Skills4Life:

Promoting the Transition to Active Life through Gamification and Game-Based Learning

Adult Education ERASMUS+

KA220-ADU -Cooperation partnerships in adult education

Reference Number: 2022-1-AT01-KA220-ADU-000086937

Duration:

01.11.2022 to 31.10.2024 (24 months)

Skills4Life



Transnational Partner Meeting 1 17th of January 2023

Welcome

Partner Presentation University of Paderborn



Chair Business and Human Resource Education II

Chair of Business and Human Resource Education II
Prof. Dr. Marc Beutner





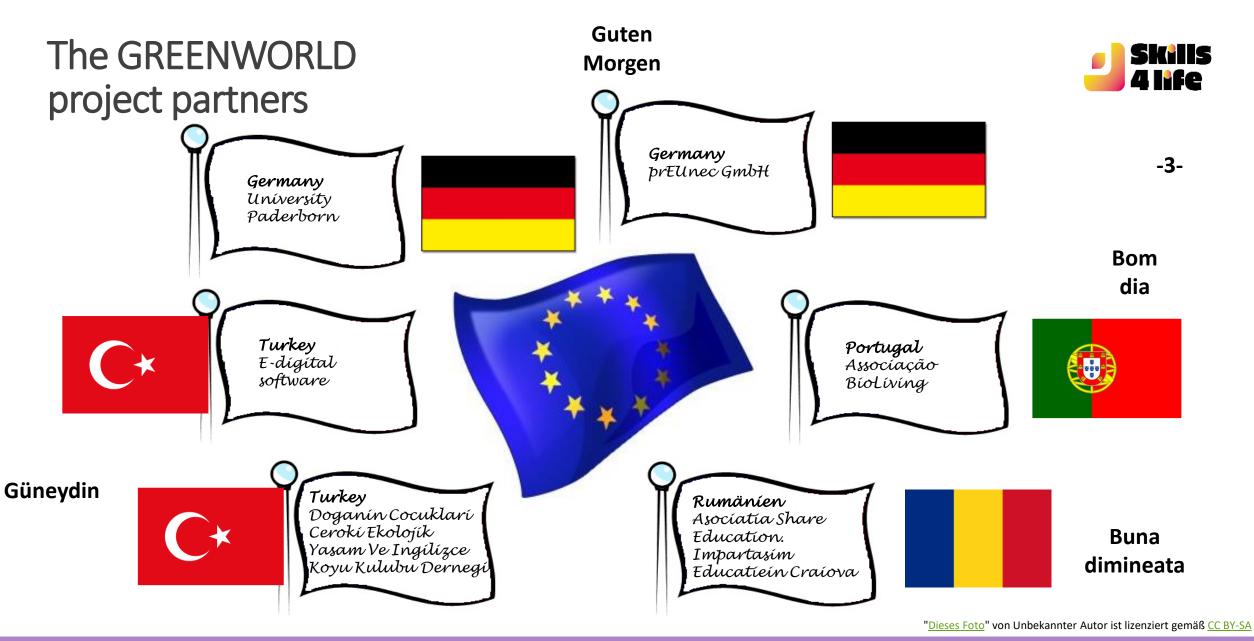


-2

















Partner-Presentation of the University Paderborn







-5



(University of Paderborn, Picture from Patrick Kleibold, 14.06.2013)





The University of Paderborn







- **5** faculties
- About 65 different degree programmes
- **19.076** students 2022
- **2.646** staff members 2022

Q-Building, University of Paderborn - Referat Presse und Kommunikation, 27.09.2013





The department and the chair



-7-



Chair of Business, Human Resource Education and Evaluation Research
Prof. Dr. Marc Beutner







The Chair in portrait



-8-



Jennifer Schneider, (Jana Stelzer), Marc Beutner, Vera Gockel, Sebastian Koppius, Niclas Grüttner, Elmar Janssen







Research foci and fields of activity



- Youth education, Adult education, vocational education and vocational teacher education
- Education of students in the first phase (university phase) of teacher education in the field of adult education, vocational education and training
- Connection of teaching activities and research
- School education with focus on general and vocational schools
- European VET Cultural differences and similarities
- Game-based-learning, Serious Games
- eLearning, mLearning
- Entrepreneurship Education and Career Orientation
- Evaluation in education and evaluation research
- Pedagogy, didactic and curricular approaches and designs





Currently running or recently finished projects I



-10-

Currently running international projects:

COOP-Cities: Learning from urban cities sustainable solutions to deal with the global challenges faced due to COVID pandemic

DigiComConsumer: Integrating Digital Competence for Consumers in secondary education through Digital Games Based Learning co-creation approach

EU-CERT: European Certificates and Accreditation for European Projects

Family Business Library: Rural and Regional Libraries as Local Family Entrepreneurship centres

Green-4-Future: Greening the EntreComp Framework to Reconcile Economic Development and Environmental Security

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

Interface: Using agile, interactive learning environments to promote work-based learning in cVET

Reliable Green: Remote work, telework and learning with innovative and accessible educational resources for businesses and labor markets in Europeans Green Economy

STEM-in-Action: Open Educational Resources for Teachers

SAFE: Streaming approaches for Europe

UglyFruitsNOT!: "Ugly" fruits and veggies...NOT! - An innovative educational program towards sustainable consumption and food waste reduction

Currently running national projects:

5G-Lernorte OWL: 5G-Lernorte für die Ausbildung der Zukunft

FEL - Elektronischer Ausbildungsnachweis:

Forschungsprojekt zur Entwicklung eines E-Learning Tools mit integriertem elektronischen Ausbildungsnachweis (FEL) für die berufliche Pflegeausbildung

Weiterbildung4OWL - InWeDig:

Intermediation von Weiterbildung und Digitale Transformation als Herausforderungen für Bildungs-Ökosysteme am Beispiel des Weiterbildungsraums it's OWL

VC BK: Virtual Classroom am Berufskolleg des Kreises Höxter- Brakel





Currently running or recently finished projects I Recently finishes international projects:



-11-

DigI-VET: Fostering Digitization and Industry 4.0 in vocational education

EDU-VET: E-Learning, Digitisation and Units for Learning at VET schools – Creating online Learning Environments in Technical Education for European metal industry

GameON: Game-based learning in School Education

GET-UP: Green Entrepreneurship Training – underpinning prosperity

GoMobile: Mobile Learning in Vocational Education

Learning Map: Webtool for Badges in Education

MATH: Mountains of absolutely terrifying height

MeDiaPLUR: Fostering Media competences of Bloggers in Ukraine

NGEnvironemt: Foster European Active Citizenship and Sustainability Through Ecological Thinking by NGOs

OPALESCE: Online Portal and Active Learning System for Senior Citizens in Europe

Shadows: Supporting Entrepreneurs in the cultural and creative industry sector

SYNERGY: Harnessing the Learning Assets Within the SME Business Community

SMART: Skill Matching Assistance and Reporting Tool

YES: Youth Engagement in Society

Recently finishes national projects:

Aware: Personalentwicklung und Arbeit 4.0





Insights into currently running project – Starting Periode 2022



-12-



DigiComConsumer

Integrating Digital Competence for Consumers in secondary education through Digital Games Based Learning co creation approach

Projektnummer: 2021-1-BG01-KA220-SCH-000027951



Reliable Green

Remote work, telework and learning with innovative and accessible educational resources for businesses and labor markets in Europeans Green Economy

Projektnummer: 2021-1-RO01-KA220-VET-000025443



EU-CERT

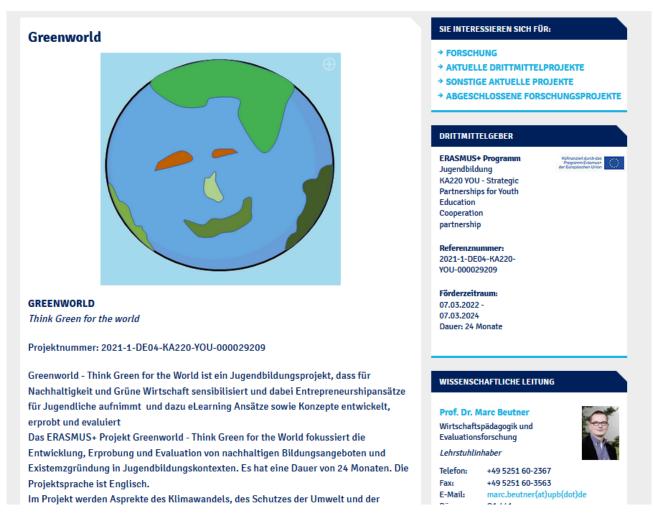
European Certificates and Accreditation for European Projects

Projektnummer: 2021-1-DE02-KA220-ADU-00003354





GREENWORLD on our Website



https://wiwi.uni-paderborn.de/dep5/wirtschaftspaedagogik-prof-beutner/forschung/aktuelle-drittmittelprojekte/greenworld





Skills 4 life

-13-



Contact

Universität Paderborn Department Wirtschaftspädagogik Lehrstuhl Wirtschaftspädagogik II Warburger Str. 100 33098 Paderborn

http://www.upb.de/wipaed

Prof. Dr. Marc Beutner

Tel: +49 (0) 52 51 / 60 - 23 67 Fax: +49 (0) 52 51 / 60 - 35 63

E-Mail: marc.beutner@uni-paderborn.de

Thank you for your attendance. Do you have any questions?



