



IDEAL GAME - Improving didactics, education and learning in higher education with Online Serious Game Creator

IDEAL GAME- Improving didactics, education and learning in higher education with Online Serious Game Creator - and is situated in the EU ERASMUS + programme as a strategic partnership in the field of Higher Education. In the IDEAL GAME project, higher education institutions are jointly creating an online game creator for serious games to improve teaching and learning in higher education institutions. Within the project an online tool for the creation of small Serious Game for higher education will be designed.

This IDEAL GAME tool will offer the chance to create different types of small serious games which can be integrated in modules and lectures: e.g. (a) serious games for learning professional and subject related vocabulary, (b) serious games for assignement of corresponding facts and terms (c) serious games which focus on process flows (d) competitive serious games to enhance learning (e) Puzzle Games to get in contact with models and theories etc.

The tool will be designed in a way that the small serious games can be adapted to different scientific diciplines and field individually. It can be used for modules and lectures and can be equipped by the users with different content. Thus, the goal is to create a flexible tool that can be used to design module-based serious games that promote student with digital learning, improves student activity and also incorporate a motivational game-based learning approach that can be combined with a flipped-classroom concept.

In the IDEAL GAME project, in addition to the tool design itself, a series of serious games will be created with the tool and provided as OER (open educational resources). The IDEAL GAME project includes a prototype test, an integration into study modules at the participating universities, an evaluation of the designed serious games in lectures and the construction of a show case portal with additional pedagogical tips and insights into ongoing serious games designed with the tool. In addition, a policy paper as well as publications and a handbook for the tool are created.