



IDEAL-GAME

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

M2 – Research Meeting

25th to 27th of August 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 Research Meeting – Meeting – Minutes

Date: 25th to 27th of August 2020

Start: 10 a.m.

End: 1 p.m.

Participants: Marc Beutner(UPB), Jana Stelzer(UPB), Sebastian Koppius (UPB), Divja Jindal-Snape(UoD), Derek Robertson(UoD), Neil Taylor(UoD), Guilermo Abia (UDIMA), Silvia Prieto (UDIMA), Magda Janiak (WSEI), Robert Porzak (WSEI), Karolina Rzechula (WSEI), Gabriela Plaiasu (UPIT), Viorel Nicolae (UPIT)

Name of transcript writer: Sebastian Koppius

These minutes include the main statements from the second IDEAL GAME Research Meeting. Due to the Corona Pandemic the Research Meeting took place online via Zoom. Nevertheless, we had a great time with productive discussions and excellent results. These 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 German partner Ingenious Knowledge (IK) unfortunately cannot attend the project meeting. For this reason, we will arrange another informal meeting in September. At this meeting, the partner IK will be able to provide more detailed information on the current development of the Serious Games Creator Tool. A vote on the date will follow.
- The Romanian partners may also not be fully present. They also will be able to report in detail about IO5 at the coming informal meeting.

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

Meeting agenda

1. Welcoming the IDEAL GAME partners
2. Current Status of IDEAL GAME in general
3. Current Status of IDEAL GAME in the countries
4. IO1: Research on learning with serious games in higher education
5. IO2: Creator Tool Development
6. First Insights into the IDEAL-GAME Serious Game Creator Approach
7. IO3: OER Development of Serious Games and learning materials and Implementation
8. IO4: Development of Books
9. IO5: Policy Paper and Layman's Report
10. What's laying ahead of us?
11. Meeting Evaluation

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: Current Status of IDEAL GAME in general

Marc (UPB) and Sebastian (UPB) present the Current Status of IDEAL-Game in general. They introduce each of the five IOs on its own. Then they describe the current progress of the respective IOs.

IO1: Summary Research Report

- Research on learning with serious games in higher education
- Nearly Completed: The translations of **UPIT** and **WSEI** are the only parts that are still missing. Please submit until 31 of August 2021.

IO2: Creator Tool Development

- Discussion of the graphics and developing the basis for the user experiences and usability (*starting soon*)

IO3: OER Development of Serious Games and learning materials and implementation

- Creation of different mini serious games for modules and lectures (*starting soon*)

IO4: Development of Books

- First draft of a book structure (*starting soon*)

IO5: Policy Paper and Layman's Report

- Follows from the previous project results

Topic 3: Current Status of IDEAL GAME in the countries

The project partners WSEI, UoD and UDIMA present their individual current status and activities. The following points are addressed

- **New members of the team:** Derek Roberts (UoD) and Helen Booth (UoD), Karolina Rzechula (WSEI), Robert Porzak (WSEI), Artur Grzesiak (WSEI) and Sebastian Koppius (UPB).

At this point: It's nice to have you in the team – Welcome on board!

- Already done **Dissemination activities** (social media, newsletter, online article, poster)
- Some examples of the findings: Approaches and serious games used to actively engage learners
- **Surveys** conducted in relation to IO1
- **Desk-Research** in relation to IO1

The presentations of the respective partners are uploaded to the project website and to the google Drive folder. Take a closer look when you get the chance.

Topic 4: IO1 - Research on learning with serious games in higher education + brief presentation about Open Educational Resources

Sebastian (UPB) presents the **key aspects of the summary research report**.

On the one hand, he presents **the results of the desk research**.

- Existing experiences with the use of IT, digital environments and the flipped classroom concept and its didactic approaches
- Currently strategies for activating learnings in lectures
- Existing experiences with the use of Serious Games in higher education and its pedagogical approaches
- Opportunities concerning the use of mini Serious Games in lectures
- Challenges concerning the use of mini serious Games in lectures

On the other hand, he also presents **the field-based research results**.

- Regarding the Estimations about the definitions of digitalisation and Serious Games
- Regarding the Environment resources and appropriate media in higher education
- Teaching materials that are important and motivate learners in decreasing order
- The questionnaire results of learning platforms which are appropriate for higher education
- Students associate the following terms with digitalisation, e-learning, flipped classrooms as well as Serious Games in higher education
- Opportunities of serious games in higher education according to the survey
- Challenges of serious games in higher education according to the survey

And finally, he comments on **the results of the study conducted by Ingenious Knowledge**.

- Ingenious Knowledge came to the conclusion, based on the reports and experiences of the project partners, the Moodle platform seems to be most suitable for delivering best practice learning and teaching resources.
- Concerning points which should be considered regarding the design of online courses
- Six principles of good graphic design which should be applied when building a course: Symmetry, Contrast, Similarity, Proximity, Repetition and Alignment
- The principle of scaffolding
- Important steps in the creation of serious games

Questions and a discussion session follows the presentation. The survey results are discussed. The presentation can be viewed on the project website and in the Google Drive folder.

Marc adds a short presentation on the topic of Open Educational Resources (OER) to complement the IO1 presentation. The presentation includes a definition of OER.

“OER provide a strategic opportunity to improve the quality of learning and knowledge sharing as well as improve policy dialogue, knowledge-sharing and capacity-building globally.”

Moreover, the presentation includes **core aspects of OER**.

- Share
- Use
- Create
- Quality criteria

And **modes of operations** like

- Retain
- Reuse
- Revise
- Remix
- Redistribute

Topic 5: IO2 - Creator Tool Development

Due to the absence of IK, the presentation on IO2 will be held at a later date.

Topic 6: First Insights into the IDEAL-GAME Serious Game Creator Approach

Marc shows some examples that he and IK are planning to imply in the Serious Creator Tool

- Serious games for learning professional and subject related vocabulary
- Serious games which focus on process flows
- Games that train the memory like Memory
- Or games that complement the lecture universally like crossword puzzles (create as printable worksheet)

The **aim of all mini serious games is simple self-creation of the content**

Nevertheless, the project partners came up with **the idea of integrating the serious games into a narrative/plot**.

So the appeal for the next meeting in September is that each project partner should come up with more ideas for what kind of mini serious games should be created.

Topic 7: IO3: OER Development of Serious Games and learning materials and Implementation

Klaudia (WSEI) refers about Topic 7.

She clarifies the next steps:

- Creation of different serious games for partner's different modules/lectures
- Development of learning scenarios / learning materials, which can be used simultaneous with Serious Games (power-point, text, graphics and audios)
- Development of learning scenarios (following flipped classroom approach) in which the games could be embedded
- All of the results (games and materials) are follow the OER strategies
- Results shall be available in all partners languages

Furthermore, please note the correct email addresses due to staff changes: magda.janiak@wsei.lublin.pl; Karolina.rzechula@wsei.lublin.pl; klaudia.lipko@wsei.Lublin.pl; Robert.Porzak@wsei.lublin.pl

Topic 8: Development of Books

Silvia (UDIMA) presents the presentation of IO4 the Development of Books. She introduces the core aims of IO4.

Didactical handbook for lecturers

- Provide future measure creators
- How the tool can be integrated in the planning of learning situations and lesson plans

IDEAL Game tool handbook for lecturers

- Short guide how to use the tool and the different Serious Game format
- Tool handbook provides lecturers with the knowledge and the skills to deal with the tool itself

IDEAL Game tool handbook for students

- Short guide how to use the games and the different formats provided with the tool as well as the learning scenarios

Finally, Silvia presents the upcoming tasks of each project partner related to IO4.

Topic 9: Policy Paper and Layman's Report

Due to the fact, that UPIT were not fully presented, the Policy Paper and Layman's Report will also be presented at the next informal meeting in September.

Topic 10: What's laying ahead of us?

To Do-List

Organizational matters

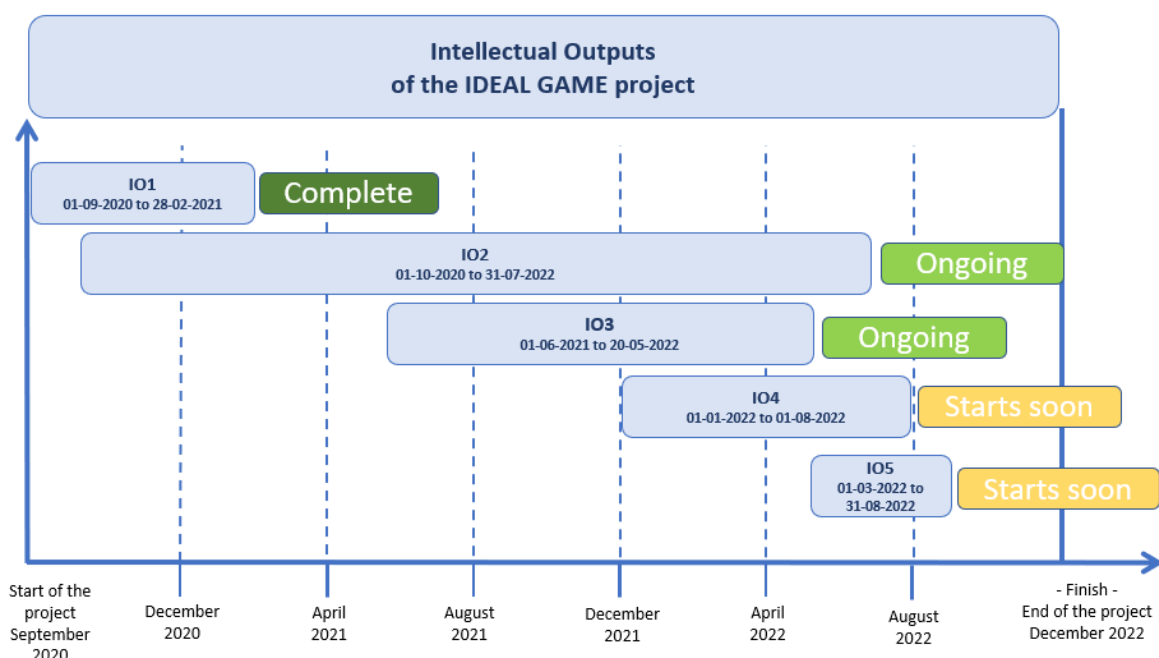
- Please send us a scan of your employment contract as proof for the national agency
- Make sure you fill in your timesheets
- Make sure that the email distribution list is up to date.

Related to the project activities

- Until the next meeting, think about other serious games that we can create with the Serious Game Creator.

At first UPB presents the Project timeline related to the IOs. Difference to the previous meeting is that IO1 is now almost completed and IO3 has started.

Project timeline - IOs



Workplan

Afterwards the tasks and deadlines regarding the IO1 to IO5 are summarised. Please have a closer look into the work plan. Here you can find more detailed information concerning the several tasks, deadlines and responsibilities within the IOs.

Following there is a condensed summary of the next steps:

Dissemination/ organisational activities

- Creation of continuously Dissemination activities like providing newsletter, developing posters as well as developing the project website further
- Creation of continuously Dissemination activities like posting on facebook, linkedin, twitter as well as offer further information on the project site
- Document the Timesheets in the PROM Tool (<http://eduproject.eu/prom/login.php>). If you have any questions regarding the PROM Tool or the documentation of Timesheets. Do not hesitate to contact us

IO1:

- Translation of summary research report into national languages and send it back to UPB (UPIT and WSEI) – latest 31.08.2021
- Working on criteria for a database to search through these best practices learning and teaching resources
- Providing and implementing of platform

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
Intellectual Output activities								
IO1: Research on learning with serious games in higher education (Leading partner: UPB)	All partners	01-09-2020 to 28-02-2021						
Activity 3: Collecting and presenting best practice learning and teaching resources								
3.5) Translation of summary research report into national languages and send it back to UPB	UPB, UPIT, WSEI, UD, UDIMA	Until 31/08/2021	✓	Not necessary			✓	✓
3.6) Working on criteria for a database to search through these best practice learning and teaching resources will be made available on the internet	UPB, IK	Until 31/08/2021			Not necessary	Not necessary	Not necessary	Not necessary
3.7) Providing and implementing of platform which can be opened by browser to present the information	IK	Until 31/08/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary

IO2

- Development of prototype for tool
- Conducting usability study
- Improvements and adjustments of tool
- Final development and creation of tool
- Showcasing the tool

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
IO2: Creator Tool Development (Leading partner: IK)	All partners	01-10-2020 to 31-07-2022						
Activity 1: Graphics and UI design								
1.1) Discussion of the graphics and developing the basis for the user-experience and usability	All partners	Until 31/07/2021						
1.2) Evaluation of discussion results	IK	Until 31/08/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
1.3) Creation of the user interfaces and all graphics that built the system in whole	IK	Until 30/09/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 2: Programming								
2.1) Creation of prototype	IK	Until 30/11/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 3: Usability and user-experience test								
3.1) Creation of usability study and providing user-experience questionnaire	UPB	Until 30/11/2021		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.2) Providing the online platform for the adopted TAM questionnaire and the user-experience questionnaire	IK	Until 31/12/2021	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
3.3) Providing the questionnaires during the testing of the tool	UPB, UPIT, WSEI, UD, UDIMA	Until 28/02/2022		Not necessary				
3.4) Analysis of the questionnaire data and writing report about usability and user-experience test	UPB	Until 15/04/2022		Not necessary	Not necessary	Not necessary	Not necessary	Not necessary

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
IO2: Creator Tool Development (Leading partner: IK)	All partners	01-10-2020 to 31-07-2022						
Activity 4: Revision								
4.1) Based on results, improvements and adjustments of graphic	IK	Until 15/05/2022	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 5: Final development								
5.1) Final adjustments and final development	IK	Until 15/06/2022	Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Activity 6: Translation								
6.1) Translation of text elements that are displayed within the tool	UPB, UPIT, WSEI, UD, UDIMA	Until 15/06/2022		Not necessary				
6.2) Integration of translated text elements	IK, UPB	31/06/2022			Not necessary	Not necessary	Not necessary	Not necessary
Activity 7: Showcasing the tool								
7.1) Dissemination of tool	All partners	Until 31/08/2022						

IO3

- Installation the OER concept
- Creation of different Serious Games for modules and lectures
- Creation of OER and learning scenarios / learning materials
 - WSEI may set its own deadlines for IO3

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
IO3: OER Development of Serious Games and learning materials and Implementation	All partners	01-06-2021 to 20-05-2022						
<i>IO3 has not been started yet. Further information will follow!</i>								
Discussion about modules and lectures for IDEAL GAME Tool	All partners							
Installation the OER concept	WSEI		Not necessary	Not necessary	Not necessary		Not necessary	Not necessary
Creation of different Serious games for modules and lectures	UPB, UPIT, WSEI, UD, UDIMA			Not necessary				
Creation of OER and learning scenarios/ learning materials	UPB, UPIT, WSEI, UD, UDIMA			Not necessary				
Providing OER licence	IK		Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Working on the IDEAL GAME tool to integrate the results	IK		Not necessary		Not necessary	Not necessary	Not necessary	Not necessary
Creating graphics, audios and parts of the OER learning materials	IK		Not necessary		Not necessary	Not necessary	Not necessary	Not necessary

IO4

- Provide the structure of the handbooks and discuss them with the partners
- Writing of the parts of the handbooks in activity 1 and 2
- Translations
- Provide graphics and layout in InDesign to make the handbooks fit for printing

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPIT (P3)	WSEI (P4)	UD (P5)	UDIMA (P6)
IO4: Development of Books	All partners	01-01-2022 to 01-08-2022						
<i>IO4 has not been started yet. Further information will follow!</i>								
Activity 1: Didactical handbook for lecturers								
Activity 2: IDEAL GAME tool handbook for lecturers								
Activity 3: IDEAL GAME tool handbook for students								

IO5

- IO5 has not been started. More information will follow!

Project timeline

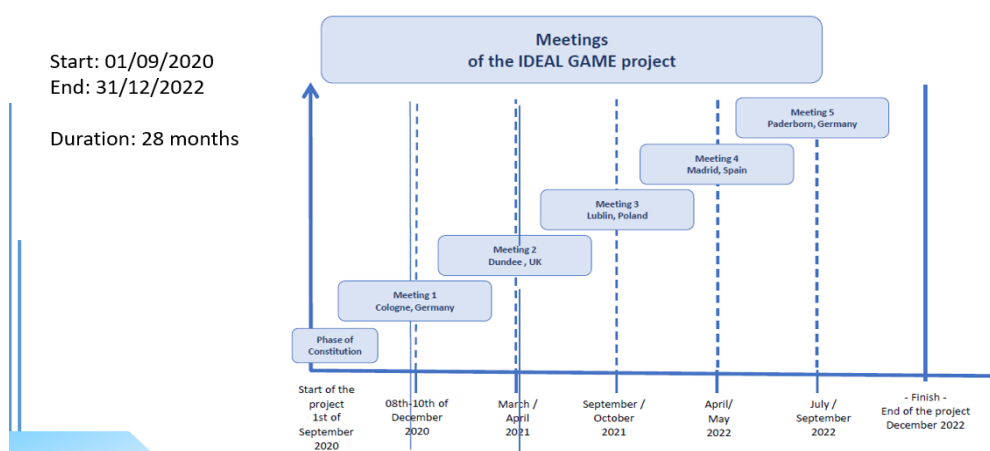
Furthermore, UPB presents the Timeline of Transnational meetings, so that the partners know, when the next meeting will start in which country as soon as the Corona pandemic makes it possible.

- According to the plan, the third project meeting will take place in November 2021 at the University of Innovation and Economics in Lublin (PL). **Our polish partners are welcome to suggest when it suits them.**



Project timeline

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of



11: Meeting Evaluation

Jana introduces the topic 11 Meeting Evaluation. In order to improve and perhaps do things differently at the next meeting, we want to evaluate the meeting.

For this reason: <https://umfragen.uni-paderborn.de/index.php/619635?lang=en>

Please take 5 minutes and participate at our online survey.

Impressions:



The screenshot shows a Zoom meeting interface. The main window displays a presentation slide titled "IDEAL-Game – The Research Conference 25th- 27th of August 2021, UK". The slide includes the IDEAL GAME logo and text about the conference and the current status of the game. Below the slide, there is a list of participants in the meeting, including Marc Beutner, Jana Steizer, Robert robert por..., and Sebastian Kopplu... The bottom of the screen shows the Zoom control bar with various icons for audio, video, chat, and other functions.

IDEAL-Game – The Research Conference
25th- 27th of August 2021, UK

Welcome and current status of IDEAL-Game

Online Meeting - University of Dundee,
School of Education, Social Work and Community Education

ERASMUS+ Programme
Strategic Partnership for Higher Education
Agreement No.
2020-1-DE01-KA203-005682

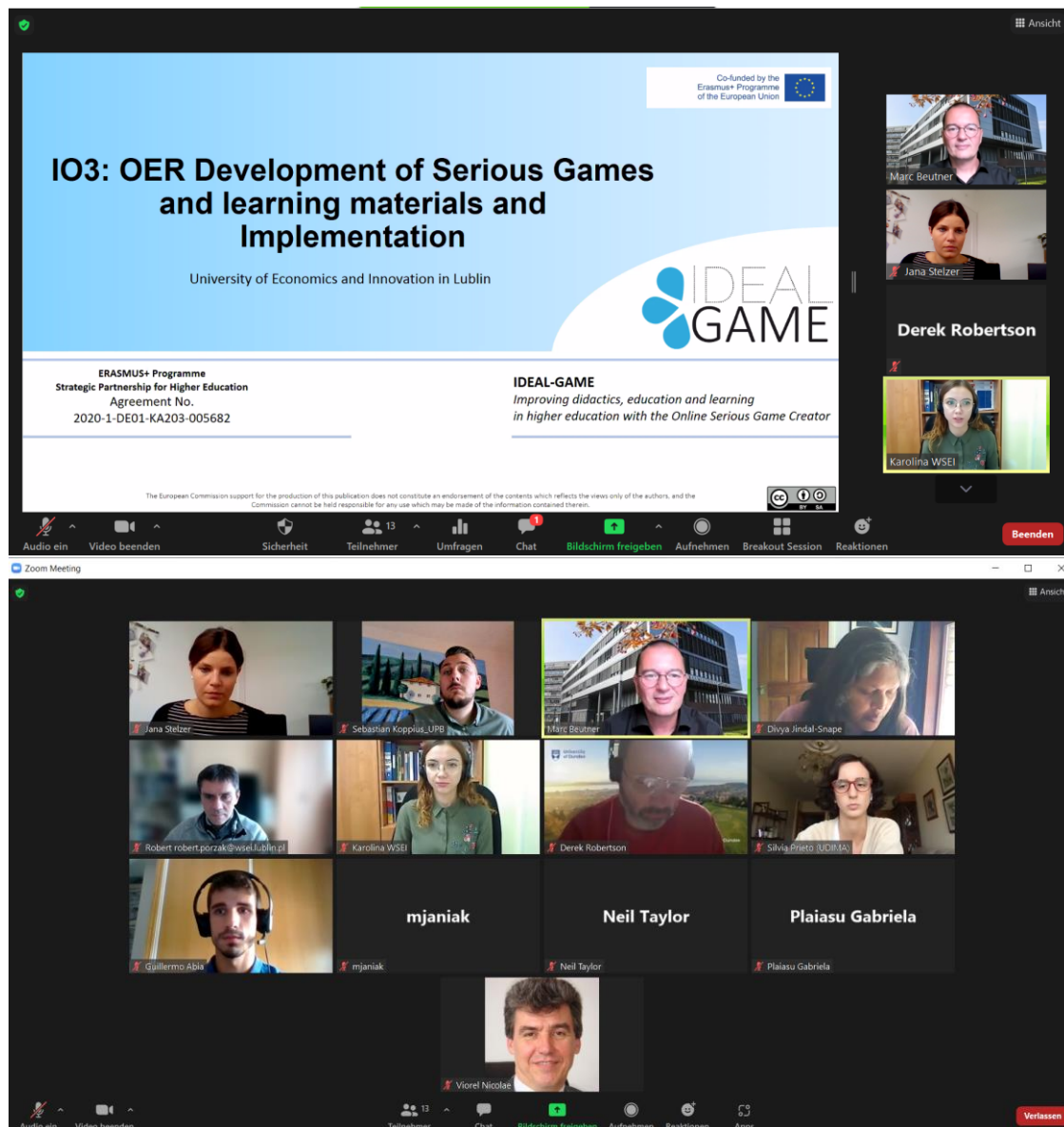
IDEAL-GAME
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Participants:

- Marc Beutner
- Jana Steizer
- Robert robert por...
- Sebastian Kopplu...

Zoom controls: Audio ein, Video beenden, Sicherheit, Teilnehmer (12), Umfragen, Chat, Bildschirm freigeben, Aufnehmen, Breakout Session, Reaktionen, Beenden.



The screenshot displays a Zoom meeting interface. The top portion shows a presentation slide titled "IO3: OER Development of Serious Games and learning materials and Implementation" from the University of Economics and Innovation in Lublin. The slide includes the IDEAL GAME logo and mentions it is co-funded by the Erasmus+ Programme of the European Union. Below the slide, a list of participants is visible in a gallery view, including Jana Stelzer, Sebastian Koppius, Marc Beutner, Divya Jindal-Snape, Robert robert.porzak@wiel.lublin.pl, Karolina WSEI, Derek Robertson, Silvia Prieto, and Plaiasu Gabriela. The bottom of the interface shows the Zoom meeting controls, including options for audio, video, chat, and screen sharing.