

From Ideas to Impact: The IDEC PBL Experience

Serious Games as Tools
for Active Learning
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Studying international development cooperation with project-based learning

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IDEC PBL?

1. Innovative Digital Education Consortium – Project-Based Learning
2. International Design Education Center – Project-Based Learning
3. Inclusive Development Education Curriculum – Project-Based Learning
4. Interdisciplinary Education Collaborative – Project-Based Learning
5. Instructional Design for Experiential Curriculum – Project-Based Learning



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INTERNATIONAL DEVELOPMENT COOPERATION – PROJECT-BASED LEARNING



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Why this project?

- Questions to be answered
 - How to help developing countries? What does Hungary do relate to them? How much money does Hungary spend on development aid? What impacts do we have on developing countries? How do developing countries affect us?
- International development cooperation as a topic in higher education
- Global citizenship education – active and responsible citizens
- Theory versus practice – needs of Generation Z



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The project

- **Aim:** To improve the quality of education with integrating project-based learning as active learning element in the field of international development cooperation
- **Partnership**
 - SZTE (lead partner)
 - STUCOM (ESP)
 - laelyon (FRA)
 - Foundation for Africa (HUN)

Duration: 30 months

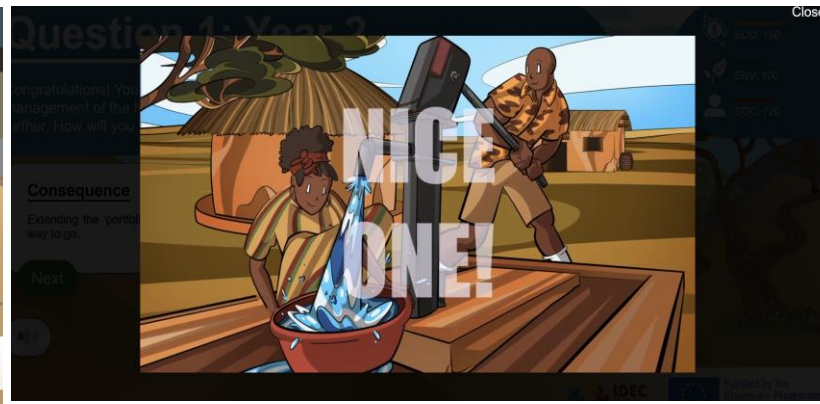


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Results, outputs

Serious game



How did we create this?

- Discussion of the story lines (+ feedback) – partners
- Test of the first role among the partners
- Test of the game with students from partner institutions (2 times)
- Test of the game with colleagues of the partner institutions
- Integrating feedback



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Results, outputs

Handbook, Guidebook



Handbook

How to design a serious game from scratch ?



Handbook

- Our own experiences of how to design a serious game
- Challenges of writing a story line
- Some technical tip
- How to test the game



Guidebook

to the IDEC PBL serious game



Guidebook

- Tips of how to integrate the IDEC PBL game into education
- Target groups
- Courses
- Topics for discussion
- Questions to be discussed



Results, outputs

Podcast episodes on YouTube / website

Episode#1 NGOs and international development cooperation (**part 1**) | **FFA**

Episode#2 NGOs and international development cooperation (**part 2**) | **FFA**

Episode#3 The diversity of Africa | **STUCOM**

Episode#4 Bridging Cultures, changing narratives: a journey in Aid and Development | **USZ**

Episode#5 The role of games in education | **FFA**

Episode#6 Serious Games in The Classroom: The Youth's Perception | **USZ**

Episode#7 Culture and international cooperation: why it matters? | **IAELYON**

Episode#8 Basic keys to manage cultural factors in international cooperation | **IAELYON**

Episode#9 Serious game development | **STUCOM**



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Results, outputs

Final report of the pilots

Course descriptions

Lecturer's reflection

Pre-post questionnaire – student's reflection

Focus group interviews with students



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Change the game, not Africa!

Try out the game!



Handbook

Through this practical handbook we hope to give you useful tips and guidelines to build a serious game.



How to find the project results?



IDEC
PBL



This guidebook provides guidance on how to integrate the game into educational settings, offering practical insights for educators to maximize its impact.

Guidebook



Check the agenda!



Change the game, not Africa!



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<https://idec-pbl.eu/>



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IDEC
PBL

Let's change the game, not Africa!

Thank you for your attention!



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