



WP4
A3

D-CHALLENGE SERIOUS GAMES

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Premise

In the framework of the **D-ChallengHE** project¹, *Digital Challenge in Higher Education*, conducted in collaboration between Link Campus University (Rome), Academia (Slovenia), Klaipeda University (Lithuania), The Institute of Education (Romania) and the Hellenic Open University (Greece), teachers and students were involved in a co-design process for the creation of a Serious Game (SG), as part of a work package (WP) dedicated to the development of innovative educational tools. At the heart of this project, the SG methodology represents a significant evolution from traditional approaches, introducing a playful and interactive dimension that can transform learning into a more dynamic and stimulating experience.

The **D-ChallengHE** project was designed to build a collaborative network among universities, research centres, and stakeholders engaged in the digital transformation of higher education. This project focused on creating more dynamic educational and training programs, supporting the professional growth of academic and administrative staff within higher education institutions, and contributing to the dialogue on modernising higher education in the digital era across the European Union.

The project aimed to:

- Equipping decision-makers and higher education institutions with valuable insights to inform data-driven intervention strategies.
- Strengthening cooperative networks among diverse educational institutions to promote the European dialogue on modernising the higher education sector.
- Fostering a digital culture through a multi-stakeholder approach that acknowledges the systemic complexity introduced by information and communication technology (ICT), covering various social and organisational practices, contexts, and learning models.

¹ Project website: <https://d-challenghe.unilink.it/>



- Developing a new pedagogical approach that reflects an innovative vision for European e-learning in higher education, with a strong focus on the quality of online teaching and the essential competencies required for teaching in the digital age.

In this file, you will find all the serious games created within the project and the credentials required to play them.

Credentials To Play

CLICK TO PLAY: <https://ecore.sgameup.com/>

USER: DchallengHE24_

PASSWORD: DchallengHE24_

Link Campus University

Il Circo Magigalu

Language of Serious Game: Italian

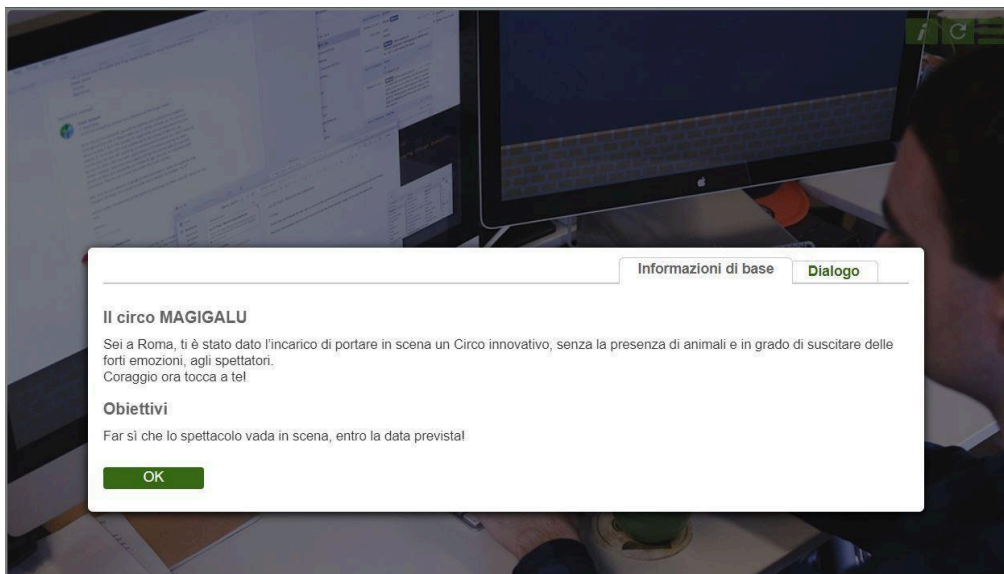


Figure 1. SG: Il circo MAGIGALU

You are in Rome, and you've been tasked with bringing an innovative circus to the stage without animals that can evoke strong emotions in the audience. Be bold—now it's your turn!

The goal was to analyse the competencies essential for a managerial role, including building effective relationships within and outside the organisation. Additionally, the aim was to assess skills in managing stress and resolving issues, fostering a motivational and stimulating work environment, and serving as a trusted reference point for employees. Finally, the objective was to evaluate the capability to take decisive control in challenging situations.

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Servizio impeccabile: la missione del cameriere

Language of Serious Game: Italian

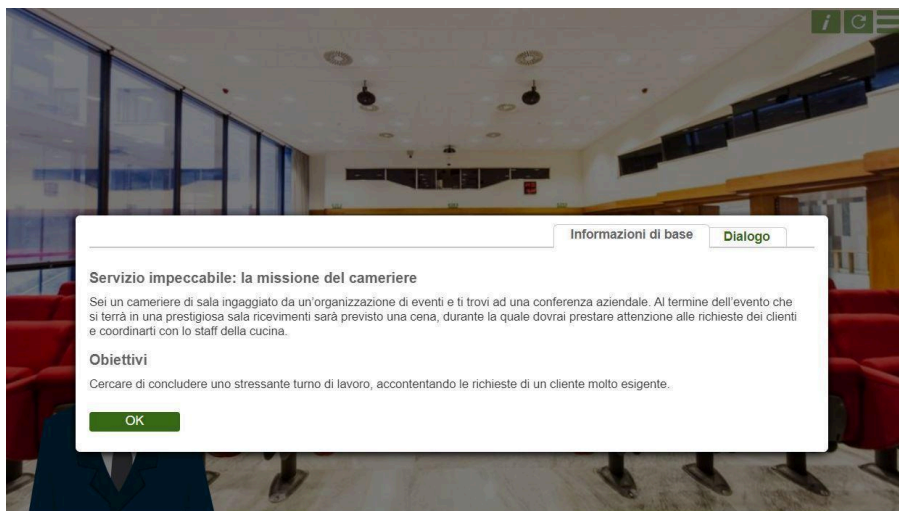


Figure 2. SG: Servizio impeccabile: la missione del cameriere

You are a waiter hired by an event organisation and at a corporate conference. A dinner will be served at the end of the event, which will take place in a prestigious banquet hall. During the dinner, you must pay attention to the customers' requests and coordinate with the kitchen staff.

The goal was to develop key skills in managing stress, fostering emotional awareness, enhancing adaptability, and strengthening coordination abilities. These competencies aim to support individuals in effectively navigating various challenges and working collaboratively in dynamic environments.

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LEA: Limit – Exercise – Advancement

Language of Serious Game: Italian

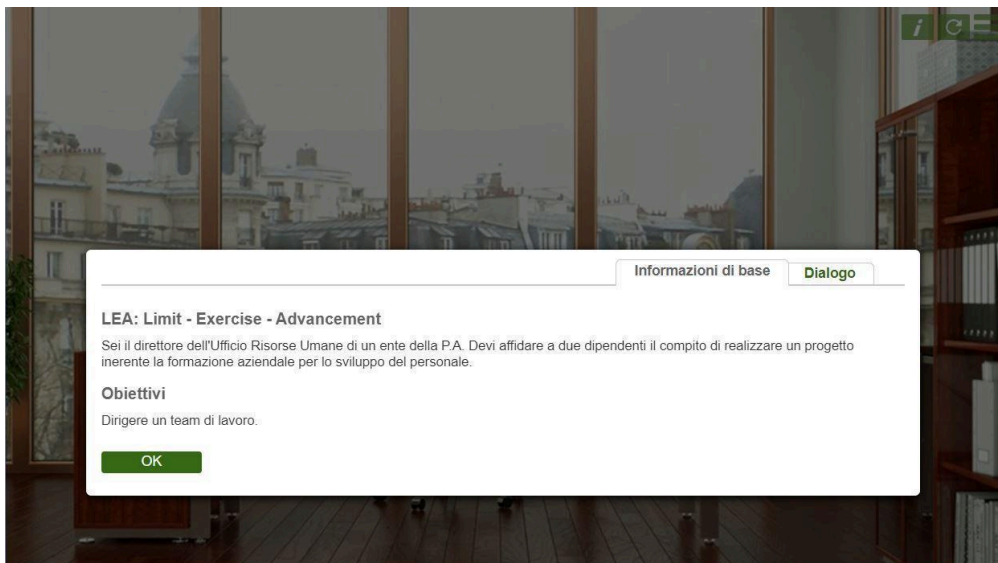


Figure 3. SG: LEA: Limit - Exercise - Advancement

You are the Director of the Human Resources Department of a public administration entity. You need to assign two employees to create a project related to corporate training for staff development.

The main goal was to develop key competencies in the following areas: Human Resource Management, effective leadership and communication, conflict management and resolution, team building and teamwork, decision-making and problem-solving, stress resilience and flexibility.

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Academia

Serious Game

Language of Serious Game: English

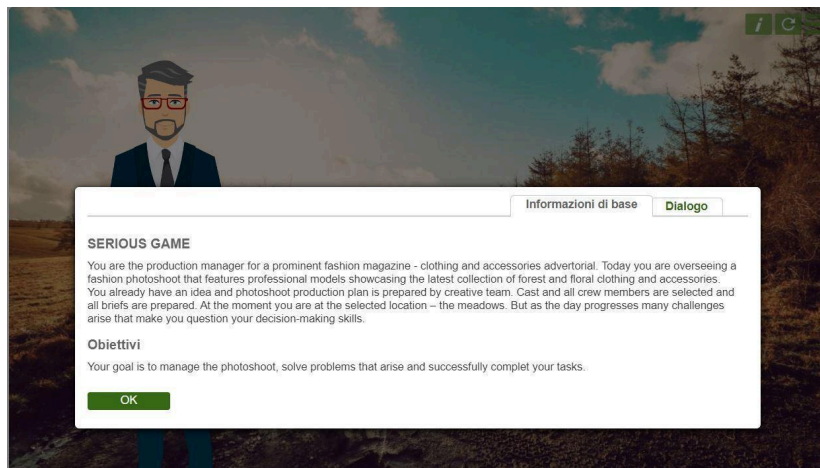


Figure 4. SG: SERIOUS GAME (Academia - Slovenia)

You are the production manager for a prominent fashion magazine - clothing and accessories advertorial. Today, you oversee a fashion photoshoot featuring professional models showcasing the latest forest and floral clothing and accessories collection. You already have an idea, and the creative team prepares the photoshoot production plan. Cast and all crew members are selected, and all briefs are prepared. At the moment, you are at the location chosen – the meadows. However, as the day progresses, many challenges arise that make you question your decision-making skills.

The aim was to enable players to build essential skills in problem-solving, teamwork, communication, and time management by successfully navigating the challenges of a fashion photoshoot. Through this experience, players had to show their communication, organisation, and effective problem-solving abilities.



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Klaipeda University

Soft and Communication Skills

Language of Serious Game: English

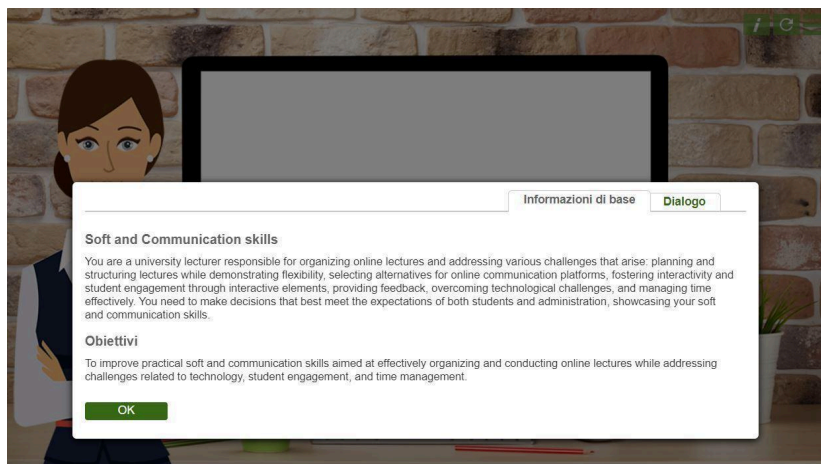


Figure 5. SG: Soft and Communication skills (Klaipeda University - Lithuania)

You are a university lecturer responsible for organising online lectures and addressing various challenges that arise: planning and structuring lectures while demonstrating flexibility, selecting alternatives for online communication platforms, fostering interactivity and student engagement through interactive elements, providing feedback, overcoming technological challenges, and managing time effectively. You need to make decisions that best meet the expectations of both students and administration, showcasing your soft and communication skills.



This game aimed to strengthen educators' soft skills and communication abilities, including empathy and supportive interaction, to enhance their effectiveness in digital teaching. It also aimed to develop educators' adaptability and resilience, equipping them to navigate and thrive in the virtual learning environment.

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The Institute of Education

Mind Mingle

Language of Serious Game: English

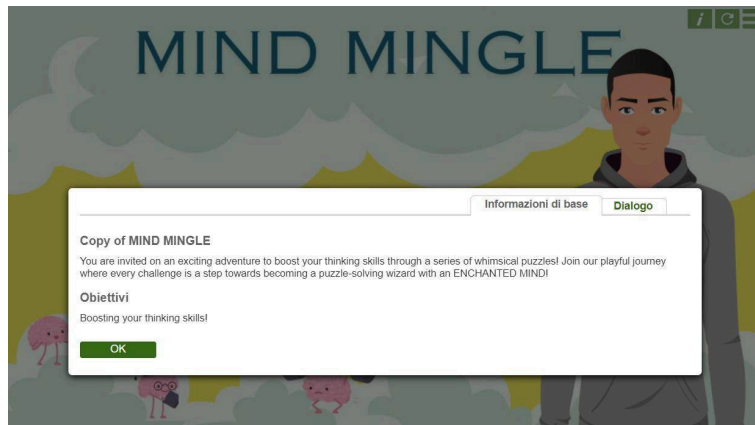


Figure 6. SG: Mind mingle (The Institute for Education - Romania)



You are invited on an exciting adventure to boost your thinking skills through whimsical puzzles! Join our playful journey where every challenge is a step towards becoming a puzzle-solving wizard with an ENCHANTED MIND!

The game aimed to cultivate players' metacognitive skills, encouraging them to reflect on and assess their thinking as they approached each task. The game sought to build strategic metacognitive competencies, guiding players to tackle challenges with purposeful planning and flexibility. Additionally, it aimed to enhance self-reflective abilities, helping players understand and evaluate their thought processes, fostering greater self-awareness and informed decision-making throughout their experience.

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Hellenic Open University

European Car Rental Service

Language of Serious Game: English

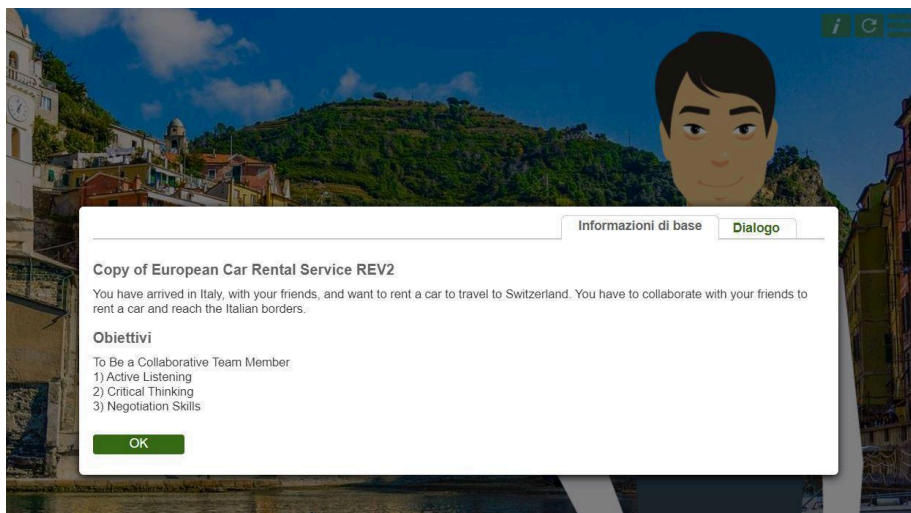




Figure 7. SG: European Car Rental Service (Hellenic open university - Greece)

You have arrived in Italy with your friends, and want to rent a car to travel to Switzerland. You must collaborate with your friends to rent a car and reach the Italian border.

The game aimed to develop players' abilities to be effective, collaborative team members. Through the game, players learned to practice active listening, ensuring they fully understood and valued their teammates' perspectives. They also strengthened their critical thinking skills, enabling them to analyse situations thoughtfully and contribute meaningfully to group discussions. Additionally, the game focused on building negotiation skills, allowing players to navigate diverse opinions and work toward agreements that benefited the entire team.

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