

# GameWise<sub>europe</sub>

A Model for the creation of more young entrepreneurs in the game industry who specializes in the development of serious games

Work Packages   Work Packages   Work Packages

The GameWise intro package:

GameWise application and budget  
GameWise full presentation  
GameWise WP  
GameWise in short

LEONARDO **TRANSFER** OF INNOVATION

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## WP 1 Project coordination and administration

VidenDjurs

Ongoing

Secure the smooth running and implementation of the GameWise project through the operation of efficient management, communication, monitoring, quality assurance and financial systems in addition to the active participation of all partners.

1. To ensure that the project is run in accordance with EU ToI Programme regulations.
2. To confirm the work program and scheduling after project approval.
3. To establish the operational framework for the project lead partner
4. To co-ordinate the work package delivery ensuring that aims, objectives and targets are met and that the flow of activities is consistent and that the WPs interrelate appropriately.
5. To ensure the establishment and effective operation of systems relating to central administration and finance, monitoring and control and evaluation.
6. To implement a quality plan covering all areas of project activity.
7. To ensure that the evaluation and valorisations/dissemination plans are fully developed and are approved and regularly reviewed/updated by GameWise.
8. To prepare and submit interim and final financial reports.
9. To ensure and facilitate effective communication among partners and between partners and users/target groups/external agencies.
11. To facilitate information flow between partners ensuring the availability of relevant data, reports, briefing papers for meetings and sub-groups.
12. To convene and service transnational meetings, liaising with the hosting partner in each case.
13. To make practical arrangements for the operational transnational activities (as detailed in the work package descriptions).

*The GameWise model*

*Pilot course template*

*Project pilot courses*

*Project flyers*

*Best practice handbook*

## WP 2 Kick-off seminar

FUNITEC

October 2012

Main aim:

To get the project well started by making sure that all partners have a clear vision of the GameWise project, its aims and goals, and to get the new partners well integrated into the partner group.

Subsidiary aims:

To present plans for project communication and administration, amended as necessary and agreed by partners.

Plans for Work packages 5-11 presented by project coordinator amended and agreed by partners, work distributed among partners.

Plans for project dissemination presented by project coordinator and accepted by partners.

Deadlines for project deliveries according to above WPs accepted by partners

To experience learning through games

To evaluate effectiveness of the seminar

Planning of project flyers

Meetings

Small group activities

Visit to Media Dome and meetings with instructors who have experience with setting up industry projects as well as students who are currently enrolled in the Master program

Presentation of previous industry projects

The meetings will be chaired by the Spanish partner and all partners take turns as moderators and minute takers.

Demonstration of games from previous industry projects at the Media Dome which is at the disposal of the project.

Plans for work and project deliveries to above mentioned WPs.

Minutes from the seminar,

Press release for homepage

Participation of guest lecturer on the state of the art industry projects/serious games

*The GameWise model*

*Pilot course template*

*Online project presence (including public website, restricted access project workspace, restricted access course space)*

*Project flyers*

## WP 3 Project seminar 2

HKU

October 2013

Evaluation of work packages 1 (project administration), 5 (online partner meetings), 7 (pilot workshops) and 10 (communication: online presence)

Presentation of work done by partners on work packages 6 and 7

Meetings

Small group activities (for example to plan individual work packages)

Presentation of current and previous industry projects at HKU

Visit to Dutch Game Garden: Meeting with former HKU students' serious game companies

The meetings will be chaired and moderated and minute takers will be appointed

Demonstration of a industry project activity developed for the pilot courses

Group interview as to satisfaction with the seminar at the end of the seminar

Minutes from the seminar

Clear work plan of project activity until the next and final face to face meeting

Internal dissemination of what game-based learning can look like and how to train others to adopt it in their normal teaching activities

Plans for work and project deliveries to above mentioned WPs, minutes from the seminar,

Press release for homepage

Participation of guest lecturer on the state of the art industry projects/serious games

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*Best practice handbook*

## WP 4 Project seminar 3

University of Bournemouth

May 2014

Finalising outlines for project handbook, work package 9

Presentation of project pilots - exchange of experiences with pilots

Plans for project dissemination reviewed by project partners, new actions agreed on

Deadlines for final project deliverables

Evaluation of seminar

Meetings

Small group activities

Presentation of serious game projects developed at University of Bournemouth as part of the GameWise project

Presentation of the state of the British game industry by umbrella organisation (TIGA)

The meetings will be chaired and moderated and minute takers will be appointed

Demonstration of an industry project based activity developed for the pilot courses

Group interview as to satisfaction with the seminar at the end of the seminar

Minutes from the seminar

Clear work plan of project activity necessary to ensure project completion

Press release for homepage

Participation of guest lecturer on the state of the art industry projects/serious games

*Project pilot courses*

*Online project presence (including public website, restricted access project workspace, restricted access course space)*

*Best practice handbook*

## WP 5 Online meetings

University of Bournemouth

Ongoing

As there are only 3 face to face meetings in the GameWise project, monthly online meetings to ensure that communication between the partners is always present and that any adjustments to plans can immediately be addressed.

Online meetings via Skype

Discussions about work packages and the progress of the project

Planning of face to face meetings, handbook, flyers, dissemination, online project presence, pilots and pilot workshops

The online meetings will be chaired and moderated and minute takers will be appointed

Invitations to online meetings, including agenda will be sent to all partners at least one week prior to the meeting

Minutes from the online meetings will be available from the project website

*Pilot course template*

*Project pilot courses*

*Online project presence (including public website, restricted access project workspace, restricted access course space)*

*Project flyers*

*Best practice handbook*

## WP 6 Development of pilot courses

VidenDjurs

November 2012 - June 2013

To develop the project pilots for the train the trainers courses to test the developed GameWise model. The idea behind the project pilots is that the teachers participating in the courses learn how to incorporate learning based on industry projects into their everyday teaching. A further element in the courses will be that of reflection on your learning which can be incorporated into an e-portfolio.

Collation of

- Partner TVET curricula which teachers in the pilots will be teaching,
- Best practice in existing industry projects within and external to the partner network,
- Existing games with e.g. educational potential including those made available to the project by the partner network
- Existing knowledge-sharing procedures such as the VITAE mentoring system which can be used to support the dissemination of the industry project approach in the individual pilot institutions. (VidenDjurs coordinated the LdV VITAE project (2007-2009) on the integration of web 2.0 in T-VET teaching)

This database will be mapped onto game-based learning principles as already practiced by P3 and P4 to result in a train the trainers' course which integrates dramaturgical principles in learning to form the basis of the GameWise model.

The template course will induct participants in the pedagogical use of several concrete learning activities based on industry projects targeted at generic sections of the TVET curriculum such as social studies. For example:

- tailoring of existing games, developed as part of industry projects at P3 and P4, to the partner's needs

The pilot train the trainers' course template will be built on preliminary investigations as follows:

Curricula and desired skills for each partner pilot course will be collated and mapped and opportunities for the introduction of game based learning activities identified.

Existing games will be researched and considered for inclusion where they map well onto a partner curriculum.

*Pilot course template*

## WP 7 Pilot workshops

FUNITEC/HKU

November 2012 - February 2013

The aim of this work package is to set up workshops at the two institutions from which the transfer of innovation (FUNITEC and HKU respectively) will take place. At the workshops, teachers being trained in how to plan industry projects will spend 3 days with experienced instructors at each of the two institutions to get a first-hand experience of existing projects. The teachers participating in the workshops will function as ambassadors for their respective partner institutions and bring back their acquired knowledge to their colleagues.

3-day workshops focusing on the transfer of best practice from the hosting partner, lead by their experienced instructors, to visiting teachers from the other partners who are in the beginning of the process of planning industry projects..  
Presentation of existing serious games developed as part of industry projects as well as games that are in the process of being developed.  
Participation in current industry projects at the partner institution to meet the students and external partners who are cooperating on a serious game project.  
Visits to Media Dome and Dutch Game Garden to meet entrepreneurs who are developing serious games and have previously been enrolled in industry projects at HKU and FUNITEC  
The leader of the workshop will be responsible for developing curricula and teaching materials ahead of the workshop to make sure that the participants from the visiting institutions acquire the necessary competences that he/she can then bring back to their own educations.

*Pilot course template*  
*Project pilot courses*  
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## WP 8 Pilots

VidenDjurs

June 2013 - June 2014

To make the pilots more industry related and engaging for the participants, the course content will, apart from the methodology, use materials from the TVET institution curricula and adapt this into the new model format. Thus the course work for the teachers will also be preparation work for their classes, and in the testing of their work, they will be encouraged to use the project hotline, other course participants as well as the umbrella organisations to discuss possible problems or collect more teaching materials.

The courses will be delivered in a blended learning format i.e. class room teaching and distance teaching. They will be started up as traditional class room courses where teacher and participants meet physically, establish good personal relationships (this is important for the subsequent distance learning part) and become familiar with the electronic tools. Then the participants will work with the course from their institution, but have frequent online meetings with the teacher and the other course participants.

The GameWise pilot course didactics will be based on the action learning principle. This means that a part of the project pilot will consist in participants' actually setting up a business network for industry projects and making the framework for an industry project. Part of the course will be traditional class room work, and part of it will be online tuition mixed with peer activities. During the entire course, it will be possible for the course participants to get coaching from the course teachers. The materials developed during the course will be stored on an online communication platform for optimal knowledge sharing. After the end of the pilot course, the communication platform will remain open so it can be used as an expert panel, peer learning panel, so the participants can continue their knowledge sharing activities. At the end of each pilot, the course will be evaluated, relevant adjustments will be made, and the final version will be described in the project handbook.

*Project pilot courses*

## WP 9 Handbook

NADE

September 2013 - September 2014

The aim of the project handbook is to sum up what the project partners feel are best practices when planning and executing industry projects with a focus on serious game development, to describe handy tools for the new learning approach and give examples of how it can be planned and carried out.

The handbook will also give good advice to institutions as to what approach to choose in the implementation and how to make best use of external partners in this process. All in all, the handbook will be a manual in the use of the approach refined during the project period.

The work package leader will edit the handbook, but all partners will contribute with materials for the handbook.

The handbook will be published in English. It will be available for free download on the project homepage as well - and thus also serve as a marketing tool for the project courses after the end of the project period.

Furthermore, we know from experience with the VITAE and GAMEiT projects that many of the university staff is also research fellows at their respective institutions, and they include the project in their research work. Their contribution to the handbook is often in the form of an article which they also publish as part of their research, and included in the dissemination plan (and travel costs) for the project are also lectures given by project partners on the GameWise results.

The handbook will cover the following:

1. Pedagogical background for setting up industry projects at the TVET level
2. The GameWise train the trainers course - structure and approach
3. How to transform existing courses about serious games into learning based on cooperation with external partners in industry projects.
4. Disseminating of good practice within the institution
5. Case studies
6. Sample lesson plans

Since the Norwegian partner, NADE, play a major role in the project dissemination activities and has previous experience from a similar assignment in the GAMEiT project, they will be in charge of editing the handbook.

*Best practice handbook*

## WP 10 Communication

SOSU AARHUS

Ongoing

To function as a major means of dissemination of project results and description of the project process.

2. To function as a major means of advertising for project pilots: train the trainers' courses and mentor courses
3. To function as the entry point for the internal communication between the project partners. There will be a password protected link to the Moodle platform for project partners
4. To serve as the entry point for the participants of the project pilots. There will be a password protected link to a Moodle platform for participants where they will find their learning materials, lesson plans etc.
5. To establish a virtual forum through which participants in the project pilots can get hotline help in connection with courses and the development of new teaching materials.

The homepage will be established and managed by the WP leaders, SOSU AARHUS, but all project partners will contribute to the various elements of the site.

The Moodle platform will be established and managed by SOSU AARHUS, who will also chair online partner meetings. The virtual hotline and helpdesk functions will be established through the Moodle platform, but all partners will take turns manning them.

The forum will be manned by the project partners at times fixed with the course participants. It will be an interactive forum with an FAQ facility, and the participants will be encouraged to contribute with solutions to problems also.

GameWise will make an attractive and informative interactive homepage which will also be a main element in the project's communication, an efficient hotline/helpdesk facility which can assist the project pilot participants in their work with implementing the game-based learning methods in their institutions, and also, which is even more important, which can assist the project mentors in the task of making their colleagues at their respective institutions implement the learning methods based on industry projects in their teaching.

Printing of flyers and other dissemination materials

*Online project presence (including public website, restricted access project workspace, restricted access course space)*

## WP 11 Exploitation and valorisation

VidenDjurs

September 2013 - September 2014

The aim of this WP is to ensure that the work of the project is disseminated as widely as possible to the target groups in the partner countries and in the wider European context. The project results will be embedded in the partner institutions as well as in the umbrella organisations and their extensive networks.

A valorisation and exploitation plan will be prepared prior to the first kick-off meeting and partners invited to adjust as necessary during that meeting. A timetable for the proposed valorisation activities is attached. Such a timetable cannot foresee the embedding and adoption of the GameWise approach in individual institutions however. The plan will include:

- Preparing press releases for online and traditional media for kick-off and final meeting
- Development of a project identity (mission statement, logo, design for online and offline publications, Power Point template for project presentations) by project month 3
- Publication and maintenance of the project website, the main language will be English, summaries of the project will be available in other partner languages too - first draft by project month 3
- Design and production of a project flyer in all the partner languages. First version in available by project month 5, 2nd version of project flyers available by project month 24
- Submission of conference papers and poster presentations to both face to face and online conferences, such as Swedish Game Conference, the European Games Based Learning Conference or the US based Digital Media & Learning Conference and Game Developers Conference. First poster presentation paper submitted by project month 12, conference papers submitted in the 2nd project year
- Contribution of articles to European portals such as the coming European online social portal SEGAN (Serious Games Network) in the 2nd project year
- First implementation of project results at project partner organisations involved in teaching programs by project month 24
- Reporting of experiences and results to professional networks both face to face and online such as professional teaching organizations in the different partner countries and online discussions at relevant forums.

*Project pilot courses*

*Best practice handbook*