

**IDEAL-GAME**

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

**Agenda for the third IDEAL-GAME partner meeting in Poland, Online**

**The IDEAL-GAME – Tool Development Meeting**

**03rd to 04th of March 2022**

**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

**Host:** *Wyzsza Szkola Ekonomii I Innowacji W Lublinie*

**Venue:** *Meeting Online via ZOOM*

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

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| Approx. Time | Topic | Chair |
| 10:00 –11:00 | **Welcoming the IDEAL GAME partners** *(Marc Beutner / Magda Janiak)*   * Warm welcome * Schedule of the meeting | *UPB/All partners* |
| 11:00 –11:30 | **Current Status of IDEAL GAME in general**  *(Marc Beutner)*   * Overview of the Intellectual Outputs and linkages * Project Website * Discussion / Q&A | *UPB* |
| 11:30-12:00 | **Current Status of IDEAL Game in the countries**  *(each partner)*   * *Short PowerPoint Presentation of each partner (max 5. Minutes) about the project activities in partner countries* | *All partners* |
| 12:00-13:00 | *Lunch* |  |
| 13:00-15:00 | **IO2: Creator Tool Development**  *(Rasmus Pechuel)*   * Presentation of the IDEAL-GAME Creator Tool * Pointing out possibilities * Q&A | *IK* |
| 15:30-16:00 | **Individual testing of the IDEAL Game creator tool**  Discussion / Q&A | *All partners* |
| 16:00-16:30 | *Coffee break / tea time* |  |
| 16:30-17:45 | **IO3: OER Development of Serious Games and learning materials and Implementation**  *(Marc Beutner / Rasmus Pechuel)*   * First selection of mini Serious Games   Discussion | *UPB / IK* |
| 17:45-18:00 | *Overview of tomorrow's programme* |  |

**Friday, 04th of March 2022 –  
2. Meeting day**

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| Approx. Time | Topic | Chair |
| 10:00 | *Opening and welcome* |  |
| 10:15 – 11:00 | **IO4: Development of handbooks**   * Presentation of first handbook structures * Discussion / Q&A | *UDIMA* |
| 11:00-12:00 | **IO5: Policy Paper**   * The core idea of Policy Paper * Insights into content and deadlines | *UPIT* |
| 12:00-13:00 | *Lunch* |  |
| 13:00 – 13:30 | **What´s laying ahead of us?** *(Marc Beutner)*   * Project timeline, work plan and responsibilities * Milestones of the IDEAL-GAME project * Next project activities | *UPB* |
| 13:30-14:00 | **Dissemination and exploitation**  *(Sebastian Koppius)*   * The IDEAL-GAME project website, Social Media * Publications, Newspapers | *UPB* |
| *15 MIN* | *Coffee break / Tea time* |  |
| 14:15-15:00 | **Administrative and financial information / Evaluation** *(Marc Beutner)*   * Project management structure * Documentary evidence required * Online finance and project management tool (PROM) * Meeting Evaluation | *UPB* |

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|  | *Thank you for the great cooperation and the interesting discussions* |  |