

**IDEAL-GAME**

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

**Agenda for the fifth IDEAL-GAME partner meeting in Germany**

**The IDEAL-GAME - Final Meeting**

**28th to 30th of November 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:** *UPB – Universität Paderborn, Lehrstuhl Wirtschaftspädagogik II / Chair Business and Human Resource Education II*

**Venue:** *Universität Paderborn, Warburger Str. 100, 33098 Paderborn****Q-Building – Room number:* *Q0.425***

**Monday, 28th of November 2022  
Arrival day**

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| Approx. Time | Topic | Chair |
| *as you like* | *Arrival at the hotels in Germany* |  |
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**Tuesday, 29th of November 2022  
Meeting day *Q-Building – Room number:* *Q0.425***

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| Approx. Time | Topic | Chair |
| 09:00 –09:30 | **Welcoming the IDEAL GAME partners** *(Marc Beutner)*   * Welcome Coffee * Warm welcome * Schedule of the meeting | *UPB/All partners* |
| 09:30 –10:00 | **Current Status of IDEAL GAME**  *(Marc Beutner)*   * Overview of the Intellectual Outputs and linkages * Project Website * Discussion / Q&A | *UPB* |
| 10:00-12:00 | **Insights in the results of IO1, IO2, IO3, IO4 and IO5 and the multiplier events**  *(each partner)*   * *Short PowerPoint Presentation of each partner (max 5-10 Minutes) about the project activities in partner countries* | *All partners* |
| 12:00-13:00 | *Lunch* |  |
| 13:00-14:30 | **Presentation of the Online Game Creator Tool and insights into the Serious Game results**  *(Rasmus Pechuel)*   * Presentation of the IDEAL-GAME Creator Tool * Pointing out possibilities * Q&A | *IK* |
| 14:30-15:00 | **Presentation of the handbook and discussion**  *(Marc Beutner / Rasmus Pechuel)*  Discussion |  |
| 15:00-15:30 | *Coffee break / tea time* |  |
| 15:30-16.00 | **Discussion on the policy paper and the layman report** |  |
| 16:00 -16:30 | **Last steps to do until the end of the project** *(Marc Beutner)*   * Project timeline, work plan and responsibilities * Milestones of the IDEAL-GAME project * Next project activities | *UPB* |
| 16:30-16:45 | **Dissemination and exploitation**  *(Sebastian Koppius)*   * The IDEAL-GAME project website, Social Media * Publications, Newspapers | *UPB* |
| 16:45-17:30 | **Final Report / Administrative and financial information / Evaluation** *(Marc Beutner)*   * Project management structure * Documentary evidence required * Online finance and project management tool (PROM) | *UPB* |
| 17:30-18.00 | **Meeting Evaluation**  *(Sebastian Koppius)* |  |
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| *19.30* | *Social dinner* ***Deutsches Haus (*Kisau 9, 33098 Paderborn)** |  |

**Wednesday, 30th of November 2022-  
Departure Day – Day for optional questions**

**This day is optional. Partners who have no questions left don´t have to take part in the day and can leave already in the morning.**

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| Approx. Time | Topic | Chair |
| 09:00-09.30 | *Opening and welcome* |  |
| 09:30 – 12:00 | *Possibility for partners to ask open questions* | *UPB* |
| 12:00-13:00 | *Possibility for Lunch in the University Mensa* |  |
|  | *Departure* |  |

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|  | *Thank you for the great cooperation and let´s start into the last activities of the project IDEAL GAME* |  |