

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)



Skills4 - Life Transnational Partner Meeting

Online

15th of November 2022

Welcome

Partner Presentation
University of Paderborn



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

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The Erasmus+ Project Partners of GREENWORLD



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The GREENWORLD project partners

Guten Morgen



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Bom dia



Güneydin



Buna dimineata

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Partner-Presentation of the University Paderborn



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



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The University of Paderborn



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

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

The department and the chair



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



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The Chair in portrait



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

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- Brake!

Currently running or recently finished projects I

Recently finishes international projects:

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

NGEnvironment: 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



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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




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GREENWORLD on our Website

Greenworld



GREENWORLD
Think Green for the world

Projektnummer: 2021-1-DE04-KA220-YOU-000029209

Greenworld - Think Green for the World ist ein Jugendbildungsprojekt, dass für Nachhaltigkeit und Grüne Wirtschaft sensibilisiert und dabei Entrepreneurshipansätze für Jugendliche aufnimmt und dazu eLearning Ansätze sowie Konzepte entwickelt, erprobt und evaluiert

Das ERASMUS+ Projekt Greenworld - Think Green for the World fokussiert die Entwicklung, Erprobung und Evaluation von nachhaltigen Bildungsangeboten und Existenzgründung in Jugendbildungskontexten. Es hat eine Dauer von 24 Monaten. Die Projektsprache ist Englisch.

Im Projekt werden Aspekte des Klimawandels, des Schutzes der Umwelt und der

SIE INTERESSIEREN SICH FÜR:

- FORSCHUNG
- AKTUELLE DRITTMITTELPROJEKTE
- SONSTIGE AKTUELLE PROJEKTE
- ABGESCHLOSSENE FORSCHUNGSPROJEKTE

DRITTMITTELGEBER

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Jugendbildung
KA220 YOU - Strategic Partnerships for Youth Education
Cooperation partnership

Referenznummer:
2021-1-DE04-KA220-YOU-000029209

Förderzeitraum:
07.03.2022 - 07.03.2024
Dauer: 24 Monate

WISSENSCHAFTLICHE LEITUNG

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



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