**Improving didactics, education and learning
in higher education with the Online Serious Game Creator [IDEAL GAME]**
2020-1-DE01-KA203-005682

IDEAL GAME

Newsletter - Issue 1

What IDEAL GAME is about?

Digitisation – With more than 32,800,000 (December 2020) entries on Google, the megatrend of digitisation, caused by global change, illustrates the importance of digitisation in every organisational context. In the field of education, the importance and relevance of digital change is increasing. Nevertheless, digitisation also provides challenges in the (higher) education sector. Consequently, it is necessary to support the education system with innovative knowledge and ways of learning and teaching to meet the challenges of digitisation.

Therefore, the Erasmus+-project IDEAL GAME ("Improving didactics, education and learning in higher education with the Online Serious Game Creator") aims to enhance teaching and learning in higher education institutions by creating an Online Game Creator for serious games.

This IDEAL GAME tool will support teachers in creating different types of small serious games which can be integrated into modules and lectures: e.g. (a) serious games for learning professional and subject related vocabulary, (b) serious games for assessment of corresponding facts and terms, (c) serious games which focus on process, (d) competitive serious games to enhance learning and (e) Puzzle Games to engage with models and theories etc.

The project is financed by the European Union. The 28-month project (funding period 01.09.2020 to 31.12.2022) is coordinated by the University of Paderborn in Germany, presented by Prof. Dr. Marc Beutner. The other five European partners are: Ingenious Knowledge GmbH (Germany); Universitatea din Pitesti (Romania,); Wyzsza Szkola Ekonomii i Innowacji w Lublinie (Poland); University of Dundee (UK); and the Universidad a distancia de Madrid SA (Spain).

Aims / Main objectives

The IDEAL GAME project aims to design an Online Serious Game Creator and to create, test and evaluate Mini OER Serious Games within learning scenarios. Generally speaking, the approach aims to enhance didactics, education and learning in higher education with the help of an Online Serious Game Creator.

Serious Games

"Games that also are intended for learning. This term is usually used for video or electronic games, but can also be applied to good old fashioned board or card games. If you've ever played a brain-training game or played a realistic simulation game, you've played a serious game! But serious here doesn't mean lacking in fun, since the most effective serious games are as enjoyable as any game people would play in their leisure time."

(GameON-Project: Beutner et.al.. 2018, p. 34)

The IDEAL GAME project aims to produce:

(a) Online IDEAL GAME Serious Game Creator tool

(b) 50 Serious Games

(c) Flipped classroom concept

(d) Collection of best practice of teaching resources

(e) Research report on the use of Serious Games

(f) IDEAL GAME Policy Paper

(g) IDEAL GAME Website

(h) IDEAL GAME Dissemination materials

(i) IDEAL GAME Didactical handbook for lecturers

(j) IDEAL GAME Tool handbook for lecturers

(k) IDEAL GAME Handbook for students

(l) IDEAL GAME Video presentation of the tool

WP PADERBORN
Department Wirtschaftspädagogik
BUSINESS AND HUMAN RESOURCE EDUCATION

Ingenious Knowledge

UNIVERSITATEA DIN PITESTI
Academia magistra doni

Wyższa Szkoła Ekonomii i Innowacji w Lublinie

udima
UNIVERSIDAD A DISTANCIA DE MADRID

Improving didactics, education and learning
in higher education with the Online Serious Game Creator [IDEAL GAME]
2020-1-DE01-KA203-005682

What has already happened?

The project officially started on 1st of September 2020.

Soon after, the project consortium met for the Kick-off Meeting. This meeting took place between 8th and 10th of December 2020 online and hosted by Ingenious Knowledge.

The purpose of this meeting was to enable partners to introduce themselves to each other, to discuss the project objectives and activities along with planning the initial tasks for all partners.

All project objectives were considered and discussed in detail, including administrative & financial issues such as aspects of dissemination & exploitation and evaluation & reporting procedures.

Coming next…

- Conducting desk-based and field-based research concerning best practice learning and teaching resources in the partner countries
- Production of a Summary Research Report
- Implementation of an information platform
- Developing first prototype of the online IDEAL GAME Serious Game Creator tool
- Engaging in dissemination activities
- 2nd IDEAL GAME – Conference in April 2021 at the University of Dundee, UK

How to get connected with IDEAL GAME:

Visit our website:

https://ideal-game.eduproject.eu/

or contact the partner in your home country!
(details on the website)

● ● ● ● ● ●

Do you want to be kept up to date?

Then visit our social media channels as well:

IDEAL GAME Facebook:

https://www.facebook.com/Erasmus-Project-IDEAL-GAME-100195691949187/?view_public_for=100195691949187

IDEAL GAME Twitter:

@IdealGame3