

**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**

|  |  |  |
| --- | --- | --- |
| Approx. Time | Topic | Chair |
| *as you like* | *Arrival at the hotels in Germany* |  |
|  |  |  |

**Tuesday, 29th of November 2022  
Meeting day *Q-Building – Room number:* *Q0.425***

|  |  |  |
| --- | --- | --- |
| 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* |
|  | * Translation and end of project until end of December |  |
| 09:30 –10:00 | **Current Status of IDEAL GAME**  *(Marc Beutner)*   * Overview of the Intellectual Outputs and linkages * Project Website * Discussion / Q&A | *UPB* |
|  | * IO1-IO4 already finished * IO5 needs to be finished * IO1: completed * IO2: Translation, showcasing the tool needs to be finished   + Technical possible to extract? (question for Tim)   + Local languages   + Not all games into all languages   + Translation of functions in game creator   + Running service, present it to different target groups   + Number of games which should be translated: 10 different formats of games (completed), each country 10 different games in their language, 50 games in total (completed) * IO3: completed   + Integrate parts into handbooks   + All dissemination refer to Erasmus+ * IO4: writing parts of handbook, translation, creation of book layout and design need to be finished (already in progress)   + Open files are uploaded to Google Drive, welcome to fill the respective chapters   + For translation: use deepl <https://www.deepl.com/translator>   + Some layout formats already created * IO5:writing parts of PP/LR, translation, creation of layout and design need to be finished (already in progress) * Most important parts: finish handbooks and translation |  |
| 10:00-10:45 | **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* |
|  | * UPB: adjusted games into different modules already   + Problems solved   + Students are creating modules on their own   + Using games is easy (after introduction, mini blended learning system, needed 4 weeks approx.)   + Great discussions among students   + Games as feedback or revision could be implemented   + Self-evaluation for understanding topic could be implemented * UNIVERSIDAD A DISTANCIA DE MADRID SA Spain: finished IO1-3, waiting for answered surveys   + Need to translate   + IO3: some suggestions from students     - Retry button in raining words     - Memory game: there should be only 2 open cards * WSEI Poland: finished IO1-IO5   + Included new materials as information before using the game   + Raining words: Faster drop down for critical evaluation, words can go into ground * UPIT Romania: completed IO1-IO5   + IO5 draft   + MPE at department in University of Craiova, dissemination workshop   + Feedback on games: would like to have more optional answers (in quiz game) * UoD UK: completed IO1-IO5, IO4 in progress   + Can integrate games into digitalization strategy   + Developed 5 narrative mapping game-based scenarios   + TAM questionnaire, no results yet   + Needed to create visual aids for lecturers   + Handbooks in progress   + MEP school conference, student teachers, international/local participants   + Didn´t reach target numbers   + Data goes straight to UPB |  |
| 10:45-11:30 | **Presentation of the Online Game Creator Tool and insights into the Serious Game results**  *(Tim Kreuzberg)*   * Presentation of the IDEAL-GAME Creator Tool * Pointing out possibilities   Q&A |  |
|  | * Technically possible to include information in each language?   + Import-export-tool? Download?   + Would need 3 weeks   + Maybe a point for follow up * Interface can stay in English, maybe better in languages   + Google sheet with table, enter translations   + Tim provides translations of interfaces * Games could be filtered by language * Validation of email addresses * Create folders, categorize * Memory game: define number of matches of cards |  |
| 11:30-13:00 | *Lunch* |  |
| 13:00-15:00 | **Presentation and work on handbooks**  *(Marc Beutner and all partners)*   * Discussion * Creation and merging chapters | *IK* |
|  |  |  |
| 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* |
|  | * Translation * Handbook |  |
| 16:30-16:45 | **Dissemination and exploitation**  *(UPB team)*   * The IDEAL-GAME project website, Social Media * Publications, Newspapers | *UPB* |
|  |  |  |
| 16:45-17:30 | **Final Report / Administrative and financial information / Evaluation** *(UPB team)*   * Project management structure * Documentary evidence required * Online finance and project management tool (PROM) | *UPB* |
|  |  |  |
| 17:30-18.00 | **Meeting Evaluation**  *(UPB team)* |  |
|  |  |  |
| -- | *Possibility of visiting the Christmas market together* |  |
| *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.**

|  |  |  |
| --- | --- | --- |
| 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* |  |

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