

**IDEAL-GAME**

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

**IO2: First insights IDEAL-GAME Creator**

*University Paderborn*

**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  
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 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

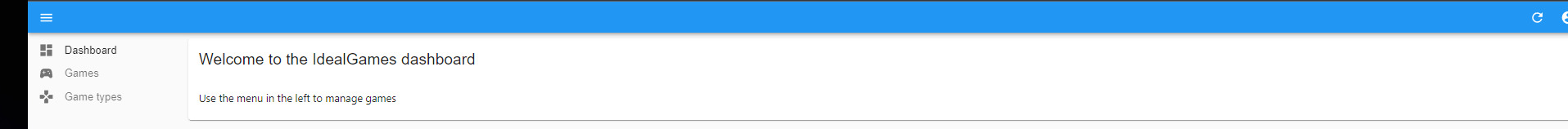
# First insight IDEAL-GAME Creator

Please bear in mind that the following illustrations represent an initial basic framework of the IDEAL-GAME Creator.

The current version of the IDEAL-GAME Creator can be found here: <https://idealgame.eduproject.eu/>

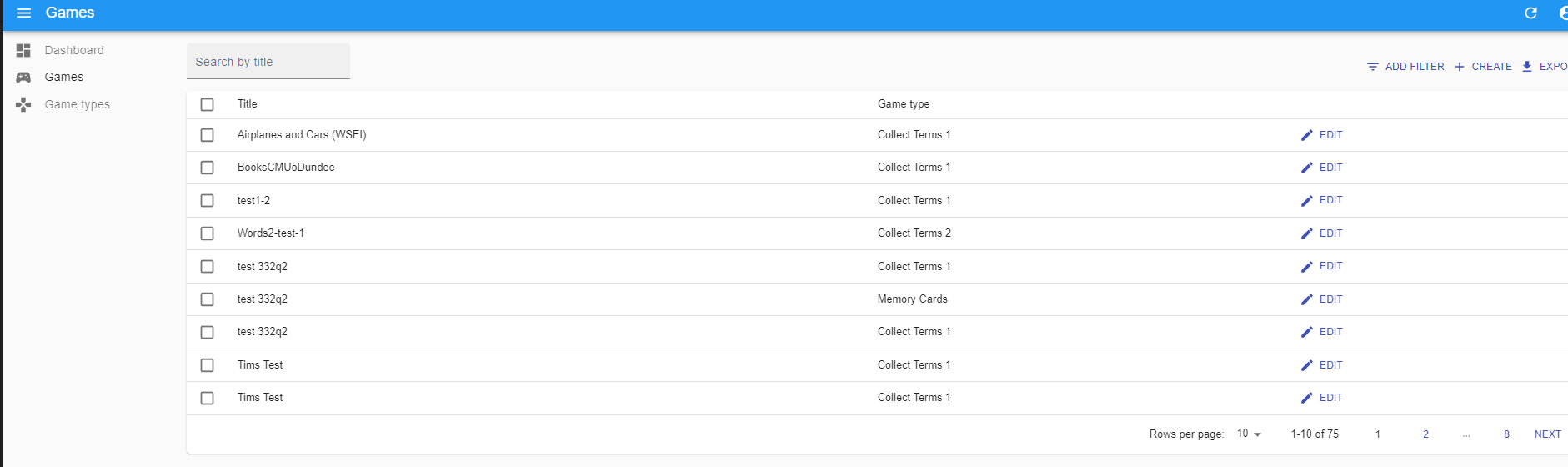
In the following, a few screenshots and explanations are presented, which are made available to the partners for trying out and further work. It represents a first step towards our final IDEAL-GAME Creator.

Here you can see the Dashboard of the first version of the IDEAL-GAME serious game creator.

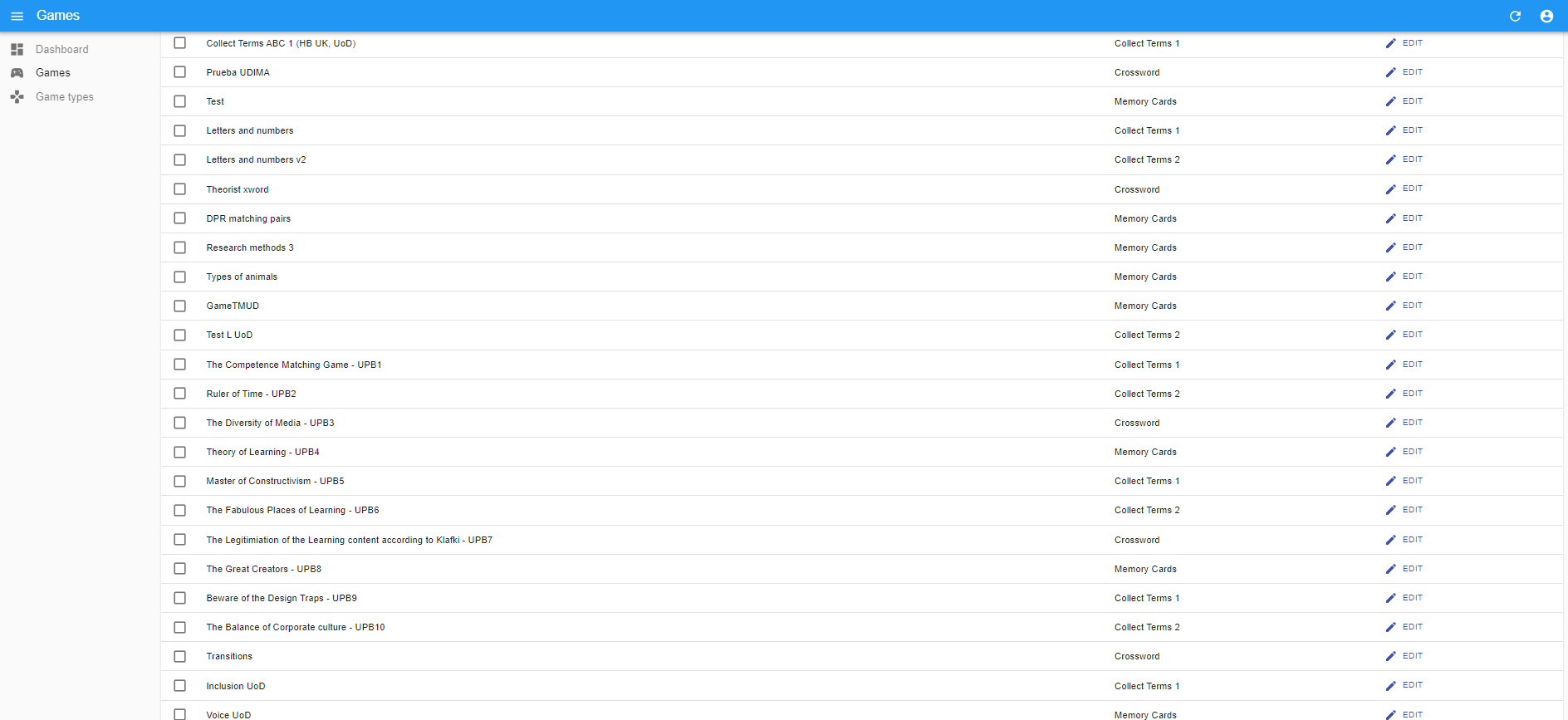


One could choose between the following three categories.

* Dashboard
* Games
* Game types



The project partners used this first version of the IDEAL-GAME Creator to test the self-designed mini serious games.



In the beginning there were only the 4 games, in the further course 6 more games were added

The games are called:

* Collect Terms 1
* Collect Terms 2
* Crossword
* Memory

