## 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
15<sup>th</sup> 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

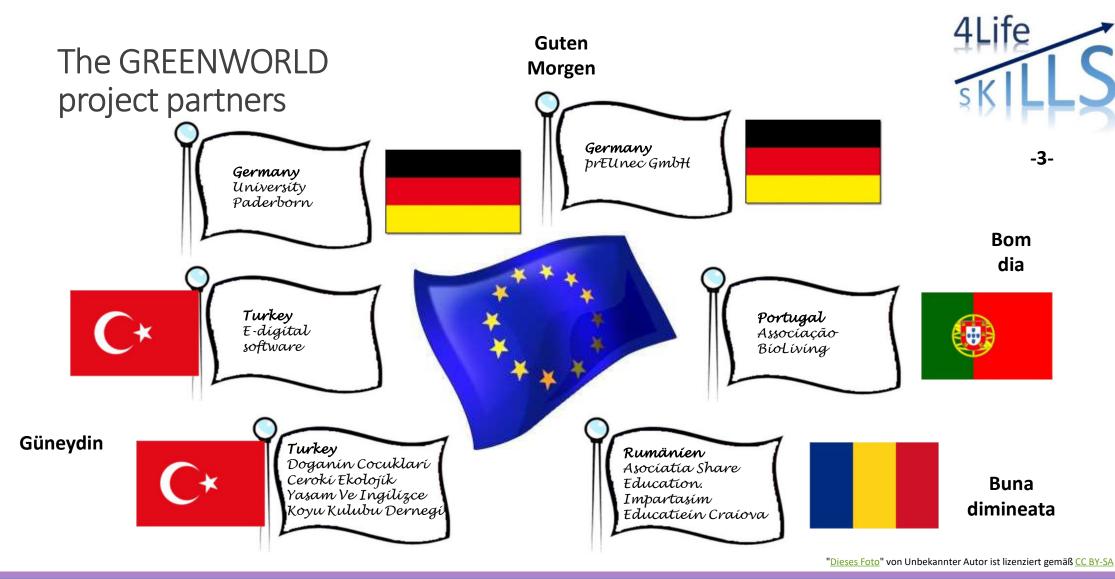


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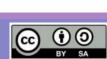








# Partner-Presentation of the University Paderborn









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

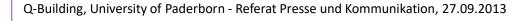




# The University of Paderborn



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





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







### Research foci and fields of activity



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- 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- Brakel





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**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



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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**

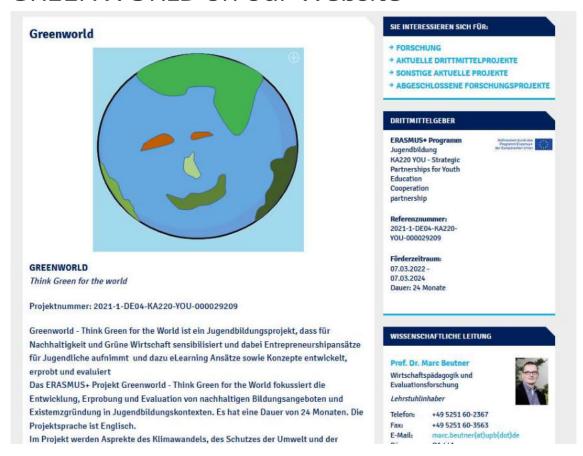
European Certificates and Accreditation for European Projects

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





### GREENWORLD on our Website



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







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



