



# GAME

**Second Meeting, Patras, Greece, 27 & 28 August 2020**

**Venue: University of Patras, Patras, Greece**

**Venue: P200 Room (<https://goo.gl/maps/CU6y1Ga9Cv3L9tvR9>)**

**Computer Engineering and Informatics Department (CEID)**

## AGENDA

### Participants

UPJP II (Poland)

Amadora (Portugal)

ARID (Poland)

New Edu (Slovakia)

CTE (Romania)

UPAT (Greece)



<b>Thursday 27/08/2020</b>	
<b>Morning session, 09:00 – 13:00</b>	
09:00 – 9:30	<b>Opening, welcome address by the Hosting partner and the project coordinator.</b>
09:30 - 10:30	<b>Discussion about the completed activities so far and the current work plan.</b>
10:30 – 10:45	<b>Coffee Break</b>
10:45 - 11:30	<b>Feedback from the Interim Report</b>
11:30 – 13:00	<b>Discussion about the GAME Scenarios</b>
13:00 – 14:15	<b>Lunch (at UPAT)</b>
<b>Afternoon session, 14:15 – 17:00</b>	
14:15 – 15:15	<b>Discussion about the common Reward System Methodology</b>
15:15 – 15:45	<b>Discussion about the Learning Material</b>
15:45 – 16:00	<b>Coffee Break</b>
16.00 - 17.00	<b>Discussions on 1<sup>st</sup> day open issues</b>
20:00 – 23:00	<b>Common Dinner (TBA)</b>



<b>Friday, 28/08/2020</b>	
<b>Morning session, 09:00 – 13:00</b>	
09:00 - 09:15	<b>Opening, agenda for the 2<sup>nd</sup> day</b>
09:15 – 9:45	<b>Project Management Plan and Management issues</b>
09:45 –10:15	<b>Financial management: budget plan, mobility tool, reporting and discussion of any issues</b>
10:15 –10:30	<b>Coffee Break</b>
10:30 - 11:45	<b>Dissemination Activities</b> Discussion of the Dissemination Plan and Implementation
12:00 –12:45	<b>Quality Control Plan and Quantitative Indicators</b>
13:00 –14:15	<b>Lunch (at UPAT)</b>
<b>Afternoon session, 14:15 – 17:00</b>	
14:15 - 15:45	<b>3D World Status</b>
15:45 –16:00	<b>Coffee Break</b>
16:00 –17:00	<b>Discussions on 2<sup>nd</sup> day open issues and Closing of the meeting</b> ALL PARTNERS