

# NEWSLETTER

Issue 2  
September, 2013

## LPMnager

(ref: 527796-LLP-1-2012-1-ES-LEONARDO-LMP)



Learn



Play



Manage

**Project Progress:**

During summer apart from having our holidays the partnership was working hard on the first steps of the social game's development. The surveys regarding usage of games for educational purpose and the IPM competences were successfully carried out and analysed.

The competences IPM-s may find useful are:

- Communication
- Group motivation and team building
- Flexibility and adaptability
- Risk assessment and problem solving
- Organizational competences and time management
- Intercultural communication and management

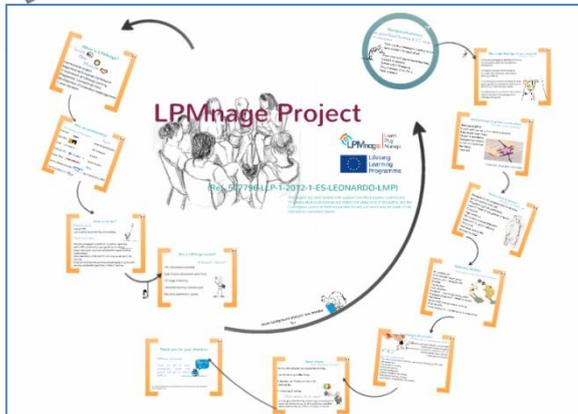
The partnership presently working on the first steps of the social game development. To start straight away, a draft version of a possible situation game scenario was elaborated, and the features of the game are being determined in these days.

The basic of the game will most likely be a troubled situation with detailed background story, in which the player has to solve the given issue. The game will have multiple results, so more than just

one possible solution, hence modelling real life situations quite adequately.

**The technical and theoretical questions the partners are discussing are:**

- how many steps one game should contain
- what feedback the players should receive
- should there be a traditional scoring system
- how could players interact with each other
- is there a need for different characters to play with



**LPMnager Project**

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The partnership is continuously checking and analysing already existing online games for competence development, and educational purpose, to gather further good practices and avoid mistakes found in those.

Don't forget to check on us!

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## We had a meeting as well

The 27th and 28th June the 2nd Transnational Partner Meeting took place in Lugano (Switzerland). In this occasion the basis for the future months of activity have been agreed, so to successfully achieve the game-prototype development. Will it be a only-online game or will it foresee face-to-face sessions? Will it be accessible just from the mobile, from the computer, or from both of them and other ICT appliances? Which is exactly going to be its target group: IPM professionals, trainers, students? These and other questions will be the main topic to be discussed in the next months. Common object: having the game-prototype ready by February 2014!

## Some meaningful thought from the surveys

*"Good project manager: A good communicator, open minded, honest, and good at listening to the ideas of others."*

*"Sometimes problems come from: an unclear assignment of roles; a wrong motivation of the involved partners (above all at the beginning) or a no clear budget and tasks distribution."*

*"Ability to adapt to different cultures and attitudes and to harness these to achieve the projects goals"*

*"Tell no lies – if it is broken tell people it is broken"*

*"Challenge: without a strong and strong-minded coordinator the project is likely to fall apart due to decisiveness and not keeping the deadlines"*

*"Need to know well the context of the countries you work with, especially with developing countries"*

## Who are we:

Inveslan  
(coordinator)



Net-Mex Ltd



Seed



Hellenic  
Open  
University



Learn TPM

StudioCentroVeneto



Twin learning LLC



## Where can you find us:

Check us on the  
LPMnager website:



<http://learnplaymanage.eu/home>

Also meet us on  
Facebook:



LPMnager LLP Project

<https://www.facebook.com/LpMnagerProject?ref=ts>

And don't forget to meet us on LinkedIn:  
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