

## Meeting Ciberespacio and Iberika in Berlin (23rd and 24<sup>th</sup> of February 2011)

### Attendees:

Daniel, Coordinator Ciberespacio  
Janin, Coordinator Iberika  
Katherine, English teacher Iberika

### Clarification of the scheduling of the projects activities:

Daniel will run three or four workshops for the Hungarian teachers in 2011 (depending on their previous knowledge, on how fast they learn...)

Proposed dates are:

Workshop 1: 1<sup>st</sup> to 3<sup>rd</sup> of April 2011  
Workshop 2: 17<sup>th</sup> to 19<sup>th</sup> of June 2011  
Workshop 3: 16<sup>th</sup> to 18<sup>th</sup> of September 2011  
(Workshop 4: 18<sup>th</sup> to 20<sup>th</sup> of November 2011)

Daniel will divide the 30 teachers into 6 groups. The members of 3 groups will be job counsellors and they will create games about job training. It's not clear yet what qualification the members of the other 3 groups will have, so it's not clear what their games will be about.

At the end each group will have produced a game (about job training or XXX) and they will have documented their methodology (M1) of creating the game (Level 1).

The Consortium and/or the teachers will choose the two best games, one about job training and one about something else. As a winning condition, the 10 teachers of those winning groups will travel to Berlin later (Level 2)

But first of all, all teachers start working with disabled youth with their games. They will not give the whole material of their prepared games to the youth, but motivate them to create own material (e.g. Youtube videos...). The method M1 will therefore be changed by the youth into M2.

Finally, the Consortium will compare M1 and M2 and create an overall game methodology, based on the results of both target groups (teachers and youth) = M3.

Based on M3, Iberika will create a language learning game which is located in Berlin. The content of this game will be a mixture of the content of both winning games – job training and XXX. The game will have three dimensions:

1. an online game which needs an interacting teacher as “puppet master”, giving tasks and answers. This game can be used in workshops or classes, where the teacher is present or at least online.
2. an online game which works autonomously. This game includes all tasks and answers and it is not necessary to interact with a teacher while playing it. This concept makes sure that the game will be useable even after our project ends and therefore supports the sustainability of the projects results.
3. a game which will be played by the winning teachers in real in Berlin (“Alternate reality game”). The teachers will have to solve the tasks of the online game in real, not online. The game needs to be adapted according to this situation and will probably take place in summer 2012.

According to this timetable, Iberika would start developing the language game in May / June 2012. Daniel wants Iberika to start earlier with the development. He wants our language teachers to attend at least 2 of the workshops. Our teachers shall learn about game methodology. As our travel budget will probably not allow to join all workshops, he offered to come to Berlin in summer 2011 and to give a workshop to our teachers.