • I am new to the programme so this was the first time I saw things. I know that the game is at an early stage however I did feel the first three game/activities were a bit underwhelming. They appeared to me to be stock edugame type of thing we have seen being used in schools for a number of years. I wondered if what we have so far is indeed a serious game? • Clearer outline of partners' tasks
<p><input checked="" type="checkbox"/> No (n=10)</p>
<p>Do you have any concerns with the quality of the management or collaboration of the project so far? (n=12)</p>
<p><input type="checkbox"/> Yes, please be specific:</p>
<p><input checked="" type="checkbox"/> No (n=12)</p>

Question 3:

<p>What would you like to suggest for the future cooperation / communication in the IDEAL GAME project? (n=8)</p>
<ul style="list-style-type: none"> • To discuss if indeed the game mechanics so far really fall under what may be described as a game or a serious game and to reflect on the appeal of what we create for learners • It will be useful to start having more short meetings in between as we start work on the next IOs • No, all is fine. The only one challenge I see is lack of face to face meetings and direct contacts among partners, this is an issue related to current situation, COVID-19, and each organisation /country rules so we cannot overcome it, but in general there are a lot of benefits of direct contact • Till now all is all right • Thank you for a fruitful meeting • Continue as before • Continue as before • I have no suggestions, everything is clear enough

Question 4:

Please describe any Dissemination & Exploitation activities or measures you undertook so far related to the IDEAL GAME project.

(n=10)

- None yet from me
- We have hosted information about the project on our website and used social media to disseminate information about it, we raised awareness of the concept of serious game too
- Information about the project on social medias of university, presentation of the project during internal meeting with academic staff of WSEI
- Sharing FB news
- Mostly through Facebook and internal communications
- Website, information of learners, poster, flyer
- The information about the project was placed on the website of WSEI
- I just become a new member of the Romanian team. My tasks will be in the future.
- I just have join with the Romanian team. My activities will follow in the future.
- None, at this stage of the project

Question 5:

What else would you like to pass on? Are there any other issues for discussion?

(n=7)

- No
- I have made some suggestions for a narrative/linking stories and the serious games in the context of transitions. I would like to discuss its potential.
- n/a
- No, for the moment
- Thanks
- Not for the moment
- Maybe it would help if notices were sent periodically on the progress of the games construction

Thank you for participating in the survey!