



IDEAL-GAME

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

Agenda for the fourth IDEAL-GAME partner meeting in Spain, Madrid

The IDEAL-GAME – Learning Scenario and Book Design Meeting

4th to 6th of July 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 Wyższa Szkoła Ekonomii i Innowacji w Lublinie (WSEI), PL
- P5 University of Dundee (UoD), UK
- P6 Universidad a Distancia de Madrid SA (UDIMA), ES

Host: Universidad a Distancia de Madrid SA (UDIMA), ES

Venue:

Universidad a Distancia de Madrid (UDIMA) Carretera de La Coruña, KM.38,500 Vía de Servicio, nº 15 28400 Collado Villalba	Center for Financial Studies (CEF) Paseo del General Martínez Campos, 5 28010 Madrid
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Monday, 04th of July 2022

1. Meeting day

APPROX. TIME	TOPIC	CHAIR
09:00 – 18:00	Arrival	All partners
19:30	Social Dinner / Event (voluntary)	All partners

Tuesday, 05th of July 2022 –

2. Meeting day

Venue: UDIMA

APPROX. TIME	TOPIC	CHAIR
09:00 – 09:30	Welcoming the IDEAL GAME partners <ul style="list-style-type: none"> ▪ Warm welcome ▪ Schedule of the meeting 	UPB/UDIMA
09:30 - 10:00	Current Status of IDEAL GAME in general <ul style="list-style-type: none"> ▪ Overview of the Intellectual Outputs and linkages ▪ Project Website Discussion / Q&A	UPB
10:00 – 10:30	Current Status of IDEAL Game in the countries <i>(each partner)</i> <i>Short PowerPoint Presentation of each partner (max 5. Minutes)</i> <i>about the project activities in partner countries</i>	All partners
10:30 - 10:45	<i>Coffee break / Tea time</i>	
10:45 - 12:00	IO2: Creator Tool Development <ul style="list-style-type: none"> ▪ Presentation of the IDEAL-GAME Creator Tool ▪ Pointing out possibilities Q&A / Discussions	IK
12:00 - 13:00	<i>Lunch</i>	
13:00 – 16:00	IO3: Serious Games and learning Materials <i>(each partner)</i> <ul style="list-style-type: none"> ▪ <i>Presentation of the generated games</i> 	All partners



	<ul style="list-style-type: none"> ▪ <i>Presentation of generated learning material</i> <p><i>Discussions</i></p>	
16:00 - 16:30	<p>IO4: Development of handbooks</p> <ul style="list-style-type: none"> ▪ Presentation of first handbook structures ▪ Discussion / Q&A 	<i>UDIMA</i>
19:30	<i>Social dinner</i>	

Wednesday, 06th of July 2022 –

3. Meeting day

Venue: CEF

APPROX. TIME	TOPIC	CHAIR
09:00 - 09:30	<p>IO5: Policy Paper</p> <ul style="list-style-type: none"> ▪ The core idea of Policy Paper ▪ Insights into content and deadlines 	<i>UPIT</i>
09:30 – 10:30	<p>What's laying ahead of us?</p> <ul style="list-style-type: none"> ▪ Project timeline, work plan and responsibilities ▪ Milestones of the IDEAL-GAME project ▪ Next project activities 	<i>UPB</i>
<i>30 MIN</i>	<i>Coffee break / Tea time</i>	
<i>11:00-12:00</i>	<p>Administrative and financial information / Evaluation</p> <ul style="list-style-type: none"> ▪ The IDEAL-GAME project website, Social Media Publications, Newspapers ▪ Review of the Meeting / Meeting Evaluation 	<i>UPB</i>

**THANK YOU FOR THE GREAT COOPERATION
AND THE INTERESTING DISCUSSIONS**
