

**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* |
|  | * Translation and end of project until end of December
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| 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
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| 10:00-10:45 | **Insights in the results of IO1, IO2, IO3, IO4 and IO5and 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
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| 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
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| 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* |
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| 15:00-15:30 | *Coffee break / tea time* |  |
| 15:30-16:00 | **Discussion on the policy paper and the layman report** |  |
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| 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
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| 16:30-16:45 | **Dissemination and exploitation***(UPB team)** The IDEAL-GAME project website, Social Media
* Publications, Newspapers
 | *UPB* |
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| 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* |
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| 17:30-18.00 | **Meeting Evaluation***(UPB team)* |  |
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| -- | *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.**

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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* |  |