

**IDEAL-GAME**

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

**Descriptions of what the games are about**

**Lecturers**

**Project Title:** Improving didactics, education and learning

in higher education with the Online Serious Game Creator

**Acronym:** IDEAL-GAME

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# Descriptions in English

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| Raining Words | Raining Words is a matching game.  Here, categories and associated terms are created.  The categories are represented as books.  The terms fall from the top to the bottom.  During the game, the players have to match the falling terms to the category books at the bottom. |
| Collect Words | Collect Words is a matching game.  Here, a category is created as well as associated and non-associated terms.  The category is represented as a book that can be moved by the player.  The correct and incorrect terms fall from the top to the bottom.  The players have to decide which terms belong in the category (the book) and which do not. |
| Memory | In the memory game, matching terms have to be found.  On a covered sheet of cards consisting of several terms, the players have to turn the cards over one after the other and find the correct pairs of terms.  A pair can consist of two to four terms. |
| Build a Bridge | The Build a Bridge Game is about building a bridge using terms.  The goal is to use the terms to represent a process and thus build the bridge.  The players have to put the terms in the right order so that a bridge can be built. |
| Conversation Game | The Conversation Game is about choosing a correct answer out of two possible answers.  For this, a statement or a question and two possible answers are created.  If the correct answer is chosen, the player gets a new question/statement and has to choose between two answers again.  If the wrong answer is chosen, the game is over. |
| Quiz Game | The quiz game is about choosing a correct answer from four possible answers.  For this, a question is created and four possible answers.  The players have to choose the correct answer. |
| Explore Campus | The Exploration Game offers the possibility to make assignments on pictures.  To do this, a picture is selected and possible places or objects are chosen that have to be named correctly by the player. |
| Crane | The Crane Game offers the possibility to arrange texts correctly.  For this purpose, sections of texts are displayed as containers that have to be placed on a cargo ship in the correct order to produce the correct text.  The players have to select the text sections in the correct order on the cargo ship.  Finally, one text is the result. |