



IDEAL-GAME

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

M3 – The Tool Development Meeting

03rd to 04th of March 2022

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 The Tool Development Meeting -Meeting – Minutes

Date: 03rd to 04th of Marc 2022

Start: 10 a.m.

End: 3 p.m.

Participants: Marc Beutner(UPB), Jennifer Schneider (UPB), Rasmus Pechuel (IK), Guillermo Abia (UDIMA), Silvia Prieto (UDIMA), Helen Booth (UoD), Alexia Barrable (UoD), Alexandru Dan Toma (UPIT), Viorel Nicolae (UPIT), Gabriela Plaiasu (UPIT), Arina Nicolescu (UPIT)

Name of transcript writer: Jennifer Schneider / Sebastian Koppius

These minutes include the main statements from the third IDEAL GAME Tool Development Meeting. Due to the Corona Pandemic the Tool Development 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 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. IO2: Creator Tool Development
5. IO3: OER Development of Serious Games and learning materials and Implementation
6. IO4: Development of Books
7. What's laying ahead of us?
8. 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) presents the Current Status of IDEAL-Game in general. He introduces each of the five IOs on its own. Then they describe the current progress of the respective IOs.

IO1

- IO1 is almost done: Research has been finished but will be added if something is new and important

IO2 / IO3

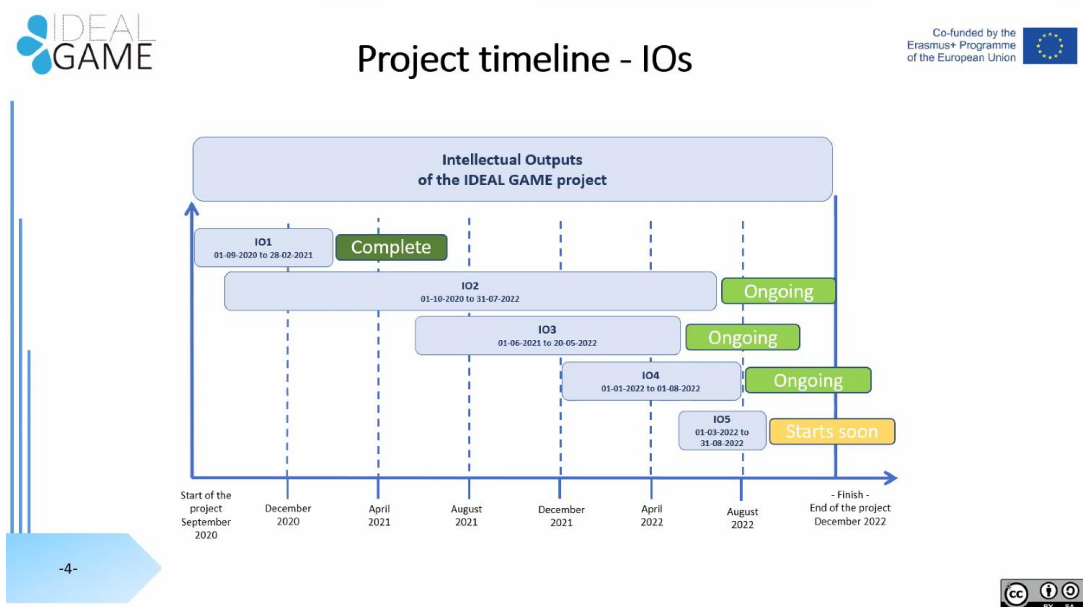
- These IOs are presented and discussed in the further course

IO4

- After the meeting will be a bilateral meeting with UDIMA (leading organisation of IO4). Regarding Book structure and outlines.

IO5:

- Policy paper and Layman's report work should already start in march 2022



You can find the presentations at the project website under downloads!

Link: [Ideal Game | A tool for using Serious Games in Higher Education \(eduproject.eu\)](https://eduproject.eu/)

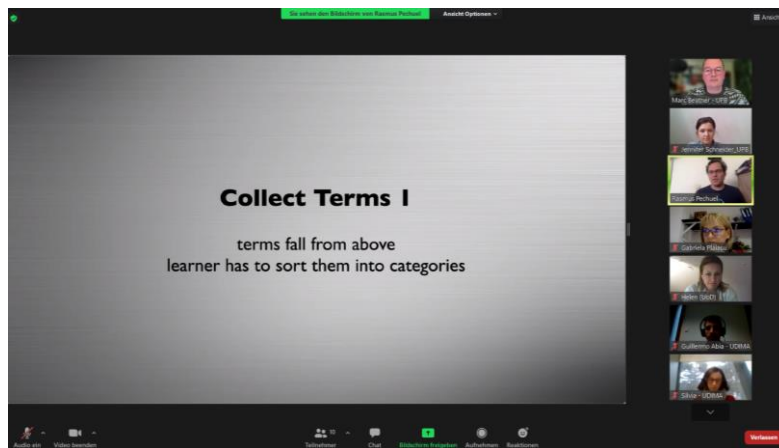
Topic 3: Current Status of IDEAL GAME in the countries

The project partners UoD and UDIMA present their individual current status and activities.

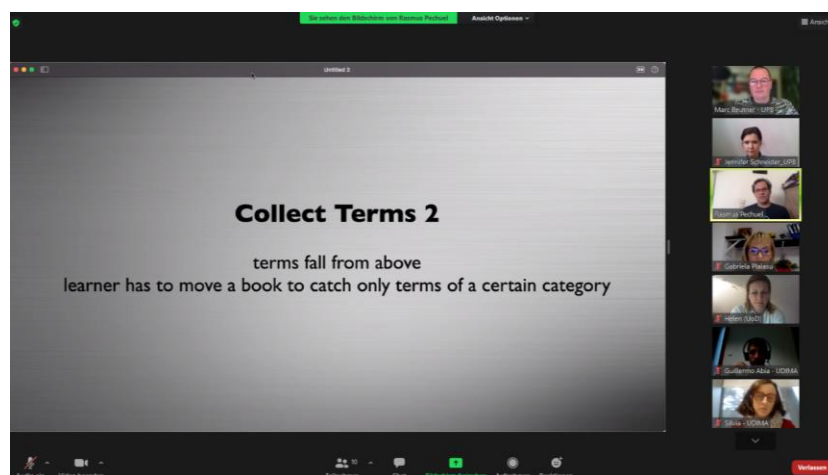
Topic 4: IO3: OER Development of Serious Games and learning materials and Implementation

Rasmus Pechuel (IK) presents the Serious Game and the tools they used and selected

The first game is called “Collect Terms”. Terms fall down and the learner catches the correct words for the matching category.



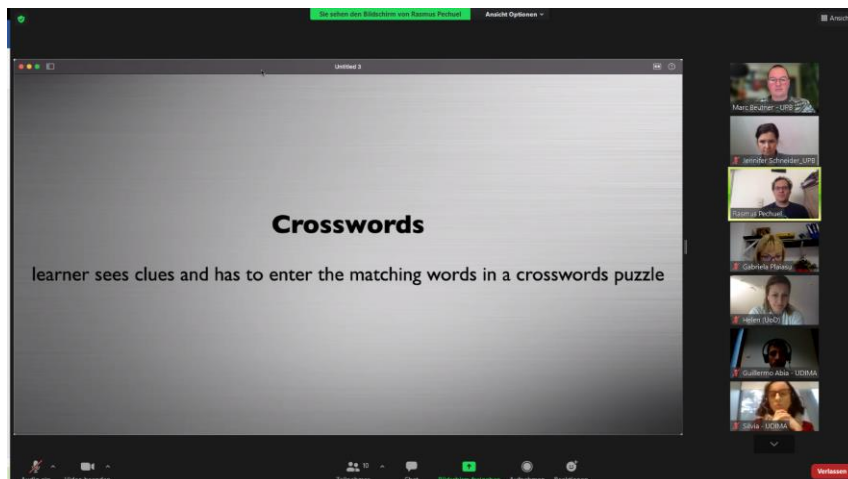
The second game is similar to the first. Here terms fall down and the learner moves a book to catch terms only from a certain category.



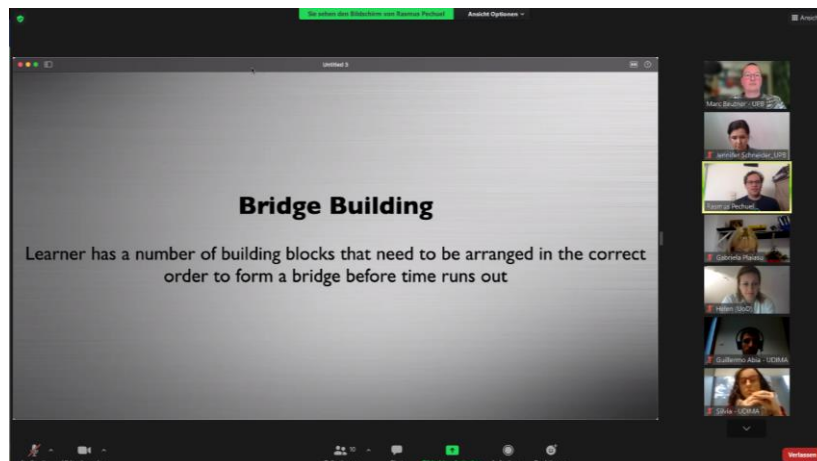
The third game is “Memory”. Cards are on the screen, and the learner has to find the matched pairs



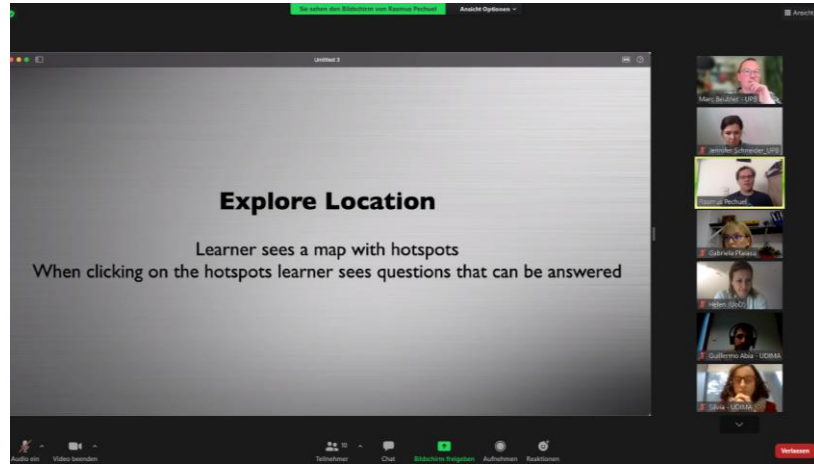
The fourth game is Crosswords. Here learners have to write the right words in the crossword puzzle with the help of clues.



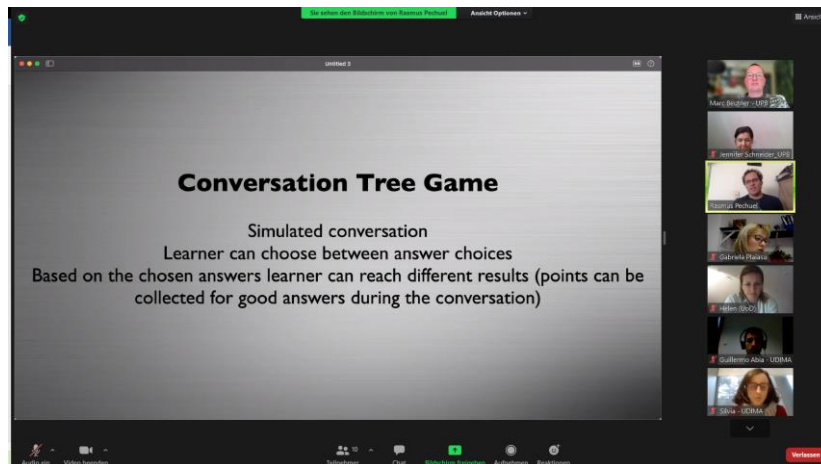
The fifth game is Bridge building. Here learners have to build a bridge with blocks in the correct order before time runs out.



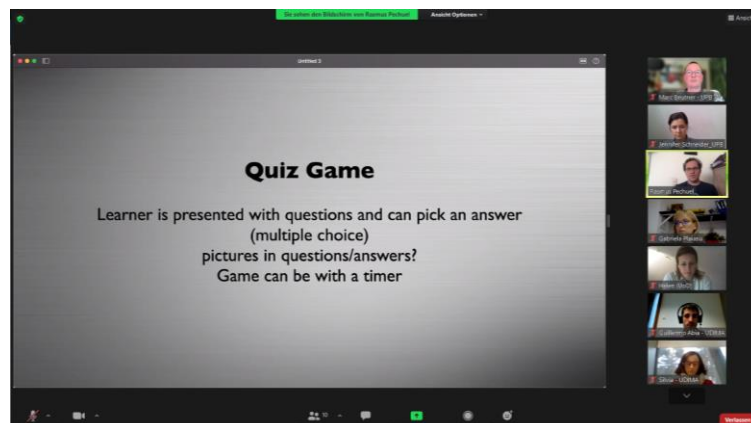
The sixth game is an environment discovery game. Ideal for finding your way around new places such as universities, schools, etc. buildings and rooms are displayed and learners are served with questions or information.



The seventh game is called Conversation Tree Game. Here conversations are simulated based on selected questions and answers.



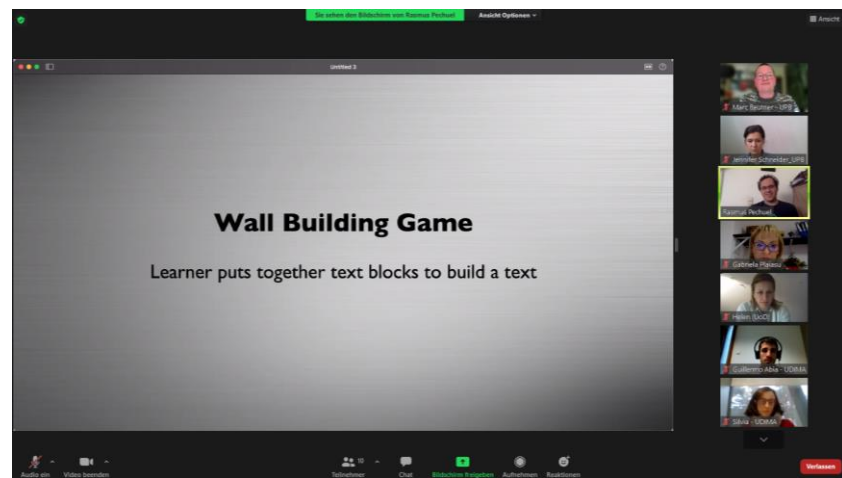
The eighth game is called Quiz Game. Learner is presented with questions and can pick an answer (multiple choice) pictures in questions/answers? Game can be with a timer.



The ninth game is called image labelling. Learners look at a picture with many hotspots. They have to name the hotspots and label that



the tenth game is to assemble text blocks is also called the wall building game.



Idea and Clue: you can use all the serious game games even if you are not from the same subject!

Implementations of images has to be focused under the copyright issues and restrictions! The copyright has to be under focus. Meeting consortium discussed this problem how to handle the content at the Serious Game: The problem is the host/ provider of the

Bank of images should be offers for the Serious Game: maybe direct the users to this. Than the limitation is not under copyright restrictions!

Discussion about how to avoid Copyright law problems.

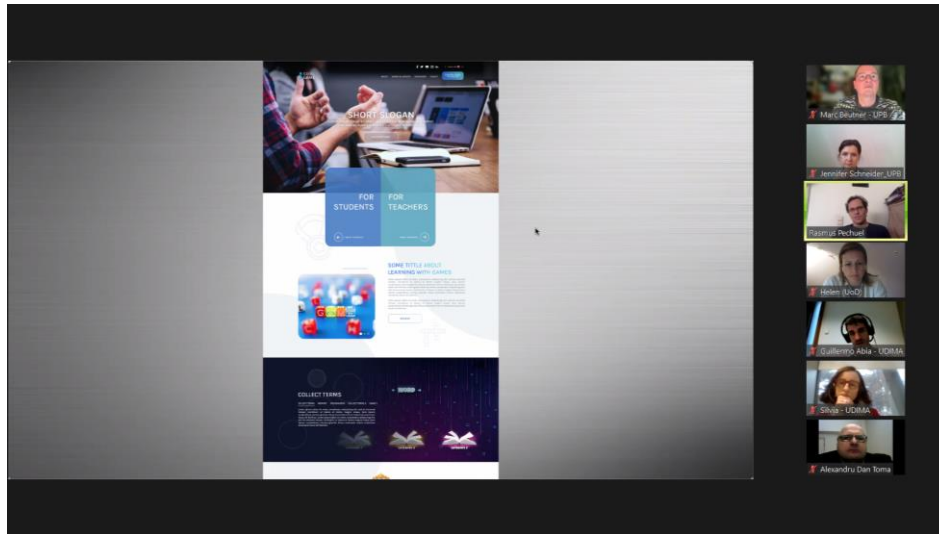
- Idea of a folder to use of images
- Idea of use www.OERhoernchen.de
- Rasmus will come back with some other ideas

Topic 5: IO2: Creator Tool Development

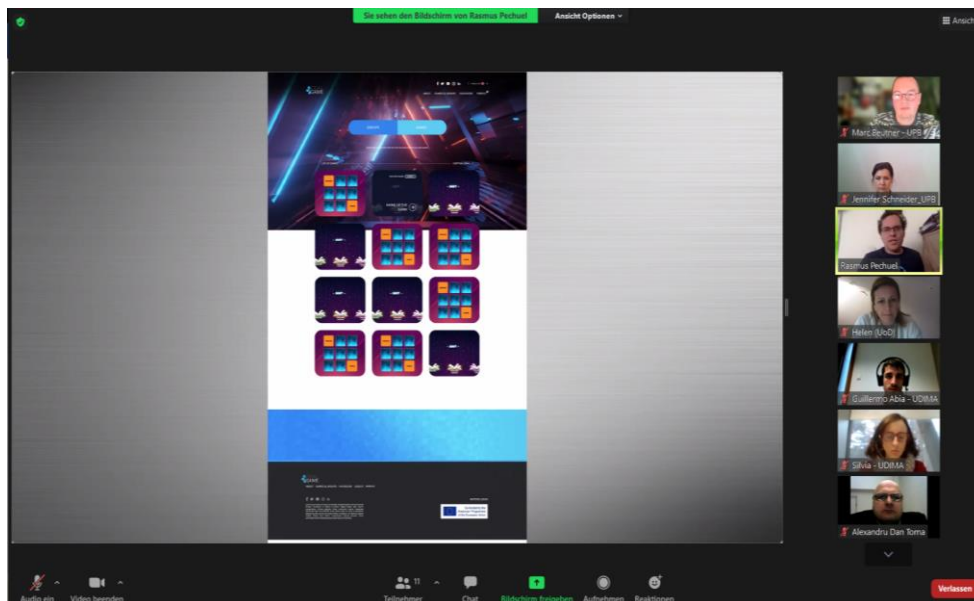
Rasmus (IK) presents the layout and structure of the IDEAL GAME Creator Tool.

- There will be two parts: learners and teachers
- Handbook will be included

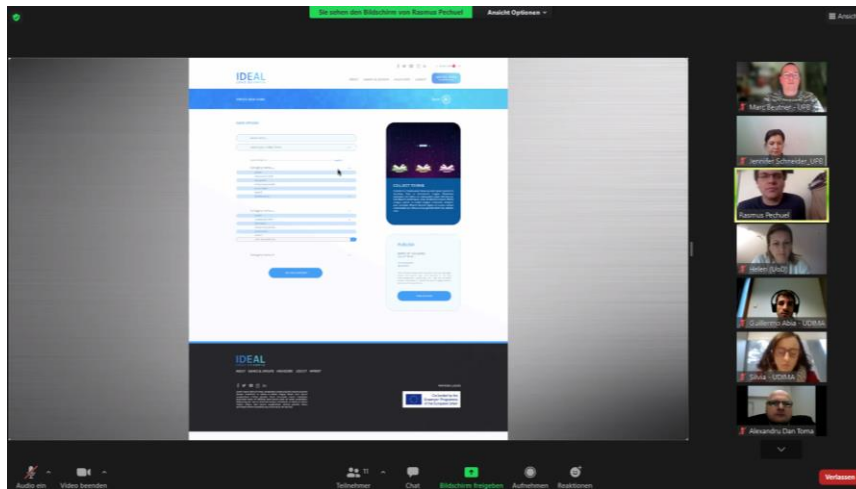
1. Layout of the app



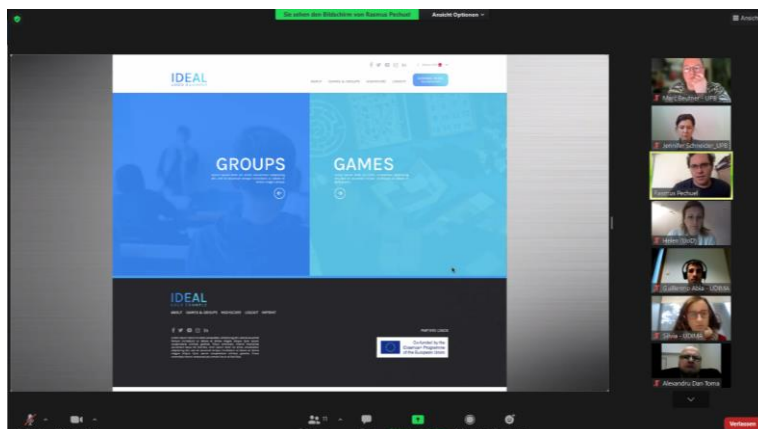
2. Public games will be displayed at the page



3. User can select the different “game options”

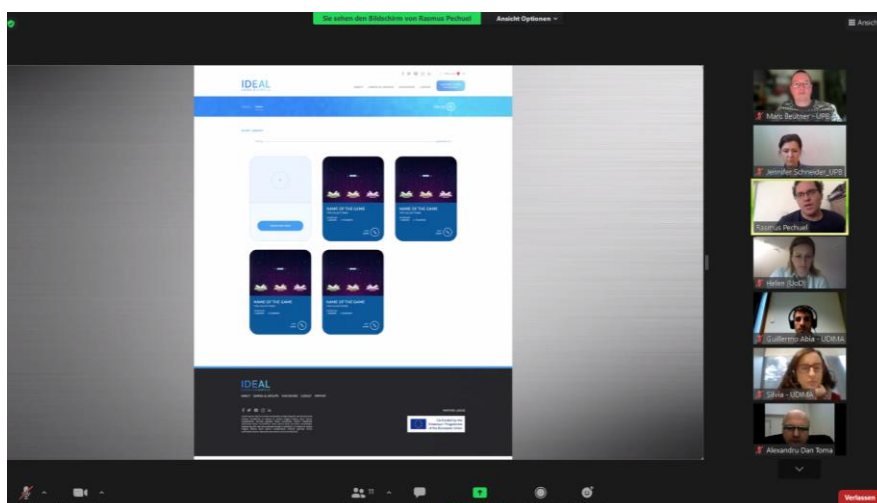


4. User can select between groups and games

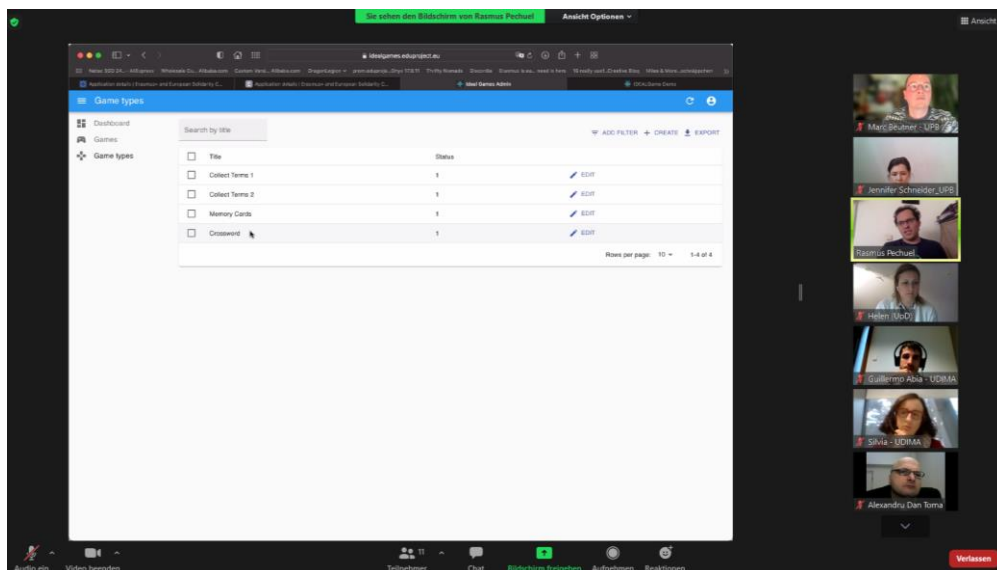


5. You can share high score between learners and classroom mates

- Includes game library

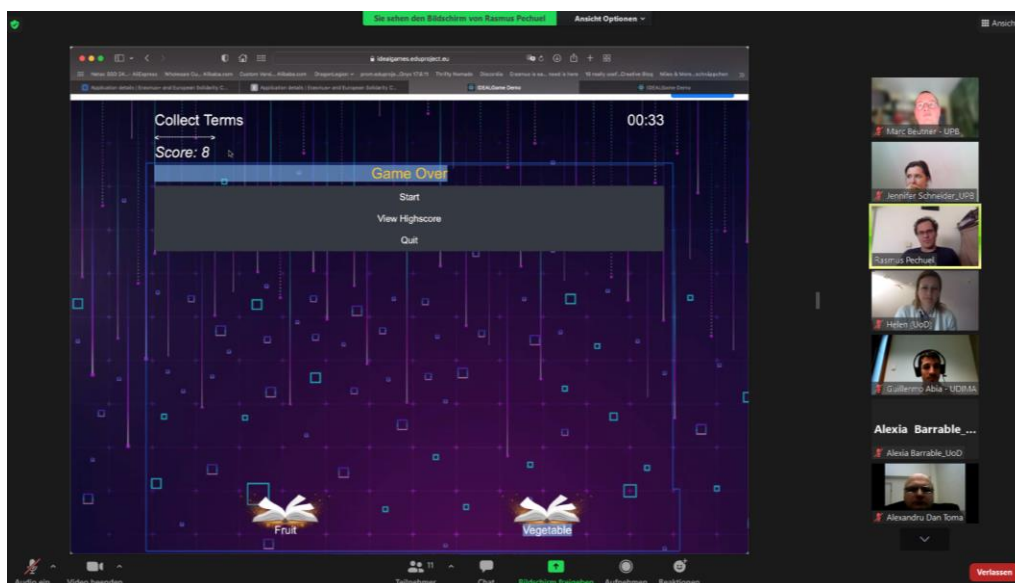


6. Game types and insides to the game:



7. Test games are already created and can be used and tested!

- We tested one Game: "Collect Terms":

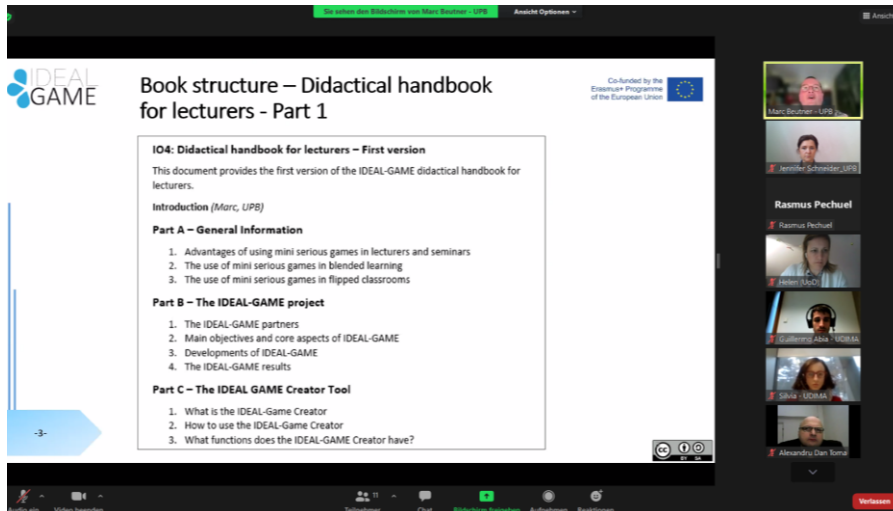


**-Rasmus will send the link with some more information and the data-
All users are welcome to try out the games and share their feedback.**

Topic 6: IO4: Development of Books

In the following, the first outlines of the IDEAL-GAME books were presented.

Didactical handbook:



Book structure – Didactical handbook for lecturers - Part 1

IO4: Didactical handbook for lecturers – First version
This document provides the first version of the IDEAL-GAME didactical handbook for lecturers.

Introduction (Marc, UPB)

Part A – General Information

1. Advantages of using mini serious games in lecturers and seminars
2. The use of mini serious games in blended learning
3. The use of mini serious games in flipped classrooms

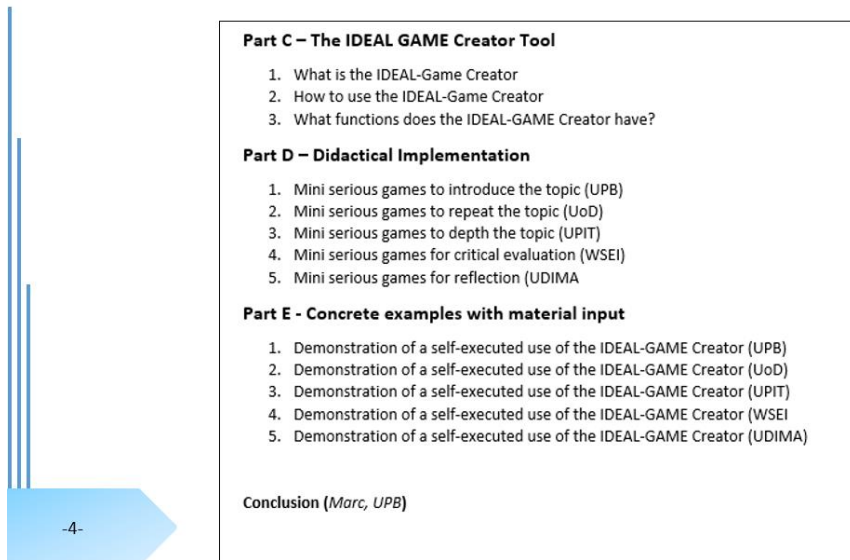
Part B – The IDEAL-GAME project

1. The IDEAL-GAME partners
2. Main objectives and core aspects of IDEAL-GAME
3. Developments of IDEAL-GAME
4. The IDEAL-GAME results

Part C – The IDEAL GAME Creator Tool

1. What is the IDEAL-Game Creator
2. How to use the IDEAL-Game Creator
3. What functions does the IDEAL-GAME Creator have?

Book structure – Didactical handbook for lecturers - Part 2



Part C – The IDEAL GAME Creator Tool

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Part D – Didactical Implementation

1. Mini serious games to introduce the topic (UPB)
2. Mini serious games to repeat the topic (UoD)
3. Mini serious games to depth the topic (UPIT)
4. Mini serious games for critical evaluation (WSEI)
5. Mini serious games for reflection (UDIMA)

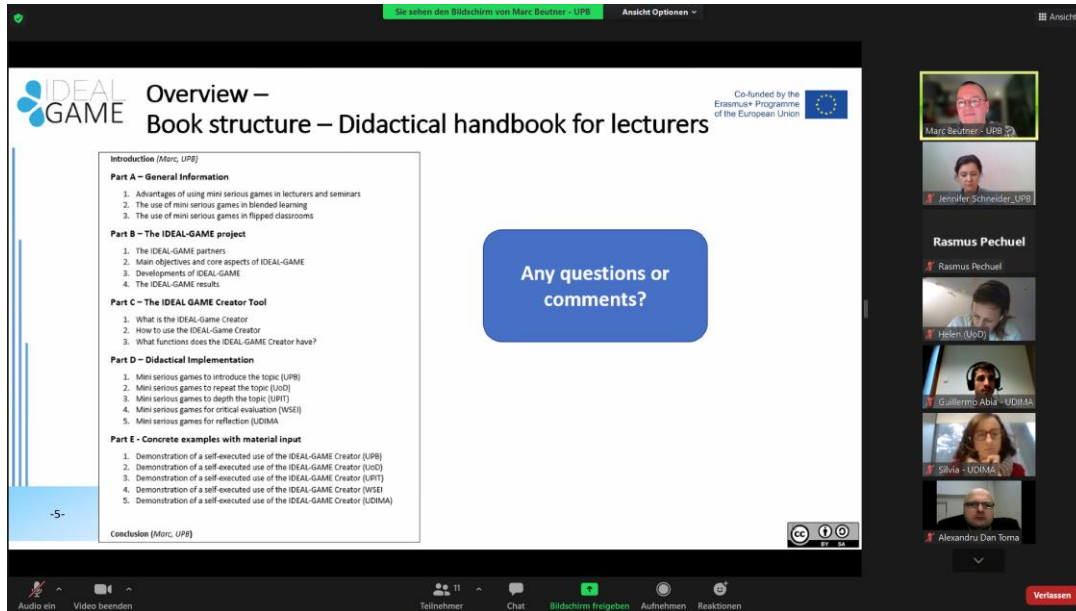
Part E – Concrete examples with material input

1. Demonstration of a self-executed use of the IDEAL-GAME Creator (UPB)
2. Demonstration of a self-executed use of the IDEAL-GAME Creator (UoD)
3. Demonstration of a self-executed use of the IDEAL-GAME Creator (UPIT)
4. Demonstration of a self-executed use of the IDEAL-GAME Creator (WSEI)
5. Demonstration of a self-executed use of the IDEAL-GAME Creator (UDIMA)

Conclusion (Marc, UPB)

Idea of quick summary, excess guide

- 5 pages of step-by step introduction of the core issues, therefore a separate document will be created, too.



Overview – Book structure – Didactical handbook for lecturers

Introduction (Marc, UPB)

Part A – General Information

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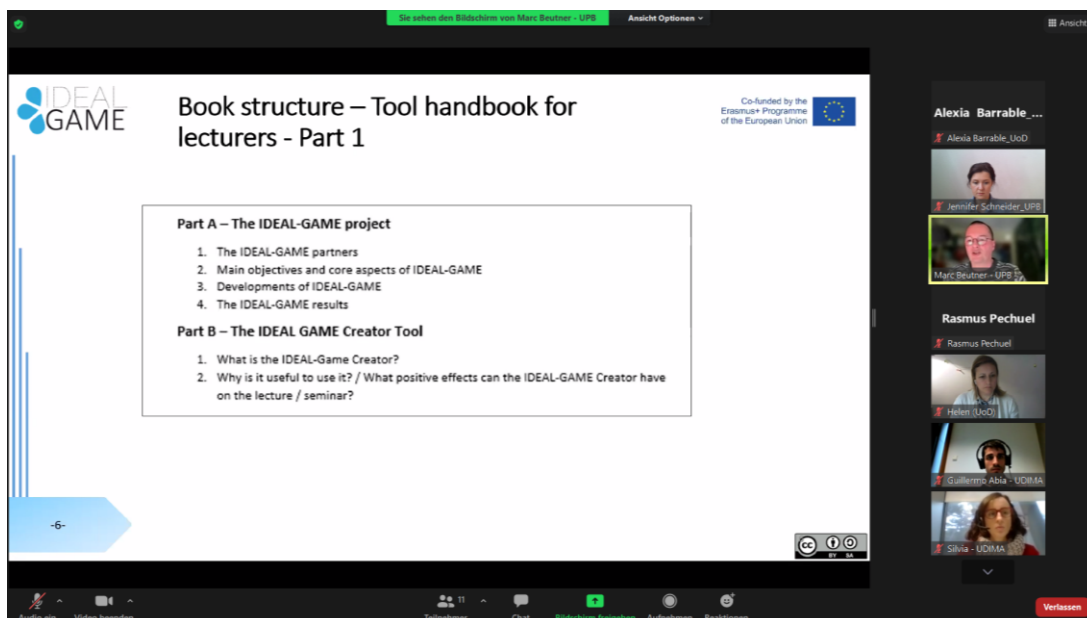
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5. Demonstration of a self-executed use of the IDEAL-GAME Creator (UCIMA)

Conclusion (Marc, UPB)

Any questions or comments?

Book Structure of book II- Handbook for lecture

Shorter introduction to the creator tool, BUT STEP by STEP Guide will be done



Book structure – Tool handbook for lecturers - Part 1

Part A – The IDEAL-GAME project

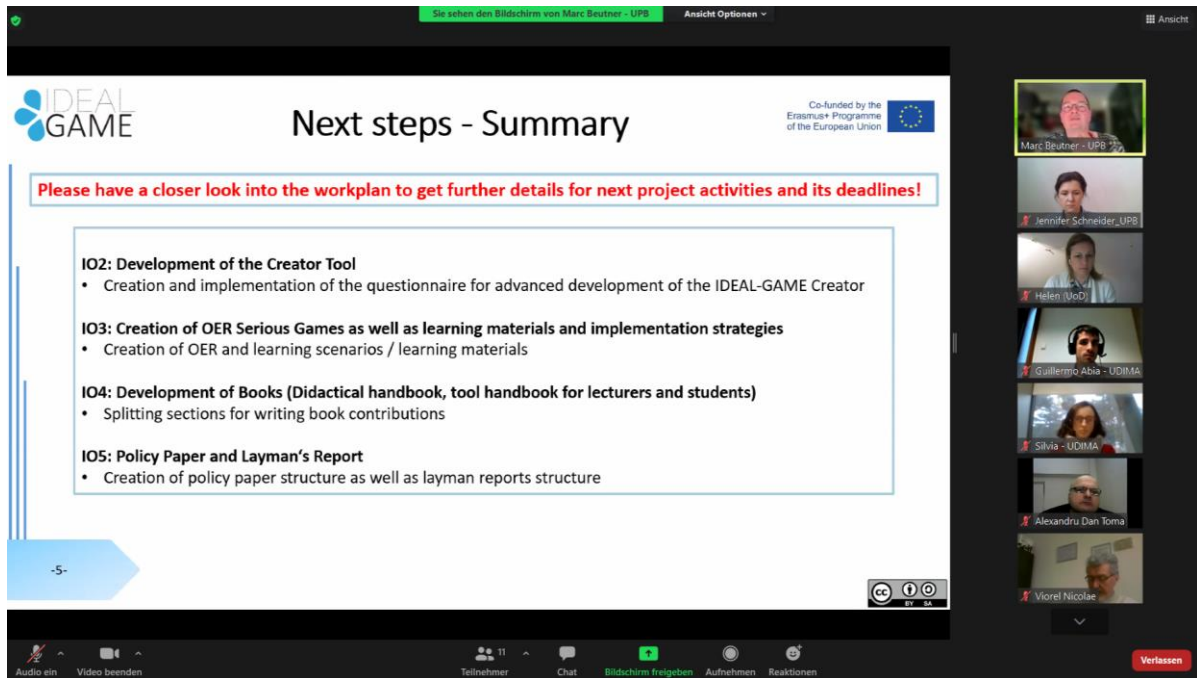
1. The IDEAL-GAME partners
2. Main objectives and core aspects of IDEAL-GAME
3. Developments of IDEAL-GAME
4. The IDEAL-GAME results

Part B – The IDEAL GAME Creator Tool

1. What is the IDEAL-Game Creator?
2. Why is it useful to use it? / What positive effects can the IDEAL-GAME Creator have on the lecture / seminar?

Further arrangements with UDIMA (Leading organisation for IO4) for the production of the books will follow shortly. The final outline will be presented at the next meeting.

Topic 7: Next steps



The screenshot shows a Zoom meeting interface. The main window displays a presentation slide titled "Next steps - Summary". The slide includes the IDEAL GAME logo, the Erasmus+ logo, and a list of project activities (IO2, IO3, IO4, IO5) with their respective tasks. A red banner at the top of the slide reads: "Please have a closer look into the workplan to get further details for next project activities and its deadlines!". On the right side of the Zoom window, a vertical list of participant video thumbnails is visible, including Marc Beutner, Jennifer Schneider, Helen (UoD), Guillermo Abia, Silvia, Alexandru Dan Toma, and Viorel Nicolae. The bottom of the Zoom window shows the standard toolbar with icons for audio, video, chat, and other functions.

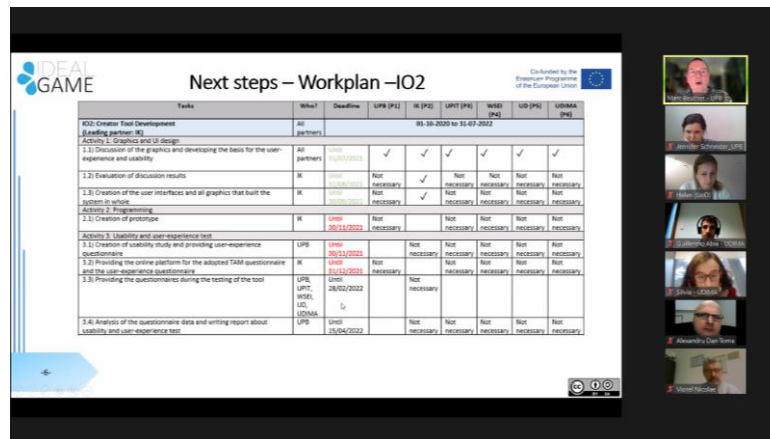
Next steps - Summary

Please have a closer look into the workplan to get further details for next project activities and its deadlines!

- IO2: Development of the Creator Tool**
 - Creation and implementation of the questionnaire for advanced development of the IDEAL-GAME Creator
- IO3: Creation of OER Serious Games as well as learning materials and implementation strategies**
 - Creation of OER and learning scenarios / learning materials
- IO4: Development of Books (Didactical handbook, tool handbook for lecturers and students)**
 - Splitting sections for writing book contributions
- IO5: Policy Paper and Layman's Report**
 - Creation of policy paper structure as well as layman reports structure

Workplan:

Workplan was be discussed and focused. All partners understand what tasks will be in the future and has to be focused:




The screenshot shows a Zoom meeting interface. The main window displays a presentation slide titled "Next steps - Workplan -IO2". The slide includes the IDEAL GAME logo, the Erasmus+ logo, and a detailed table of tasks and their status across different partners. On the right side of the Zoom window, a vertical list of participant video thumbnails is visible, including Marc Beutner, Jennifer Schneider, Helen (UoD), Guillermo Abia, Silvia, Alexandru Dan Toma, and Viorel Nicolae. The bottom of the Zoom window shows the standard toolbar with icons for audio, video, chat, and other functions.

Next steps - Workplan -IO2

Tasks	Who?	Deadline	UPB (P1)	IK (P2)	UPT (P3)	WIKI (P4)	UD (P5)	UDIMA (P6)
IO2: Creator Tool Development (Learning partner: IK)	All partners	01-10-2020 to 01-07-2021						
Activity 1: Graphics and UI design								
1.1: Discussion of the graphics and developing the basis for the user-experience and usability	IK	15/03/2021	✓	✓	✓	✓	✓	✓
1.2: Evaluation of discussion results	IK	15/03/2021	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
1.3: Creation of the user interfaces and all graphics that build the system in whole	IK	15/03/2021	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
Activity 2: Programming								
2.1: Creation of prototype	IK	15/03/2021	Not necessary	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	15/03/2021	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.2: Providing the online platform for the adapted TAM questionnaire and the user-experience questionnaire	IK	15/03/2021	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.3: Providing the questionnaires during the testing of the tool	UPB, UPT, WIKI, UD, UDIMA	15/03/2021	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary
3.4: Analysis of the questionnaire data and writing report about usability and user-experience test	UPB	15/04/2021	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary	Not necessary


Multiplier Event: Parts A till G

- After summer break will be better for Multiplier Event, because some testing are finished and can be presented at the events.
- Idea: **Multiplier Event in August and September (Oktober, also possible) will be better!**
- Event addresses person from different institutions- NOT from your own institution!
- Face to Face meeting should be focused and not online meeting (if possible)



Next steps – Multiplier Event

Co-funded by the
Erasmus+ Programme
of the European Union





Until 31st of May 2022, each project partner is responsible for organising a multiplier event.

- **Part A:** Insight into the current situation concerning use of serious games for higher education
- **Part B:** Insight into the IDEAL GAME tool and the serious games and the teaching materials
- **Part C:** Chances and challenges in higher education
- **Part D:** Results of the IDEAL GAME research
- **Part E:** The Showcases and OER of the IDEAL GAME approach
- **Part F:** Didactical and pedagogical hints and teaching and learning materials and insights into the IDEAL GAME handbooks
- **Part G:** Future perspectives

It is a one day
workshop!

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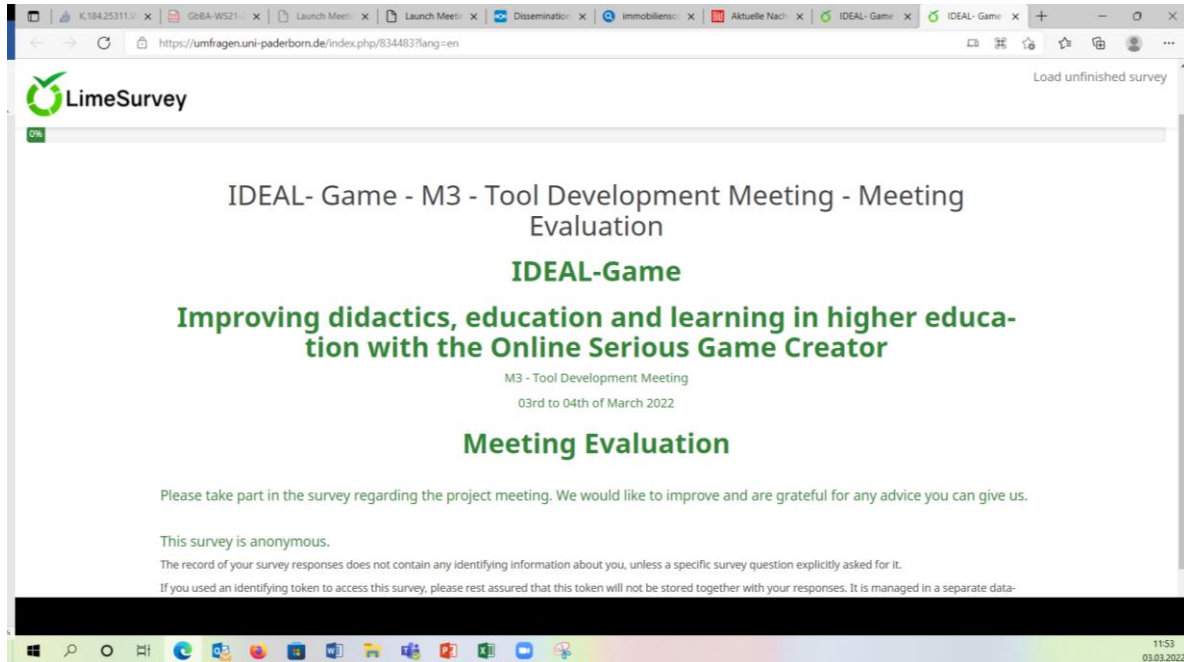




Topic 8: Meeting Evaluation

Finally, a short meeting evaluation took place. Take the results from the meeting report

Link: [IDEAL- Game - M3 - Tool Development Meeting - Meeting Evaluation \(uni-paderborn.de\)](https://umfragen.uni-paderborn.de/index.php/834483?lang=en)



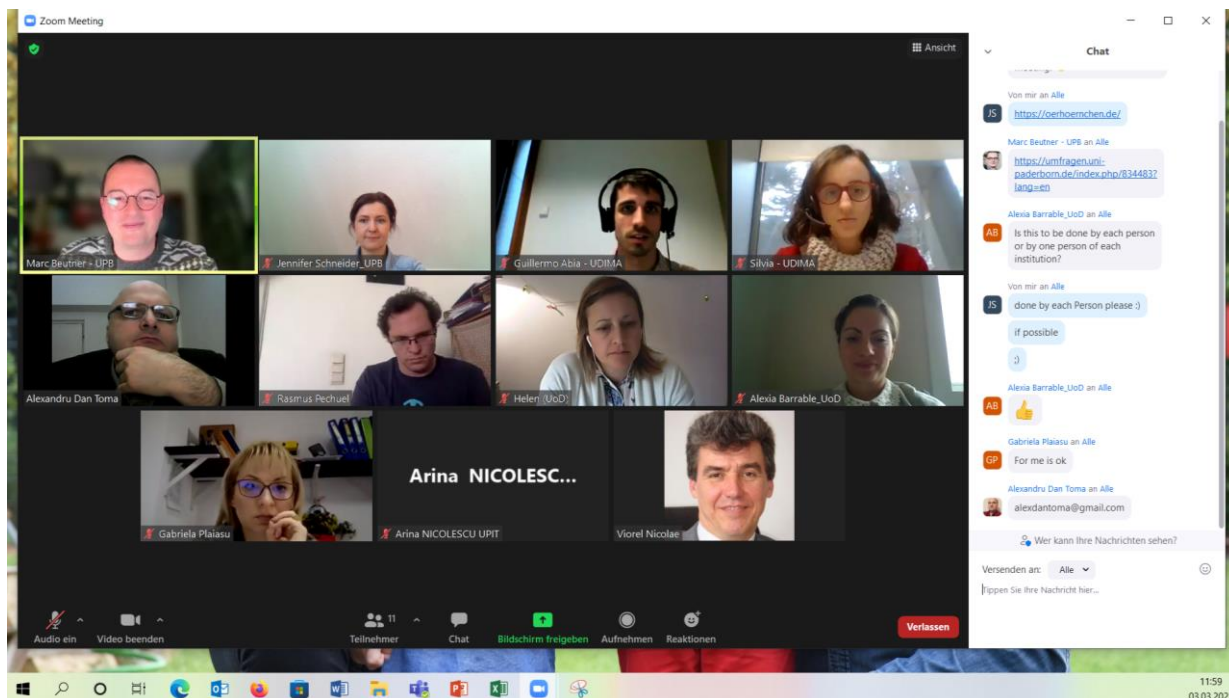
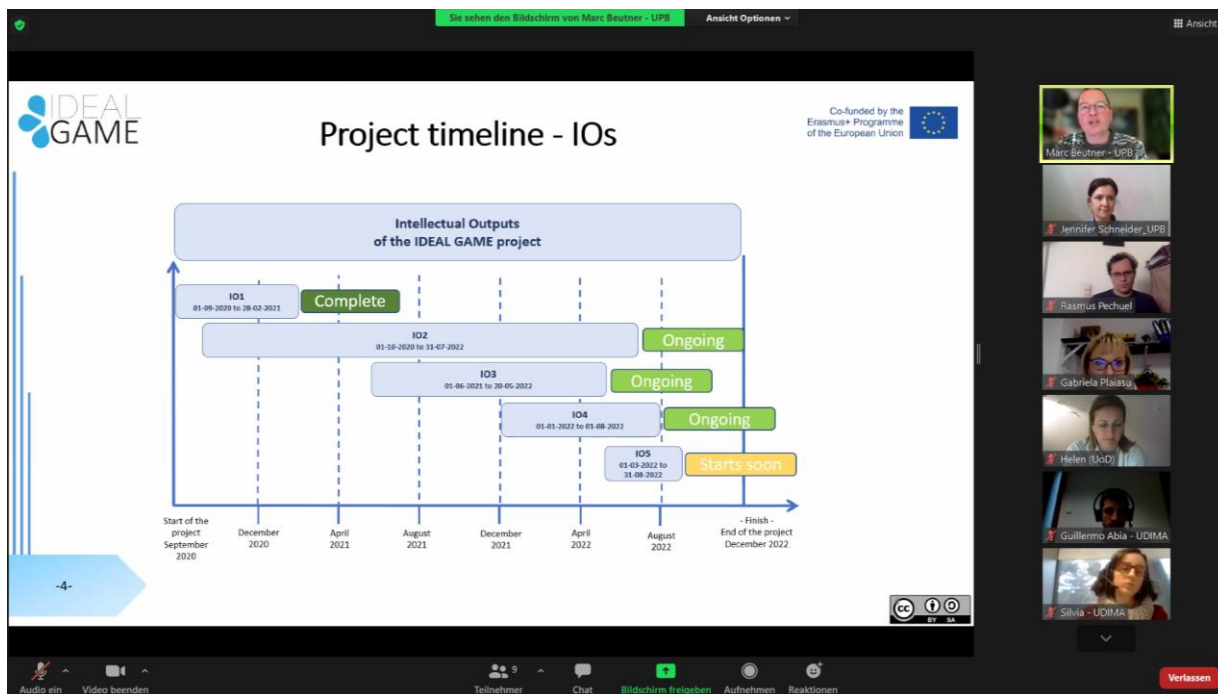
Summary:

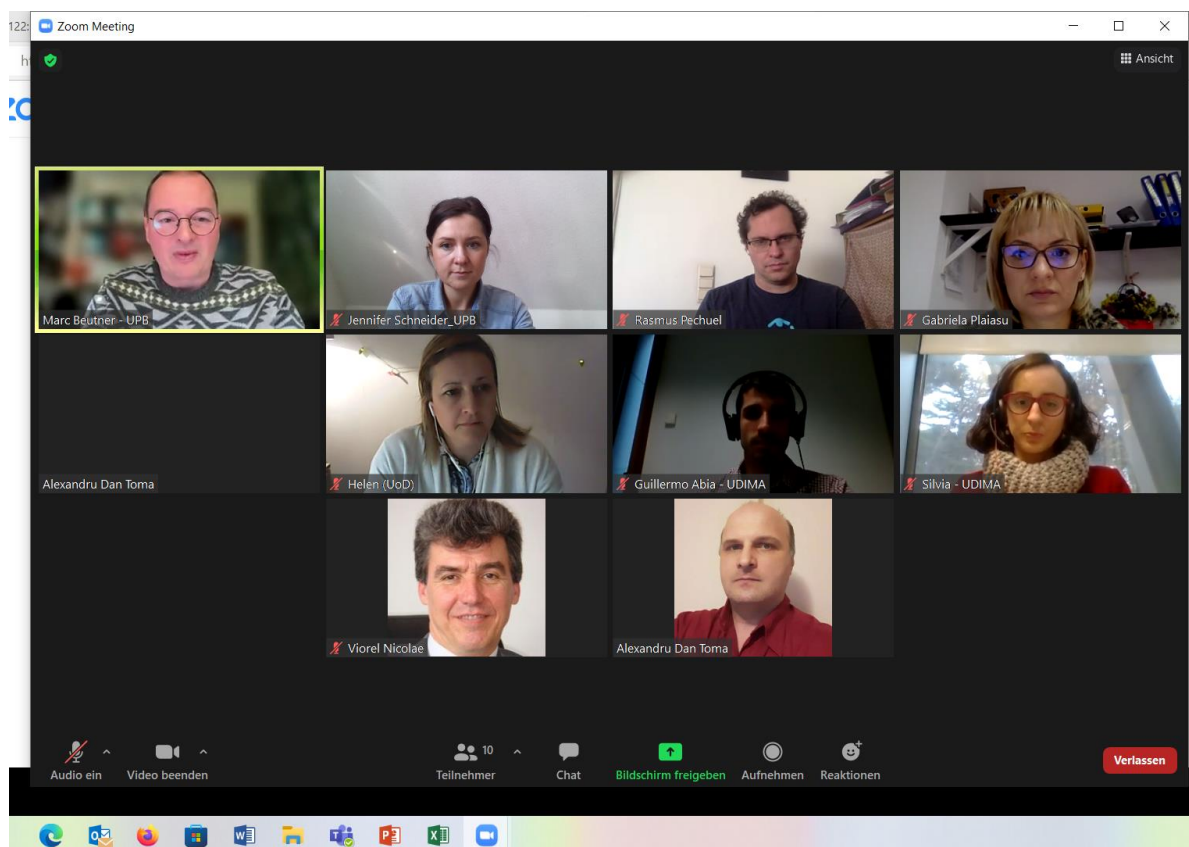
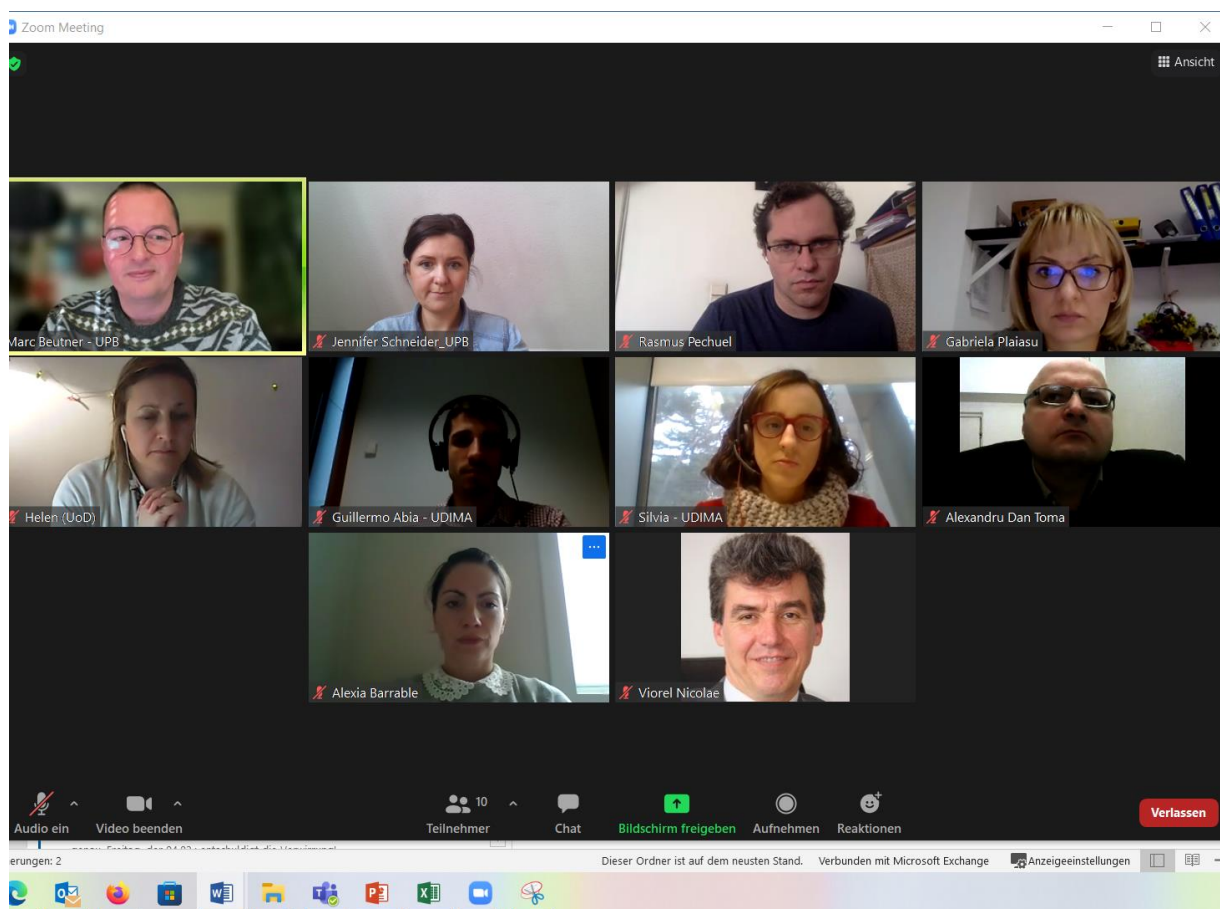
- The Multiplier event was originally planned to run until May 2022. The project consortium decided that it would make more sense to hold the multiplier event after the summer break.
- Regarding IO2: Survey on the usability of the IDEAL GAME Creator is being prepared and will be sent to the partners soon. Please make suggestions and distribute them in your community.
- Rasmus will share the link and more information about the Serious Game Creator soon.
- Regarding IO4: Arrangements regarding the book design are imminent.


Organisational

- The next TPM is scheduled for the beginning of July in Madrid (face-to-face). Please keep the days **4th – 6th of July 2022 / 5th -7th of July 2022** in mind.
- Please continue to disseminate and don't forget to make timesheets regularly.

Some Impressions of the Meeting:








**Thursday, 03rd of March 2022 –
1. Meeting day - morning**

APPROX. TIME	TOPIC	CHAIR
10:00 – 10:15	Welcoming the IDEAL GAME partners <i>(Marc Beutner)</i> <ul style="list-style-type: none"> • Warm welcome • Schedule of the meeting 	UPB/All partners
10:15 – 10:30	Current Status of IDEAL GAME in general <i>(Marc Beutner)</i> <ul style="list-style-type: none"> • Overview of the Intellectual Outputs and linkages • Project Website • Discussion / Q&A 	UPB
10:30 – 11:00	Current Status of IDEAL GAME in the countries <i>(each partner)</i> <ul style="list-style-type: none"> • Short PowerPoint Presentation of each partner (max 5. Minutes) about the project activities in partner countries • Discussion 	All partners
11:00-12:00	IO2: Creator Tool Development <i>(Rasmus Pechuel)</i> <ul style="list-style-type: none"> • Presentation of the IDEAL-GAME Creator Tool • Discussion / Q&A 	
12:00-12:45	Lunch	

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