



Context

Main objective of the project	Innovation
Project Title	Spatial and economic science in higher education - addressing the playful potential of simulation games
Project Acronym	Spationomy 2.0
Project Start Date (dd-mm-yyyy)	01-09-2019
Project Total Duration	36 months
Project End Date (dd-mm-yyyy)	31-08-2022
National Agency of the Applicant Organisation	CZ01 Dům zahraniční spolupráce (DZS) Centre for International Cooperation in Education
Language used to fill in the form	English

For further details about the available Erasmus+ National Agencies, please consult the following page:

<https://ec.europa.eu/programmes/erasmus-plus/contact>



Project Summary

Please provide a short summary of your project. Please recall that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

Be concise and clear and mention at least the following elements: context/background of project; objectives of your project; number and profile of participants; description of activities; methodology to be used in carrying out the project; a short description of the results and impact envisaged and finally the potential longer term benefits. The summary will be publicly available in case your project is awarded.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.

The idea of the gamification of a learning process is definitely not new in (higher) education. The Czech philosopher and educator Jan Ámos Komenský (John Amos Comenius, 1592-1670) promoted an approach “Schola ludus” (School by Play). In the digital era of the contemporary world, the learners could be literally swamped with a huge amount of information and data. It is then needed to help them to orient in such volumes of information. The learning process is easier if it contains playful features. It is then more pleasant to acquire new knowledge and mastering our skills. Simulation game-based learning appears to be more playful and experiential compared to traditional teaching.

This project aims to innovate the way of teaching about the distinct field of economics, business, geoinformatics and geography, all encompassed by game studies, via modern methods of informal teaching (gamification and playful education) and virtual telecollaborative techniques. The project tackles the issue of learning-by-doing by playing a serious and scientifically based simulation game. This game-based learning transforms traditional means of higher education classes into innovative, creative learning environments in which all participants (teachers and students) will be engaged in solving real-world issues through gaming scenarios.

The project also aims to share best practice across disciplinary and national boundaries. The project will encourage to develop deep interdisciplinary cooperation and research sharing among the involved institutions in the field of geoinformatics/geography, economics/business and game studies. This unique combination will be accompanied by the idea of bringing more spatial and economic science into the gaming domain by tackling the issue of “lacking science and real-world situations in educational games.” During the blended mobility, students will learn and adopt joint methodologies/techniques/tools and they serve as actors in “spatial economic/business analytics games”, deployed to structure group-based and student-led investigations of advanced spatial economic data analyses. Students will be enrolled in the process to think, use, write and talk about their experiences. The project will entail more attractive and relevant pedagogy than lecture or seminar based approaches.

The key objectives of the project are to:

- 1) teach students about advances in spatial economics and game studies (via blended mobility within interdisciplinary and multinational ECTS course),
- 2) assess and frame the potential of playful, experiential simulation game-based learning
- 3) develop and apply playful open access methodology in a learning process
- 4) develop a proof-of-concept stage of the simulation game (“plug & play”)
- 5) bring scientists with different background together in order to boost research in the field of playful methodologies in higher education (as part of SciLab 2.0 activity)
- 6) to disseminate and exploit unique project result in the field of spatial-economic-game studies to a

wider audience.

The Spationomy 2.0 delivers an intensive encounter between students and staff from different disciplines organised in major blended learning activity - Virtual Education and Summerschool (VirES). The staff will be tied together during Scientific Laboratories (SciLabs 2.0), representing short-term joint staff training event. The project conferences, Game Cons (Multiplier events) will be held at the end of each project cycle in order to playtest the simulation game and to present the results to a wider audience. Strategic Project Meetings will be organised for proper project goals implementation.

These project results are expected:

1. Annual Spationomy 2.0 courses
2. The methodology of the innovative assessment of the playful potential of spatial-economic simulation games and blended learning using modern ICT
3. Spationomy 2.0 learning and teaching materials
4. Significant research results
5. Simulation game as a compact plug & play package with the conceptual framework
6. Popular-scientific articles
7. Students projects about the selected geographical, geoinformatic, economic, business informatics, and game studies topic
8. New students' playtested game rounds
9. The innovation of the participating institutions' curricula
10. Conference proceedings

The main expected result is a unique annual Spationomy 2.0 interdisciplinary and international programme producing experts in their fields with unforgettable experiences of playful methodologies. As a result, there will be 90 students and 11 academic staff directly supported by the grant, with 100 more participants joining the multiplier events, and many more reached through dissemination outputs.

All results, materials and outputs will be available in the open-access format. It is intended that the project will produce activities that could be maintained after the end of the Spationomy 2.0 project funding due to the great playful potential of the simulation games.

Applicant Organisation

PIC	Legal name	Country
954521711	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Czech Republic



Partner Organisations

No	PIC	Legal name	Country
1	999988812	RUHR-UNIVERSITAET BOCHUM	Germany
2	999903646	UNIVERZA V MARIBORU	Slovenia
3	999649506	UNIVERZITA PALACKEHO V OLOMOUCI	Czech Republic
4	999985805	UNIVERSITEIT UTRECHT	Netherlands



Project Budget Summary

Budget Items	Grant
Project Management and Implementation	54000.00 EUR
Transnational Project Meetings	17250.00 EUR
Intellectual Outputs	30191.00 EUR
Multiplier Events	12500.00 EUR
Learning, Teaching, Training Activities	85968.00 EUR
Total Grant	199909.00 EUR

Transnational Projects Meetings

ID	Meeting Title	No. of Participants	Grant (EUR)
1	Initial Project Meeting	11	3450.00 EUR
2	Strategic Project Meeting 2	11	5175.00 EUR
3	Strategic Project Meeting 3	11	5175.00 EUR
4	Final Project Meeting	11	3450.00 EUR
Total			17250.00 EUR

Intellectual Outputs



ID	Output Title	Category of Staff	No. of Working Days	Grant (EUR)
O1	Spationomy 2.0 Methodology	Teachers/Trainers/Researchers	75	12990.00 EUR
O2	Learning and teaching material, including website with edu-platform	Technicians	4	408.00 EUR
O2	Learning and teaching material, including website with edu-platform	Teachers/Trainers/Researchers	30	5535.00 EUR
O3	Scientific and Educational Papers	Teachers/Trainers/Researchers	25	4330.00 EUR
O4	Game Package (Plug and Play)	Teachers/Trainers/Researchers	40	6928.00 EUR
Total			174	30191.00 EUR

Multiplier Events

ID	Event Title	Country of Venue	Local Participants	Foreign Participants	Grant
E1	Game Con 2020	Netherlands	15	5	2500.00 EUR
E2	Game Con 2021	Netherlands	15	5	2500.00 EUR
E3	Final Conference 2022	Czech Republic	45	15	7500.00 EUR
Total			75	25	12500.00 EUR

Learning, Teaching, Training Activities



ID	Activity Type	Travel Grant	Grant for Exceptional Costs for Expensive Travel	Individual Support Grant	Linguistic Support Grant	Grant (EUR)
C1	Blended mobility of higher education students	6030.00 EUR	0.00 EUR	11136.00 EUR	0.00 EUR	17166.00 EUR
C2	Blended mobility of higher education students	4380.00 EUR	0.00 EUR	8352.00 EUR	0.00 EUR	12732.00 EUR
C3	Blended mobility of higher education students	5460.00 EUR	0.00 EUR	11136.00 EUR	0.00 EUR	16596.00 EUR
C4	Short-term joint staff training events	1460.00 EUR	0.00 EUR	1908.00 EUR	0.00 EUR	3368.00 EUR
C5	Short-term joint staff training events	2000.00 EUR	0.00 EUR	2862.00 EUR	0.00 EUR	4862.00 EUR
C6	Short-term joint staff training events	2285.00 EUR	0.00 EUR	2862.00 EUR	0.00 EUR	5147.00 EUR
C7	Intensive programmes for teaching staff	2285.00 EUR	0.00 EUR	7632.00 EUR	0.00 EUR	9917.00 EUR
C8	Intensive programmes for teaching staff	1460.00 EUR	0.00 EUR	5088.00 EUR	0.00 EUR	6548.00 EUR
C9	Intensive programmes for teaching staff	2000.00 EUR	0.00 EUR	7632.00 EUR	0.00 EUR	9632.00 EUR
Total		27360.00 EUR	0.00 EUR	58608.00 EUR	0.00 EUR	85968.00 EUR

Budget per Participating Organisation

Organisation	Country of Organisation	Grant (EUR)
MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Czech Republic	51495.00 EUR
RUHR-UNIVERSITAET BOCHUM	Germany	36394.00 EUR
UNIVERZA V MARIBORU	Slovenia	32903.00 EUR
UNIVERZITA PALACKEHO V OLOMOUCI	Czech Republic	31011.00 EUR
UNIVERSITEIT UTRECHT	Netherlands	48106.00 EUR

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

Budget Items	Grant
Project Management and Implementation	18000.00 EUR
Transnational Project Meetings	3450.00 EUR
Intellectual Outputs	4521.00 EUR
Multiplier Events	7500.00 EUR
Learning, Teaching, Training Activities	18024.00 EUR
Special Needs Support	0.00 EUR
Exceptional Costs	0.00 EUR
Total Grant	51495.00 EUR

RUHR-UNIVERSITAET BOCHUM



Budget Items	Grant
Project Management and Implementation	9000.00 EUR
Transnational Project Meetings	4600.00 EUR
Intellectual Outputs	7062.00 EUR
Multiplier Events	0.00 EUR
Learning, Teaching, Training Activities	15732.00 EUR
Special Needs Support	0.00 EUR
Exceptional Costs	0.00 EUR
Total Grant	36394.00 EUR

UNIVERZA V MARIBORU

Budget Items	Grant
Project Management and Implementation	9000.00 EUR
Transnational Project Meetings	4600.00 EUR
Intellectual Outputs	4521.00 EUR
Multiplier Events	0.00 EUR
Learning, Teaching, Training Activities	14782.00 EUR
Special Needs Support	0.00 EUR
Exceptional Costs	0.00 EUR
Total Grant	32903.00 EUR

UNIVERZITA PALACKEHO V OLOMOUCI



Budget Items	Grant
Project Management and Implementation	9000.00 EUR
Transnational Project Meetings	2300.00 EUR
Intellectual Outputs	4929.00 EUR
Multiplier Events	0.00 EUR
Learning, Teaching, Training Activities	14782.00 EUR
Special Needs Support	0.00 EUR
Exceptional Costs	0.00 EUR
Total Grant	31011.00 EUR

UNIVERSITEIT UTRECHT

Budget Items	Grant
Project Management and Implementation	9000.00 EUR
Transnational Project Meetings	2300.00 EUR
Intellectual Outputs	9158.00 EUR
Multiplier Events	5000.00 EUR
Learning, Teaching, Training Activities	22648.00 EUR
Special Needs Support	0.00 EUR
Exceptional Costs	0.00 EUR
Total Grant	48106.00 EUR

Timetable

Note that Transnational Project Meetings, Intellectual Outputs, Multiplier Events and Learning, Teaching and Training activities will be listed in this table automatically once you have created them in the dedicated section of the form.



ID	Activity Type	Starting Period	Description
1	Transnational Projects Meeting	09-2019	Initial Project Meeting
2	Intellectual Output	09-2019	Learning and teaching material, including website with edu-platform
3	Intellectual Output	09-2019	Game Package (Plug and Play)
4	Intellectual Output	11-2019	Scientific and Educational Papers
5	Short-term joint staff training events	12-2019	SciLab 2.0
6	Intellectual Output	12-2019	Spationomy 2.0 Methodology
7	Blended mobility of higher education students	02-2020	Virtual Education and Summerschool
8	Intensive programmes for teaching staff	02-2020	Virtual Education and Summerschool (teachers)
9	Transnational Projects Meeting	09-2020	Strategic Project Meeting 2
10	Multiplier Event	09-2020	Game Con 2020
11	Short-term joint staff training events	12-2020	SciLab 2.0
12	Blended mobility of higher education students	02-2021	Virtual Education and Summerschool
13	Intensive programmes for teaching staff	02-2021	Virtual Education and Summerschool (teachers)
14	Transnational Projects Meeting	09-2021	Strategic Project Meeting 3
15	Multiplier Event	09-2021	Game Con 2021
16	Short-term joint staff training events	12-2021	SciLab 2.0
17	Blended mobility of higher education students	02-2022	Virtual Education and Summerschool
18	Intensive programmes for teaching staff	02-2022	Virtual Education and Summerschool (teachers)
19	Transnational Projects	08-2022	Final Project Meeting

Meeting

20	Multiplier Event	08-2022	Final Conference 2022
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Participating Organisations

Please note that the PIC code is a unique identifier for the organisation within the whole Erasmus+ Programme. It should be requested only once per organisation and used in all applications for all Erasmus+ actions and calls. Organisations that have previously registered for a PIC should not register again. If an organisation needs to change some of the information linked to the PIC, this can be done through [the Participant Portal](#).

Applicant Organisation

PIC	954521711
Legal name	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S
Legal name (national language)	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S
National ID (if applicable)	26867184
Department (if applicable)	
Acronym	MVSO
Address	TR KOSMONAUTU 1288/1
Country	Czech Republic
P.O. Box	000
Postal Code	779 00
CEDEX	
City	OLOMOUC
Website	www.mvso.cz
Email	
Telephone	
Fax	

Profile

Type of Organisation	Higher education institution (tertiary level)
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Is your organisation a public body?

No

Is your organisation a non-profit?

Yes

Accreditation

Accreditation Type

Accreditation Reference

Erasmus Charter for Higher Education

CZ OLOMOUC03

Associated Persons

Legal Representative

Title

Gender

First Name

Family Name

Department

Position

Email

Telephone

Preferred Contact

No

If the address is different from the one of the organisation

No

Contact Person

Title

Gender

First Name

Family Name

Department

Position

Email

Telephone

Preferred Contact

If the address is different from the one of the organisation

Yes

No

Background and Experience

Please briefly present your organisation/group (e.g. its type, scope of work, areas of activity and if applicable, approximate number of paid/unpaid staff, learners and members of the group).

Moravská Vysoká Škola Olomouc (MVSO) is a small and dynamic private nonprofit business college established in 2005. MVSO focuses on economics, management and information and communication technologies and it overlaps with the technical and technological specializations. The main target are the support processes of small and middle sized enterprises such as energy management, facility management, innovation management and applied ICT. MVSO is a holder of the Diploma Supplement Label and the Certificate of Quality Management System. MVSO has more than 15 foreign partners within Erasmus+ Programme and other programmes - e.g. from Belgium, Bulgaria, Germany, Hungary, Poland, Lithuania, Portugal, Austria, Slovenia, Switzerland, or Turkey. MVSO offers a Bachelor degree in 3 years programmes (Economics and Management; System Engineering and Informatics), and a Master degree (Economics and Management). Currently, MVSO has about 400 students. At the date, more than 1,300 students graduated at MVSO.

Due to its size, maximum of modern methods for education are deployed at MVSO. MVSO takes an individual approach to students and endeavour to promote socially responsible behaviour in the local region. Moreover, MVSO offers practice-oriented system of teaching utilizing a project-based style of teaching in the solving of real-life practical problems. The first year is focused on acquiring of all skills and competences which are necessary to build up new company. Second year is focused on stabilization and development of the company and on middle management. Third year is oriented to audits, innovation and development of the company to higher level. At MVSO, students are led to creative thinking, team cooperation and critical attitude to information. MVSO is specific in the social context, because it is the only economic oriented higher education institution in the region offering such expertise.

Science and research activities of MVSO are thematically oriented to the needs of the region (small and medium-sized enterprises). MVSO runs the scientific journal EMI (Economic Management Innovation) that is included in the ERIH (European Reference Index for the Humanities) and other databases.

What are the activities and experience of the organisation in the areas relevant for this project? What are the skills and/or expertise of key persons involved in this project?

MVSO is economical school focusing on small and middle size enterprises processes, therefore the aim of the education at MVSO is at preparation and training the people to be able work in or lead small and middle size enterprises. Thus, it is needed for the students to have complex analytical thinking comprising of interdisciplinary knowledge. The geospatial aspect of the economic issues are being increasingly applied at the moment at MVSO. MVSO connects geomatics with economy to emphasize the benefits of spatial thinking of small and middle size enterprises managers/workers. Nevertheless, so far there has been a hesitancy and limited use of playful learning and teaching methods, which is now changing thank to the use of modern ICT methodologies within the EDULAM project.

Key persons involved in the project have different background (management skills, geomatics, economy) and are working in teams on various tasks. Their skills are consisting of: managerial decision-making in the field of business economics and public economics, business process modelling, unconventional methods in ICT, geospatial data analysis, visualization of economic data, geomatics, economic geography and others.

The MVSO team will be comprising of three persons - besides [REDACTED], there will also be [REDACTED] and [REDACTED] participating in the project.

Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Yes

Please indicate:

EU Programme

Operational Programme Research, Development and Education

Year

2017

Project Identification or Contract Number

CZ.02.2.69/0.0/0.0/16_015/0002341

Applicant/Beneficiary Name

Moravska vysoka skola Olomouc

EU Programme

Operational Programme Enterprise and
Innovation for Competitiveness

Year

2016

Project Identification or Contract Number

CZ.01.1.02/0.0/0.0/15_019/0004892

Applicant/Beneficiary Name

TESCO SW a.s.

EU Programme

Erasmus+

Year

2016

Project Identification or Contract Number

2016-1-CZ01-KA203-024040

Applicant/Beneficiary Name

Moravska vysoka skola Olomouc

EU Programme

Operational Programme Enterprise and
Innovation for Competitiveness

Year

2017

Project Identification or Contract Number

CZ.01.1.02/0.0/0.0/16_084/0009174

Applicant/Beneficiary Name

TESCO SW a.s.

EU Programme

Operational Programme Enterprise and
Innovation for Competitiveness

Year

2018

Project Identification or Contract Number

CZ.01.1.02/0.0/0.0/17_107/0012488

Applicant/Beneficiary Name

TESCO SW a.s.

EU Programme

Operational Programme Research, Development
and Education

Year

2018

Project Identification or Contract Number

CZ.02.2.67/0.0/0.0/17_044/0008533



Applicant/Beneficiary Name

Moravska vysoka skola Olomouc

Partner Organisations

PIC

999988812

Legal name

RUHR-UNIVERSITAET BOCHUM

Legal name (national language)

RUHR-UNIVERSITAET BOCHUM

National ID (if applicable)

Department (if applicable)

Rectorate

Acronym

RUB

Address

UNIVERSITAETSSTRASSE 150

Country

Germany

P.O. Box

000

Postal Code

44801

CEDEX

City

BOCHUM

Website

www.ruhr-uni-bochum.de

Email

Telephone

Fax

Profile

Type of Organisation

Higher education institution (tertiary level)

Is the organisation a public body?

Yes

Is the organisation a non-profit?

Yes

Accreditation



Accreditation Type

Accreditation Reference

Erasmus Charter for Higher Education

D BOCHUM01

Associated Persons

Legal Representative

Title

Gender

First Name

Family Name

Department

Position

Email

Telephone

Preferred Contact

If the address is different from the one of the organisation

No

No

Contact Person

Title

Gender

First Name

Family Name

Department

Position

Email

Telephone



Preferred Contact

Yes

If the address is different from the one of the organisation

No

Background and Experience

Please briefly present the organisation/group (e.g. its type, scope of work, areas of activity and if applicable, approximate number of paid/unpaid staff, learners and members of the group).

Located in the midst of the dynamic, hospitable metropolitan area of the Ruhr, in the heart of Europe, the Ruhr-Universität Bochum (RUB) with its 20 faculties, RUB's disciplinary institutional units, is home to 5,800 employees and over 43,000 students from 130 countries. All the scientific disciplines are united on one compact campus.

The RUB is on its way to becoming one of the leading European universities of the 21st Century. Almost all courses are offered as Bachelor and Master degree programmes. Excellence programmes have made themselves an international name. Research School is an international college for structured doctoral research in the life sciences, natural sciences, engineering, the humanities and social sciences. Interfaculty and interdisciplinary Research Departments, which are mutually, nationally and internationally networked, sharpen the profile of the RUB. Added to this is an unsurpassed programme for the promotion of Early Career Researchers, and an excellent infrastructure.

The key development plans focus on the strengthening of interdisciplinary research priorities and the promotion of Early Career Researchers. Research and teaching are inseparable at the Ruhr-Universität Bochum (RUB). Their close interconnection reflects the principle of universitas: the community of educators and the educated, the unbiased interaction of people beyond subject boundaries and hierarchies. The RUB aims to further increase the attractiveness of the degree course and make the teaching profile nationally and internationally more visible. That starts in the Bachelor degree courses, continues in the Master degree, and is also intended to arouse the desire to pursue a career in research.

What are the activities and experience of the organisation in the areas relevant for this project? What are the skills and/or expertise of key persons involved in this project? Please explain how the organisation brings an essential added value to the project.

Since the partner is responsible for the geospatial part of the project, the activities and experiences are very rich in the domain of geomatics (geoinformatics). Key persons involved in the project have expertise in: spatial data management and storage, spatial and spatio-temporal analyses, urban-ecology research, microsimulation, socio-economic geography, spatial allocation and optimization, interactive visualization, cartography etc.

The MVS0 team will be comprising of two persons - besides [redacted] there will also be [redacted] participating in the project.



Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Yes

Please indicate:

EU Programme	H2020
Year	2016
Project Identification or Contract Number	693523
Applicant/Beneficiary Name	Ruhr-University Bochum (coordinator)

EU Programme	H2020
Year	2016
Project Identification or Contract Number	700542
Applicant/Beneficiary Name	Ruhr-University Bochum (coordinator)

EU Programme	H2020
Year	2017
Project Identification or Contract Number	761349
Applicant/Beneficiary Name	Ruhr-University Bochum (participant)

Partner Organisations

PIC	999903646
Legal name	UNIVERZA V MARIBORU
Legal name (national language)	UM
National ID (if applicable)	5089638000
Department (if applicable)	Rectorate
Acronym	UM
Address	SLOMSKOV TRG 15



Country	Slovenia
P.O. Box	000
Postal Code	2000
CEDEX	
City	MARIBOR
Website	www.um.si
Email	
Telephone	
Fax	

Profile

Type of Organisation	Higher education institution (tertiary level)
Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes

Accreditation

Accreditation Type	Accreditation Reference
Erasmus Charter for Higher Education	SI MARIBOR01

Associated Persons

Legal Representative

Title	
Gender	
First Name	
Family Name	
Department	



Position	<input type="text"/>
Email	<input type="text"/>
Telephone	<input type="text"/>
Preferred Contact	<input type="text" value="No"/>
If the address is different from the one of the organisation	<input type="text" value="No"/>

Contact Person

Title	<input type="text"/>
Gender	<input type="text"/>
First Name	<input type="text"/>
Family Name	<input type="text"/>
Department	<input type="text"/>
Position	<input type="text"/>
Email	<input type="text"/>
Telephone	<input type="text"/>
Preferred Contact	<input type="text" value="Yes"/>
If the address is different from the one of the organisation	<input type="text" value="No"/>

Background and Experience



Please briefly present the organisation/group (e.g. its type, scope of work, areas of activity and if applicable, approximate number of paid/unpaid staff, learners and members of the group).

The University of Maribor (UM) strives to develop a research culture, intellectual curiosity, and innovativeness. In its basic activities, studies and research work, the UM wishes to contribute to the provision of human resources for stimulating sustainable economic and cultural development of the Community with an emphasis on the protection of the environment.

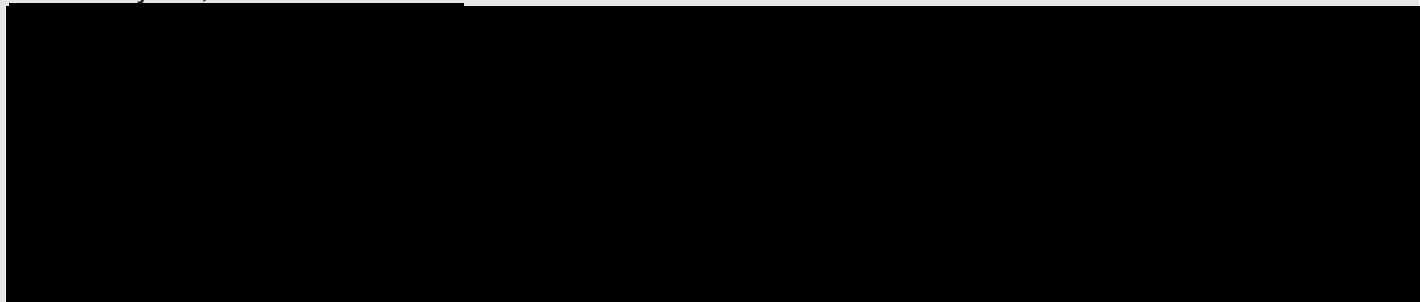
The goals of the UM are to develop and to participate in joint study programmes with partner institutions under European Area of Higher Education (EAHE), to increase the level of internationalization of study programmes, and to develop innovative content, services and offerings for lifelong learning based on ICT. UM encourages the improvement of the quality and increasing volume of Erasmus students, teachers and other staff mobility in all forms of education and training, and is linked to European universities at the university, state, regional and pan-European levels in order to support the achievement of an EAHE. The UM always strives to attain non-discrimination objectives and has no limit whatsoever on enrolment of students, without regard to gender or nationality, and strives for integration of disabled students and staff.

The founding process of the current Faculty of Economics and Business, University of Maribor (UM/FEB) can be traced back to 1959. There are 102 people employed at UM/FEB (December 2018), 69 of them are teachers (37 professors, 13 assistant professors, 19 lecturers and assistants). UM/FEB includes 14 departments in which teachers and other associates develop individual fields of economics and business UM/FEB has have long lasting experience on Practice-Based Learning in Slovene business practice within undergraduate and postgraduate programs. UM/FEB is developing and supporting interdisciplinary study programmes and other activities. With this purpose UM/FEB is delivering the study programmes together with UM/Faculty of Civil Engineering and UM/Faculty of Mechanical Engineering.

What are the activities and experience of the organisation in the areas relevant for this project? What are the skills and/or expertise of key persons involved in this project? Please explain how the organisation brings an essential added value to the project.

The partner organization is responsible for the economic issues, namely for quantitative economic analyses and business informatics. Members from Faculty involved in the project of Economics and Business have long expertise in teaching, research and projects concerning various economic issues.

Key persons involved int the project have expertise in: business informatics, statistics (survey techniques and spatially relevant indicators), decision making techniques, econometrics, quantitative data analyses, economic microsimulation etc.



The UM team will be comprising of two persons - besides [redacted] there will be also [redacted] participating in the project.



Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Yes

Please indicate:

EU Programme Erasmus+

Year 2016

Project Identification or Contract Number 2016-1-CZ01-KA203-024040

Applicant/Beneficiary Name Moravská Vysoká Škola Olomouc, o.p.s.

EU Programme Erasmus+

Year 2018

Project Identification or Contract Number 600491-EPP-1-2018-1-SI-EPPJMO-CHAIR

Applicant/Beneficiary Name Univerza v Mariboru

EU Programme Erasmus+

Year 2018

Project Identification or Contract Number 603523-EPP-1-2018-1-SI-SPO-SCP

Applicant/Beneficiary Name Univerza v Mariboru

EU Programme Horizon 2020

Year 2018

Project Identification or Contract Number 818968

Applicant/Beneficiary Name Univerza v Mariboru

EU Programme Horizon 2020

Year 2016

Project Identification or Contract Number 722990



Applicant/Beneficiary Name

Univerza v Mariboru

Partner Organisations

PIC	999649506
Legal name	UNIVERZITA PALACKEHO V OLOMOUCI
Legal name (national language)	UP
National ID (if applicable)	61989592
Department (if applicable)	Rectorate
Acronym	UPOL
Address	KRIZKOVSKÉHO 8
Country	Czech Republic
P.O. Box	
Postal Code	771 47
CEDEX	
City	OLOMOUC
Website	www.upol.cz
Email	
Telephone	
Fax	

Profile

Type of Organisation	Higher education institution (tertiary level)
Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes

Accreditation



Accreditation Type

Accreditation Reference

Erasmus Charter for Higher Education

CZ OLOMOUC01

Associated Persons

Legal Representative

Title	Prof. Dr.
Gender	Male
First Name	Jaroslav
Family Name	Miller
Department	Rectorate
Position	Rector
Email	[Redacted]
Telephone	[Redacted]
Preferred Contact	No
If the address is different from the one of the organisation	No

Contact Person

Title	[Redacted]
Gender	[Redacted]
First Name	[Redacted]
Family Name	[Redacted]
Department	[Redacted]
Position	[Redacted]
Email	[Redacted]
Telephone	[Redacted]



Preferred Contact

Yes

If the address is different from the one of the organisation

No

Background and Experience

Please briefly present the organisation/group (e.g. its type, scope of work, areas of activity and if applicable, approximate number of paid/unpaid staff, learners and members of the group).

Palacký University is the second oldest public university in the Czech Republic. The University has about 24.000 students and over 1800 teaching staff organized into eight faculties. Palacký University participates in many international programmes of cooperation in education and research. It has nearly 300 Erasmus partner institutions in 27 European countries and more than 55 bilateral cooperation agreements with universities around the world. Palacký University offers all levels of higher education following Bologna process (i.e. bachelor's, master's, and doctoral studies) in more than three hundred degree programmes and their combinations. Palacký University has been listed in the prestigious international Times Higher Education World University Rankings 2016–2017 as well as in U.S. News Best Global Universities Rankings, which made Palacký University one of the 800 (500 in case of U.S. News rankings) most respected universities globally. Palacký University is one of the best evaluated Czech universities today.

In the last few years, Palacký University has built and opened a number of top research institutes of international importance. Haná Regional Centre for Biotechnological and Agricultural Research, the Regional Centre of Advanced Technologies and Materials, the Project BIOMEDREG (Biomedicine for regional development and human resources), the new Research and Educational Centre of the Faculty of Education and others, the university has not only increased its scientific output but also developed applied research and strengthened collaboration with the corporate sector. The university also has its own Project Service, Science and Technology Park, and Business Incubator which aids budding entrepreneurs, including students.

What are the activities and experience of the organisation in the areas relevant for this project? What are the skills and/or expertise of key persons involved in this project? Please explain how the organisation brings an essential added value to the project.

Department of geoinformatics is a well-established department in the European geospatial domain focusing on spatial modelling of geographical phenomena in GIS, digital cartography and remote monitoring of landscape. Its international reputation is underlined by rich scientific and project results (e.g. GeoComputation, StatGIS Team, NeoCartoLink projects, etc.).

The partner is co-responsible for the geospatial part of project, the activities and experiences are very rich in the domain of geomatics. The key elements of every specialty are interdisciplinarity and internationalization. The students involved in the project gain a valuable experience through the educational activities that will take place at all participating universities in different European countries and they will work in the teams comprising students from both fields – geomatics and economics so they could develop new ideas and innovative approaches in problem solving. Key persons involved in the project have expertise in: spatial and spatio-temporal analyses, spatial statistics and geostatistics, urban planning research, urban modelling, socio-economic geography, spatial allocation and optimization, interactive visualization, cartography etc.

The UPOL team will be comprising of two persons - besides [REDACTED], there will be also [REDACTED] participating in the project.

Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Yes

Please indicate:

EU Programme

ERC Grant

Year

2016

Project Identification or Contract Number

Grant Agreement 683024

Applicant/Beneficiary Name

Palacký University Olomouc

EU Programme	Erasmus Mundus
Year	2016
Project Identification or Contract Number	574440-EPP-1-2016-1-CZ-EPPKA1-JMD-MOB
Applicant/Beneficiary Name	Palacký University Olomouc

EU Programme	Erasmus Mundus
Year	2018
Project Identification or Contract Number	599182-EPP-1-2018-1-AT-EPPKA1-JMD-MOB
Applicant/Beneficiary Name	Paris-Lodron-Universitat Salzburg

EU Programme	Erasmus+
Year	2017
Project Identification or Contract Number	2017-1-CZ01-KA203-035519
Applicant/Beneficiary Name	Palacký University Olomouc

EU Programme	Erasmus+
Year	2017
Project Identification or Contract Number	2017-1-CZ01-KA202-035560
Applicant/Beneficiary Name	Palacký University Olomouc

Partner Organisations

PIC	999985805
Legal name	UNIVERSITEIT UTRECHT
Legal name (national language)	UU
National ID (if applicable)	
Department (if applicable)	Rectorate



Acronym	UU
Address	HEIDELBERGLAAN 8
Country	Netherlands
P.O. Box	
Postal Code	3584 CS
CEDEX	
City	UTRECHT
Website	www.uu.nl
Email	
Telephone	
Fax	

Profile

Type of Organisation	Higher education institution (tertiary level)
Is the organisation a public body?	Yes
Is the organisation a non-profit?	No

Accreditation

Accreditation Type	Accreditation Reference
Erasmus Charter for Higher Education	NL UTRECHT01

Associated Persons

Legal Representative

Title	
Gender	
First Name	



Family Name

Department

Position

Email

Telephone

Preferred Contact

If the address is different from the one of the organisation

[Redacted]	
[Redacted]	
[Redacted]	
[Redacted]	
[Redacted]	

No

No

Contact Person

Title

Gender

First Name

Family Name

Department

Position

Email

Telephone

Preferred Contact

If the address is different from the one of the organisation

[Redacted]

Yes

No

Background and Experience

Please briefly present the organisation/group (e.g. its type, scope of work, areas of activity and if applicable, approximate number of paid/unpaid staff, learners and members of the group).

Established in 1636, Utrecht University has evolved into a leading modern research university with a growing international reputation, known for its innovative cross-disciplinary research and high quality education. Utrecht University has great ambitions for its teaching quality and study success rates. This also applies to its clear research profiles which are centred on four themes: Sustainability, Life Sciences, Dynamics of Youth, and Institutions. Utrecht University plays a prominent role in our society and contributes to finding the answers to topical and future societal issues.

Times Higher Education World University Rankings 2018 put Utrecht University at 68th first place worldwide. With about 31,000 students and 8,500 employees divided over 7 faculties, Utrecht University spans the entire spectrum of academic research and education. There are 49 bachelor's programmes and 147 master's programmes available. Among these there are six English-taught bachelor's programmes and more than 90 English-taught master's programmes. The university counts 12 Nobel Prize laureates and 19 Spinoza Prize laureates as part of the alumni and faculty.

The Faculty of Humanities at Utrecht University covers four areas of knowledge including Media and Culture Studies. Both the education offer and the research that the faculty conduct contribute to a better understanding of the Netherlands and Europe within a changing social and cultural context. Through the research, the faculty contribute to analysing and solving current issues in society, and (as regards the media and culture) for example concerning citizenship and media literacy. In this way the faculty contribute to the University's strategic themes Institutions, Dynamics of Youth and Sustainability. In total, the faculty has around 5,800 students and 675 fte employees (20% of which is supportive) participating in 21 Bachelor's programmes and 31 Master's (+ 7 teacher training programmes).

What are the activities and experience of the organisation in the areas relevant for this project? What are the skills and/or expertise of key persons involved in this project? Please explain how the organisation brings an essential added value to the project.

Innovation in teaching is one of the main focus points Utrecht University mentions in its Strategic Plan for 2016-2020. Utrecht University sees blended learning as an important innovation in education. Expertise in blended learning is combined in its Educate IT programme - stimulating innovation in teaching and furthering faculty development. Teachers are well facilitated to use blended learning. They can get both support in practical & technical issues and in more pedagogical issues concerning the ways to use blended learning to increase learning outcomes of students. Moreover, researchers and teachers from the Utrecht Center for Game Research will bring their expertise in the field of game studies in order to help further development of the proposed simulation game concept. The Center was founded by the game-related teaching and research groups at Utrecht University in 2014 to develop an integrated approach to scientific and social questions, by linking academic excellence and fundamental research to the university's social mission. Games are designed experiences, players learn by doing, taking decisions and experiencing consequences in a safe and stimulating environment, and therefore very suitable for the topics covered in this project (economics and geoinformatics), which makes them as a unique combination of diverse methodologies.

The UU team will be comprising of two persons - [REDACTED] there will be also [REDACTED] participating in the project.

Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Yes

Please indicate:

EU Programme	Horizon2020 (H2020-MSCA-ITN-2018)
Year	2018
Project Identification or Contract Number	CHARMING (Grant Agreement No 812716)
Applicant/Beneficiary Name	KU Leuven

EU Programme	Erasmus+
Year	2016
Project Identification or Contract Number	PREHealth (2016-1-DE01-KA203-002919)
Applicant/Beneficiary Name	TU Darmstadt

EU Programme	Horizon2020
Year	2017
Project Identification or Contract Number	Reveal (Grant Agreement No 732599)
Applicant/Beneficiary Name	Sheffield Hallam University

EU Programme	Erasmus+
Year	2016
Project Identification or Contract Number	TeCoLa (2016-1-NL01-KA201-022997)
Applicant/Beneficiary Name	Utrecht University

EU Programme	Horizon2020 (ERC Grant)
Year	2018
Project Identification or Contract Number	QuAnGIS (Grant agreement 803498)
Applicant/Beneficiary Name	Utrecht University



Project Description

Priorities and Topics

Please select the most relevant horizontal or sectoral priority according to the objectives of your project.

HORIZONTAL: Supporting individuals in acquiring and developing basic skills and key competences

If relevant, please select up to two additional priorities according to the objectives of your project.

HE: Tackling skills gaps and mismatches

HORIZONTAL: Open education and innovative practices in a digital era



Please comment on your choice of priorities.

This project aims to innovate the way of teaching about the distinct field of economics, business informatics, geoinformatics and geography, all encompassed by game studies, via modern methods of informal teaching (gamification and playful education). Specifically, the project tackles the issue of learning-by-doing by playing a serious and scientifically based simulation game. This game-based learning transforms traditional means of higher education classes into innovative, creative learning environments in which all participants (teachers and students) will be engaged in solving real-world issues through gaming scenarios.

Thanks to high interdisciplinarity of the project, we strive to support individuals (students) in acquiring and developing basic skills and key competences, which will consequently lead to their increased opportunities in the labour market locally (in their countries) and also at the European level. This project perfectly fits to the Erasmus+ priority - promoting interdisciplinary co-operation in STEAM fields (especially Science, Technology and Arts) by improvement of language skills (students will work in international teams), entrepreneurial mindset (thanks to business and economic topics in blended mobility), critical thinking and creativity (reached by a simulation game, game-rounds compendium and debriefing), which is all subject to this project. At the same time (and from the same reason, i.e. high interdisciplinarity of the project), we will carefully tackle skills gaps and mismatches which may occur due to the different participants' background and level of experience. This will be achieved by a well-balanced mix of innovative teaching methods supporting new innovative pedagogies (game-based learning) and with the use of open and online (e-learning courses and virtual meetings), blended, work-based and multi-disciplinary learning.

The project also promotes the usage of new technologies in learning and teaching. It brings different disciplines together so the students and staff members have a chance to learn best practices from other countries and disciplines through the mobility which enables face-to-face confrontation and knowledge exchange. High-quality learning opportunities come from the selection of participating organization and staff members, who bring their specialisations and experience to share with others. It is of fundamental importance that knowledge is shared as early as possible and open to everyone. All results, outputs, open datasets will fully comply with open access requirements of the European Commission (e.g. using Open Access Infrastructure for Research in Europe - OpenAIRE; or Erasmus+ Project Results Platform). Moreover, potential newly created datasets during the project will be then available under the Open Database License (ODbL), and published via H2020 flexible pilot for open access to research data (ORD pilot), if applicable. Moreover, all the educational materials will create in the light of Open Educational Resources and Practices, creative commons, open textbooks, and Free and Open Source Educational Software concepts. Open Science principles will also be used since the project consist also of scientific meetings of staff members. This ensures that the innovativeness of the project will fully comply with (European) visions in the current digital era.

Please select up to three topics addressed by your project.

ICT - new technologies - digital competences

New innovative curricula/educational methods/development of training courses

Research and innovation

Project Description

Please explain the context and the objectives of your project as well as the needs and target groups to be addressed. Why should this project be carried out transnationally?

The idea of the gamification of a learning process is definitely not new in (higher) education. It was the Czech philosopher and educator Jan Ámos Komenský (John Amos Comenius, 1592-1670), who promoted well-known approach “Schola ludus” (School by Play). Indeed, the learning process is easier if it contains playful features. It is then more pleasant to acquire new knowledge and mastering our skills. Simulation game-based learning appears to be much more playful and experiential compared to traditional teaching. The Spationomy 2.0 project will strive to explore the playful potential of a spatial-economic simulation game that has been prototyped in former Erasmus+ project “Spationomy” (Spatial Exploration of Economic Data – Methods of Interdisciplinary Analytics), that was identified by participants as the most successful and useful (see analysis of needs in Annexes part). The main focus of the new project is to put the current level of the game into a higher level of readiness (“proof-of-concept”) stage by creating fully developed gaming version, and address its playful potential. This will result in a “plug & play” compact package of the game, with all supporting guiding materials and methodology, that will make it instantly and easily adopted, used and played elsewhere. The new project will keep the spatial-economic aspect of the game and will be enhanced by recent advances in game studies and research.

Project also aims to share best practice across disciplinary and national boundaries. The project will encourage to develop deep interdisciplinary cooperation and research sharing among the involved institutions in the field of geoinformatics/geography, economics/business and game studies. This unique combination will be accompanied by the idea of bringing more spatial and economic science into the gaming domain by tackling the issue of “lacking science and real world situations in educational games.” Students will simulate “economic/business/geospatial analytics issues” via simulation game-based learning in order to bring economics/business, geoinformation, and game studies and research together. During the blended mobility, students will learn and adopt joint methodologies/techniques/tools and they serve as actors in “spatial economic/business analytics games”, deployed to structure group-based and student-led investigations of advanced spatial economic data analyses. Students will be enrolled into the process to think, use, write and talk about their experiences. The project will entail more attractive and relevant pedagogy than lecture or seminar based approaches.

The key objective of the project is to:

- 1) teach students about advances in spatial economics and game studies (through blended mobility within interdisciplinary and multinational ECTS course),
- 2) assess and frame the potential of playful, experiential simulation game-based learning
- 3) develop and apply playful open access methodology in a learning process
- 4) develop proof-of-concept stage of the simulation game (“plug & play”)
- 5) bring scientists with different background together in order to boost research in the field of playful methodologies in higher education (as part of SciLab 2.0 activity)
- 6) to disseminate and exploit unique project result in the field of spatial-economic-game studies to wider audience.

The project involves students in bachelor and master programmes of Geoinformatics, Economy and Management, Business Informatics, and Game Studies (exceptionally also PhD students could be drafted). This mix of students establishes a platform for sharing knowledge on different levels of education with different disciplinary backgrounds. Thus, students will bring skills sets that complement others and enriching their (own) perspectives. Staff from participating organizations are directly participating in the project and will work together in order to bring their different specialisation together in order to fulfil the above-mentioned goals.



The Partnership delivers an ongoing intensive course encounter between students and staff from different disciplines organised in two major mobility activities - one for students and staff (Blended mobility; educational virtual part with concluding gaming summer school) and one only for the staff (a short-term joint staff training event; SciLab 2.0 - Scientific Laboratory). The project Multiplier events (Game Cons and Final Conference) will be held after the blended mobility part as a simulation game showcase for involved stakeholders at the end of the project. It will also serve to present results to a wider audience.

Participants are drawn from Olomouc (Czech Republic), Maribor (Slovenia), Bochum (Germany) and Utrecht (Netherlands). They comprise of 30 undergraduate students per year and 11 academic staff (holding PhD or PhD students). The project offers a unique opportunity to disseminate, share and employ new knowledge and gaming methodologies of spatial economic science in higher education.

What results are expected during the project and on its completion?

The following project results are expected:

1. Annual Spationomy 2.0 courses (Virtual Education and Summerschool - "VirES"; ECTS credit rated; 1 course per participating university per year, with 30 students participants per year, i.e. 90 in total)
2. Methodology of the innovative assessment of the playful potential of spatial-economic simulation games and blended learning using modern ICT (Spationomy 2.0 methodology; 1 printed and e-methodology)
3. Spationomy 2.0 learning and teaching materials (handbooks, manuals, guides, e-learning, virtual lectures, telecollaboration, multimedia etc.; as necessary)
4. Significant research results (scientific papers and publications; 3 papers indexed in WoS, 6 papers indexed in Scopus; others as necessary)
5. Simulation game as a compact plug & play package with conceptual framework (including guidelines, individual versatile game rounds, case studies; 1 reviewed and playtested game package)
6. Popular-scientific articles (15 articles, i.e. 3 per partner organisation) about the Spationomy 2.0 project deployment and dissemination
7. Students projects about the selected geographical, geoinformatic, economic, business informatics, and game studies topic (15 projects)
8. New students' playtested game rounds (15 rounds, 5 each project cycle) compiled into 3 compendiums (1 each project cycle)
9. Innovation of the participating institutions' curricula (not countable)
10. Conference proceedings (1 final conference reviewed proceedings, and 2 Game Con proceedings)

The main expected result is a unique annual Spationomy 2.0 interdisciplinary and international programme producing educated experts in the field of geoinformatics, economy, business informatics within the context of playful methodologies in these fields (Intellectual Output 1, IO1) . All participating students will take part in blended learning activities (virtual telecollaborative part and physical mobility at the Summerschool) and, as a result, it is expected to educate and train 30 students per year (90 in total) to become specialists in serious spatial-economic simulation games. Besides, eleven staff members will form an international and interdisciplinary group striving to derive new approaches, playful learning methodologies and knowledge in the mentioned fields. The participants involved in the Spationomy 2.0 will be supported by interactive learning (and teaching) materials from previous project (Spationomy), which will be updated in the light of Spationomy 2.0 topics. Moreover, students will learn to adopt game methodologies, for which the brand new learning and teaching material will be created (see IO2). Research outputs (IO3) will underline the current advances of spatial and economic sciences and their use in higher education as regards playful potential of simulation games. Above mentioned actions will result into the fully tested and ready-to-play (plug & play) spatial economic simulation game package (IO4), which will be available to anyone with no limitations. It is important to note that all of the materials and outputs created during Spationomy 2.0 will be available in open-access format (if applicable).

In what way is the project innovative and/or complementary to other projects already carried out by the participating organisations?

The project offers a unique opportunity for students and teachers to cooperate on interdisciplinary tasks within playful settings that significantly increase the level of students engagement. Thanks to the Spationomy 2.0, it is possible to establish an excellent environment that a) improves student motivation and creates a memorable experience for participants, b) supports a better teaching atmosphere, c) helps to fulfil more rigorous and ambitious educational goals, d) encourages the more effective learning of subject-matter, e) develops and promotes a range of skills (thinking, discussions, numeracy, teamwork, negotiation, problem-solving), f) engages participants to simulate realistic experiences, and g) develops increased empathy with issues (in case of “serious” problems). This comprehensive set of learning outcomes makes this project innovative and attractive - in sense of new methodologies, i.e. advances in higher education by addressing the playful potential of simulation games; and thematic scope by a combination of topics covered, i.e. “spatial economy” domain). The proposal builds on experiences from former Spationomy project by addressing the playful potential mentioned above. Innovativeness lies in fostering of a spatial economic simulation game to be implemented in the higher educational process, which cannot be found elsewhere (to the author’s knowledge). Moreover, Spationomy 2.0 will boost game development in order to bring science into a serious simulation plug & play game version. Besides, the project builds a bridge between young students of economy/business, geoinformatics/geography and game studies as well as between the staff members. The project proposal will establish teams of students and staff with the focus on an interdisciplinary and multinational context. This would not be possible without assembling a proposed consortium of five universities (MVSO, UPOL, UM, RUB, UU); thus making the Spatinomy 2.0 project unambiguously complementary to other projects (or activities) carried out by the participating organisations.

The project is novel in these aspects:

- 1) it delivers a best practice way forward to enhance joint geoinformatic, economical and playful pedagogy, and the quality of the student experience, transferable to other institutions and contexts,
- 2) it explicitly addresses the unconventional learning in the spatial economic simulation game, instead of getting lectures in classrooms or self-study in the library,
- 3) it is the first project targeting playful potential of simulation games in given themes and promoting real world and science-based scenarios in order to stimulate students’ interdisciplinary skills
- 4) in a blended mobility learning environment, it offers a unique encounter between students and staff from different intellectual traditions, different backgrounds and with different attitudes about the education
- 5) it is the first project to elaborate complex simulation game package (plug & play version, complemented with guidelines, examples, and methodology) as a very tangible outcome,
- 6) building on successful ongoing cooperation, it accelerates scientific cooperation among differently oriented researchers,
- 7) it shows how informal and non-formal learning can be validated in synergy with more conventional and formal pedagogic structures,
- 8) it represents a unique platform for learning via modern ICT techniques (telecollaboration, virtual lectures, VoIP-based communication on a regular basis)

Together, these innovative aspects underline project benefits. The project offers an opportunity for undergraduate students to learn state-of-the-art methodological innovations in spatial and economic science in the playful education context. This will help students to adopt these principles in practice more easily. The degree to which these different innovations are applied (and in what combinations) will prove the effectiveness of the simulation game conceptual framework. The outcomes from



evaluating the results will improve the students and staff experience and will be reflected at the closing conference of the project. Continuous maintenance of the project webpages (and related documents) will ensure access of the project outputs to both the academic community and the general public. The links, interconnections and common ground within the consortium help this project to be stronger and better prepared for the dissemination of results via various networks of involved staff.

To date (and to our best knowledge), no other project dealing with spatial and economic science in addressing the playful potential of games in higher education was carried out in the EU.

How did you choose the project partners and what will they bring to the project? Does it involve organisations that have never previously been involved in a Strategic Partnerships project?

The concept of Spationomy 2.0 project for this application is built (above all) on successful cooperation among partner institutions within the former/ongoing Spationomy project (2016-1-CZ01-KA203-024040). There is a high desire from all former partners staff members (i.e. MVSO, UPOL, UM, RUB) to carry on the activities leading to merging geoinformatics/geography and economics/business. The simulation game basic concept (established during the former Spationomy) has represented the most successful and effective part of the project. Bearing this fact in mind, the consortium unanimously decided to focus on this playful method of learning. It has been decided to do so by extending and framing the simulation game with professional methodological help. That is why the new partner - Utrecht University (██████████ to be specific) - specialising on game studies and research has been invited to join the consortium. Historically, there have been strong ties between ██████████ and ██████████ (MVSO) + ██████████ (UPOL), since they all participated in the common Erasmus+ project (GoGo Gozo, 2014-1-UK01-KA203-001642) for more than 2 years, so it has been the optimal choice.

In summary, the project involves the consortium of universities which have previously collaborated in the framework of the Erasmus+ student and staff mobility exchange (MVSO vs. UM, MVSO vs. UPOL, UPOL vs. RUB, UPOL vs. UU). Since the long-standing collaboration amongst these partners good practice, it is beneficial to continue in the collaboration in a more scientific and intensive manner. Cooperation with RUB is based on previous intensive cooperation on a joint personal level between ██████████ (MVSO), ██████████ (UPOL) and ██████████ (RUB). These key persons have been conducting a research agenda for more than 7 years. Their close cooperation was fruitful in the sense of scientific collaboration. All of the partners have previous experience related to their specializations so the partnership is conscious of its strong point for the project success. Cooperation on the institutional level between MVSO and UPOL is based on daily basis as they are situated in the same city, numerous academic staff is involved in both institutions, and both institutions also cooperated on numerous projects (e.g. Mathscience and Modern means of ICT, UNIVES - Olomouc higher education as a partner of Moravian country, and others).

A new partner - Utrecht University (UU) - has links with UPOL, specifically with ██████████ as it has been in previous Erasmus+ strategic partnership (GoGo Gozo), and currently is a partner with UPOL within the Erasmus+ project EduChange (2017-1-CZ01-KA203-035519). Moreover, regular students and staff mobility take place between UU and UPOL on a regular basis.

MVSO will have the role of a project coordinator, project manager, strategic partnership meeting moderator, and supporter of other partners. MVSO will be responsible for topics covering economy (macro and micro), marketing, management, economic geography, visualization, and others. Other partners will be responsible for particular issues regarding their specialization, i.e. geography, spatial analyses and modelling, geoinformatics (RUB, UPOL), geovisualization (RUB, UPOL), business informatics, quantitative methods in the economy, econometrics and decision-making techniques (UM). The red line of the project represents the spatial economic simulation game, which will be thematically fed by the topic mentioned above (under the MVSO, UPOL, RUB, UM supervision), and methodologically covered by the absolutely necessary expertise of UU. Thus, Utrecht University will bring experience from the game studies and game research, which are so much needed in order to develop complex plug & play spatial economic simulation game. Moreover, the UU will help to improve and elaborate the methodologies addressing the playful potential of (simulation) games in spatial and economic sciences in higher education.



How will the tasks and responsibilities be distributed among the partners?

During the Initial Strategic Partnership Meeting, working groups will be established. Essentially, there will be two working groups formed from eleven participating staff members. The first working group will be composed of all five key persons and will be dealing mainly with conceptual/methodological issues of the project (i.e. administration, project framework, learning methodologies, etc.); the second working group will be responsible for technical issues (i.e. learning material preparation, simulation game plug & play package, e-learning system management, telecollaboration preparations, students projects, game rounds compendium etc.). Nevertheless, both working groups will be closely cooperating and it is supposed that individual roles of each project staff member will merge/be switched when needed. In each group members will have their tasks allocated equally and will share the responsibility accordingly.

All partners will be responsible for curricula material elaboration (UU as a new partner will have to create more materials, see IO2), organizing thematic sections of the events, teaching and training, simulation game development, dissemination of the results and other issues requiring joint cooperation. All the roles and responsibilities will be formally reviewed and updated during regular strategic partnership meetings.

If relevant, please identify and explain the involvement of associated partners, not formally participating in the project. Please explain how they will contribute to the implementation of specific project tasks/activities or support the dissemination and sustainability of the project.

Participants

Please briefly describe how you will select and involve participants in the different activities of your project?

The annual cycle of Spationomy 2.0 course (ECTS credit rated course; i.e. 1 course/participating university/year) will be organised and students participating in this course will be involved in all activities - learning and teaching (using prepared materials and virtual lectures), telecollaboration, topical project creation, and Summerschool. The students will be selected according to a CV and a motivation letter preceding personal interviews where English skills will be checked. This will ensure a selection of the most motivated participants that will be actively involved in the project activities. The organisers will do their best to ensure gender balance and will make sure any student can apply for the course. The selection process is designed to ensure the optimal mix of students' skills (professional and language) needed for the Spationomy 2.0.

In case of problems with recruitment of participants, another partner will replenish the required number of the students with its own students provided that both partners are focused on the same field of study. Therefore, there will be two substitutes from each institution ready to join the team in any of the activity. In total, there will be 90 students directly supported by the project (i.e. 30 each project cycle).

Participants with fewer opportunities: does your project involve participants facing situations that make their participation more difficult?

No

Preparation

Please describe what will be done in preparation by your organisation/group and by your partners/group before the actual project activities take place, e.g. administrative arrangements, communication about the activities, selection of the persons, coaches, involvement of stakeholders, etc.

In the build up to the first year Spationomy 2.0 programme, regular VoIP-based communication (Skype) will be established to build links between project partners. Most of the team members already met several times during the former Spationomy project, university visits, conferences etc. However, the whole team has not met in person yet; VoIP meetings and intensive email communication took place during preparation of this application.

Initial Project Meeting will at first establish priorities and develop the timelines for implementing the innovation of Spationomy 2.0 project. This will be crucial especially for the new project partner (Utrecht University), since their team will carry increased workload in creating brand new learning and teaching material about game studies and research before the first activity with students take place (activity C1). It is also important to carry on discussion about the project activities, planning dates for events, and narrow down all the responsibilities amongst the team. Regular and timely meetings will also allow us to build rapport between partners. The preparation phase continues throughout the project and is woven together with implementation in an ongoing process. The role of MVSO will orchestrate all the preparatory works in order to launch project activities as planned. The other partners will follow MVSO instructions and together with MVSO will solve the issues/uncertainties that might arise during the preparation (mainly potential formal administrative issues).

Preparation framework is consisting of:

- preparatory phase of the project (Initial Project Meeting) - mutual introduction of all the staff members, identification of the key issues needed to be solved, distribution of duties among the partners' institutions, working groups formation
- editorial plan of curricula materials
- spatial economic simulation game concept (plug & play version)
- principles & ideas of virtual telecollaboration environment (for students)
- creation of a mailing list and VoIP conference groups (for staff)
- web design - brainstorming about the website functions and appearance (incl. E-learning platform)
- timetable justification
- setting-up an evaluation mechanism
- administrative arrangements (partnership agreements, budgetary matters, organizational issues)

Management

Funds for Project Management and Implementation

Funds for 'Project Management and Implementation' are provided to all Strategic Partnerships based on the number of participating organisations and duration of the project. The purpose of these funds is to cover diverse expenses that any project may incur, such as planning, communication between partners, small scale project materials, virtual cooperation, local project activities, promotion, dissemination and other similar activities not covered by other types of funding. A partnership may receive a maximum of 2750 EUR of 'Project Management and Implementation cost' per month

Organisation Role	Grant per organisation and per month	Number of Organisations	Grant
Applicant Organisation	500.00 EUR	1	18000.00 EUR
Partner Organisation	250.00 EUR	4	36000.00 EUR
Total			54000.00 EUR

Please provide detailed information about the project activities that you will carry out with the support of the grant requested under the item 'Project Management and Implementation'

The Project Management and Implementation will support the successful functioning of the Strategic Partnership throughout the whole three years of the project lifespan. The grant will support the day-to-day planning of the programme, management of project finances, and communication between all sides, all of which will be led from MVSO. MVSO will also be responsible for monitoring progress in relation to targets, identifying obstacles to achieving schedules and leading on implementing and necessary conflict resolution. All the partner will use the funds for project management and implementation according to the funding rules and with previous consultation with MVSO.

Transnational Project Meetings

Transnational project meetings: how often do you plan to meet, who will participate in those meetings, where will they take place and what will be the goal?

Transnational Project Meeting - Strategic Project Meetings (1x initial, 2x pre-conference/regular, and 1x pre-conference/final) - are planned to establish and justify priorities and develop the timelines for implementing the innovation of the Spationomy 2.0 project. During these events, organisational issues, administrative arrangements, timetable, progress in curricula materials, intellectual outputs and others will be checked and discussed. Transnational project meetings are crucial for proper project goals implementation. All the staff members will be present at these meetings.

There will be four Strategic Partnership member meetings (all lasting 2 days) in total during the project lifespan. The Initial Project meeting (ID 1) will be held in Olomouc (beneficiary hometown) prior to the very first regular project activity (SciLab 2.0 - C4). The second and third Strategic Project Meetings (ID2 and 3) will take place in Utrecht (at UU) as a pre-Game Con (E1, E2) preparation meetings in order to ensure the success of the gaming event (besides the regular and important project management agenda that will be discussed primarily during the meetings). It is honest to say, that the rules for Multiplier events do not allow to support participants from a consortium (strategic partnership members), therefore, it would not be possible to take part on and lead the Game Con events without these Project Meetings. The same applies to the Final Conference (E3) and Final Project Meeting (ID4).

An Initial Project Meeting (ID1) of the Strategic Partnership organisers will take place in September 2019, to establish detailed priorities for the project. All project partners will attend, in order to consolidate rapport, clarify institutional needs and develop detailed implementation and dissemination plans. The main focus of this meeting is the annual project programme, held in the rotating locations (as regards the Summerschool during VirES – blended mobility, C1-C3). Responsibilities for work will be clarified in the initial meeting. Moreover, a detailed plan for the IO2 (learning and teaching material) will be discussed and set during this initial meeting.

A further Strategic Project Meetings (ID2 and 3) will take place in September 2020 and 2021, at which priorities for action for the annual cycle will be discussed and planned. This meeting will also be used to review and plan key outputs, focusing upon the best method of analysing results, and disseminating these to stakeholders. Moreover, these meetings are attached to Game Cons (E1 and E2), so the issues connected with the event organisation will be also discussed and all the preparatory works for the conference will be finalised together within the partnership team.

At the end of the project, the last Transnational Project Meeting is planned. This Final Project Meeting (ID4) is planned in August 2022 will be used to summarise all the activities of the Spationomy 2.0 and final report preparation, project evaluation, and future possibilities for follow-ups, sustainability and results dissemination. The Final Project meeting serves also as a preparation for the Final Conference (E3).

After each meeting, a regular (monthly or more frequent) VoIP-based communication will continue with the remit of monitoring and evaluating successes and deliverables and feeding back into future planning. This ongoing communication is essential because the programme seeks an inbuilt progression in project activities, and is deliberately self-reflexive in order to maximise the output.

Note: the local staff is counted but with no budgetary support.

Please specify the funds requested to organise the planned Transnational Project Meetings.



ID	Leading Organisation	Meeting Title	Country of Venue	Starting Period	No. of Participants	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Initial Project Meeting	Czech Republic	09-2019	11	3450.00 EUR
2	UNIVERSITEIT UTRECHT	Strategic Project Meeting 2	Netherlands	09-2020	11	5175.00 EUR
3	UNIVERSITEIT UTRECHT	Strategic Project Meeting 3	Netherlands	09-2021	11	5175.00 EUR
4	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Final Project Meeting	Czech Republic	08-2022	11	3450.00 EUR
Total					44	17250.00 EUR

Transnational Project Meetings Details 1

Meeting Title

Initial Project Meeting

Leading Organisation

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

Starting Period

09-2019

Country of Venue

Czech Republic



Id	Sending Organisation	Country of the Sending Organisation	No. of Participants	Distance Band	Grant per Participant	Grant
1	RUHR-UNIVERSITAET BOCHUM	Germany	2	100 - 1999 km	575.00 EUR	1150.00 EUR
2	UNIVERZA V MARIBORU	Slovenia	2	100 - 1999 km	575.00 EUR	1150.00 EUR
3	UNIVERSITEIT UTRECHT	Netherlands	2	100 - 1999 km	575.00 EUR	1150.00 EUR
4	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Czech Republic	3	0 - 99 km	0.00 EUR	0.00 EUR
5	UNIVERZITA PALACKEHO V OLOMOUCI	Czech Republic	2	0 - 99 km	0.00 EUR	0.00 EUR
Total						3450.00 EUR

Transnational Project Meetings Details 2

Meeting Title

Strategic Project Meeting 2

Leading Organisation

UNIVERSITEIT UTRECHT

Starting Period

09-2020

Country of Venue

Netherlands



Id	Sending Organisation	Country of the Sending Organisation	No. of Participants	Distance Band	Grant per Participant	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Czech Republic	3	100 - 1999 km	575.00 EUR	1725.00 EUR
2	RUHR-UNIVERSITAET BOCHUM	Germany	2	100 - 1999 km	575.00 EUR	1150.00 EUR
3	UNIVERZA V MARIBORU	Slovenia	2	100 - 1999 km	575.00 EUR	1150.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI	Czech Republic	2	100 - 1999 km	575.00 EUR	1150.00 EUR
5	UNIVERSITEIT UTRECHT	Netherlands	2	0 - 99 km	0.00 EUR	0.00 EUR
Total						5175.00 EUR

Transnational Project Meetings Details 3

Meeting Title

Strategic Project Meeting 3

Leading Organisation

UNIVERSITEIT UTRECHT

Starting Period

09-2021

Country of Venue

Netherlands



Id	Sending Organisation	Country of the Sending Organisation	No. of Participants	Distance Band	Grant per Participant	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Czech Republic	3	100 - 1999 km	575.00 EUR	1725.00 EUR
2	RUHR-UNIVERSITAET BOCHUM	Germany	2	100 - 1999 km	575.00 EUR	1150.00 EUR
3	UNIVERZA V MARIBORU	Slovenia	2	100 - 1999 km	575.00 EUR	1150.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI	Czech Republic	2	100 - 1999 km	575.00 EUR	1150.00 EUR
5	UNIVERSITEIT UTRECHT	Netherlands	2	0 - 99 km	0.00 EUR	0.00 EUR
Total						5175.00 EUR

Transnational Project Meetings Details 4

Meeting Title

Final Project Meeting

Leading Organisation

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

Starting Period

08-2022

Country of Venue

Czech Republic



Id	Sending Organisation	Country of the Sending Organisation	No. of Participants	Distance Band	Grant per Participant	Grant
1	RUHR-UNIVERSITAET BOCHUM	Germany	2	100 - 1999 km	575.00 EUR	1150.00 EUR
2	UNIVERZA V MARIBORU	Slovenia	2	100 - 1999 km	575.00 EUR	1150.00 EUR
3	UNIVERSITEIT UTRECHT	Netherlands	2	100 - 1999 km	575.00 EUR	1150.00 EUR
4	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Czech Republic	3	0 - 99 km	0.00 EUR	0.00 EUR
5	UNIVERZITA PALACKEHO V OLOMOUCI	Czech Republic	2	0 - 99 km	0.00 EUR	0.00 EUR
Total						3450.00 EUR

Project Management

How will you ensure proper budget control and time management in your project?

Budgeted expenditure will be controlled by a nominated financial administrator at the MVSO. Funds will be electronically transferred to partners' subjects to the timing of budget lines. The project management is responsible for the regular supervision of the budget; the responsible persons for each of the project partners will approve all planned expenses in advance. The partners will establish separate accounting and dedicated accounts for the project. The applicant will have the possibility to check on this account in any given moment. All financial operations will be done in accordance with the rules of financing of the ERASMUS+ program.

Regular communication will be maintained between partners, and MVSO as the lead partner will be responsible for ensuring that partners keep to timelines in relation to different deliverables. All of the participating project partners have sufficient skills, knowledge and competencies needed for successful completion of all the activities of the project and the successful implementation of all of its objectives.

VoIP communication tools (e.g. Skype), common Google Drive (or similar) and/or project management software (such as the Slack, or similar) will help the time management and general project management processes within the team and the project. All the managerial procedures will be fully transparent and accessible to all partners.

How will the progress, quality and achievement of project activities be monitored? Please describe the qualitative and quantitative indicators you will use. Please give information about the involved staff, as well as the timing and frequency of the monitoring activities.

There will be ongoing monitoring and evaluation throughout the Spationomy 2.0 project. During the project, any problems that occur will be referred to an immediate virtual meeting (VoIP bases, e.g. Skype). At the Strategic Project Meetings (or during the activities where all key staff members are present) all partners will discuss and identify solutions to obstacles, and risks to delivery. MVSO will have the role of a project coordinator and leading partner, each activity during the project will be monitored by MVSO staff involved in this project.

The quality of students will be ensured by selection criteria (CV, motivation letter, personal interviews). The selection process is designed to ensure the optimal mix of students' skills (professional and language) needed for the Spationomy 2.0 courses.

The evaluation of each output will be performed immediately after the particular activity by the project team. The stress will be put on the effectiveness of virtual learning (using various telecollaborative platforms), students' projects (as it will be open-access), development of the simulation game rounds, the spatial economic simulation game itself, multiplier events, curricula materials, methodology and scientific outputs materials, which will be available for public. The projects will be evaluated by three project staff members – one focused on geoinformatics/geography, one on economy/business, and the other on game studies/methodologies.

Other partners (not excluding those three above-mentioned) will be responsible for particular tasks, e.g. teaching during the courses, creating curricula materials, moderating thematic sections, delivering research results etc. Every partner is obliged to monitor and evaluate all activities for which is responsible. Evaluation data will be fed back to the leading partner and will be used to justify the project content.

Indicators will be checked regularly (annually), where applicable, such as:

1. Annual Spationomy 2.0 courses (ECTS credit rated; 1 course per participating university per year)
2. Spationomy 2.0 methodology (1 printed and e- methodology)
3. Spationomy 2.0 learning and teaching materials (handbooks, manuals, guides, e-learning, virtual lectures, telecollaboration, multimedia etc.; as necessary)
4. Significant research results (3 papers indexed in WoS, 6 papers indexed in Scopus; others as necessary)
5. Simulation game as a compact plug & play package with the conceptual framework (including guidelines, individual versatile game rounds, case studies; 1 reviewed and playtested game package)
6. Popular-scientific articles (15 articles, i.e. 3 per partner organisation) about the Spationomy 2.0
7. Students projects about the selected geographical, geoinformatic, economic, business informatics, and game studies topic (15 projects)
8. New students' playtested game rounds (15 rounds, 5 each project cycle) compiled into:
9. Three compendiums (1 each project cycle)
9. The innovation of the participating institutions' curricula (not countable)
10. Conference proceedings (1 final conference reviewed proceedings, and 2 Game Con proceedings)
11. Virtual telecollaborative tools effectiveness and usability (not countable)

How will you evaluate to which extent the project reached its results and objectives? What indicators will you use to measure the quality of the project's results?

Evaluation data will be fed back to the leading partner and will be used to justify the project content. It will be used to improve staff/students training and learning performance, which will lead to an individual growth of competences. Evaluation of the results will be presented to the wide public (via the website and other media) and will be included in the final report and presented at the Final Conference (E3)

Achievements of the project will be controlled by the project management. At the beginning of the project, all the necessary indicators (quantitative and qualitative) will be defined. Nevertheless, indicators for project success might be as follows:

(i) Quantitative:

- Annual Spationomy 2.0 course "VirES" (3 in total, 1 per year)
- Spationomy 2.0 methodology (1 printed and e- methodology)
- Handbooks, manuals, guides, leaflets, presentations and other curricula materials (5 sets of these materials covering VirES; each partner 1 set of materials)
- Research outputs (9 scientific publications)
- Students' thematic projects (15 projects, 5 per year)
- New playtested simulation game rounds (15 rounds, 5 per year) in a form of a compendium (3 compendiums, 1 per year)
- Spatial economic simulation Game Package (1 final Plug & Play game, including supplementary material)
- Game Cons and Final Conference proceedings (3 proceedings)
- Popular-scientific articles (15 articles, i.e. 3 per partner organisation)
- Website with related functionality (e-learning, social media, YouTube videos, downloadable documents)
- Functional virtual telecollaborative environment (for blended mobility virtual learning)

(ii) Qualitative

- Trained and experienced students and staff
- Improvement of the methods concerning the geoinformatics/geography, economy/business, game studies
- Improvement of the students' skills in the sense of acquired knowledge and skills, working in teams, decision making, playful methodologies, creativity
- Enhancement of cooperation between participating institutions
- Self-experiences with a virtual collaborative environment

What are your plans for handling risks which could happen during the project (e.g. delays, budget, conflicts, etc.)?

The governance of the project will be set up in the Initial Project Meeting (ID1). All the potential conflicts and problems will be solved via virtual meetings and/or through the other meetings with staff members' physical presence (SciLab 2.0 - C4-C6, VirES - C1-C3, Project Meetings - ID2-ID3). Any urgent matter will be addressed via virtual meetings. All partners will discuss and identify solutions to obstacles, and risks to delivery. The experienced project team will take care of a proper observance of the activities plan and budgetary issues. The project activities are taking place relatively often, therefore it is possible to handle project risks personally on a regular basis. Regular monitoring (every 6 months) of the progress of the project, output control, a time schedule and financial limits will eliminate all major risks. The key persons in the project will ensure that any kind of potential risk will be managed immediately in order to avoid discrepancies between partners.

In case of problems with recruitment of participants, another partner will replenish the required number of the students with its own students. Ideally, this exchange will happen within the same field of study (for instance when a student from UPOL drops out, he/she will be complemented by a student from RUB). Thus, there will be two substitutes from each institution ready to join the team in any of the activity. Nevertheless, the strong accent will be put on the initial motivation of students to be part of a unique international and interdisciplinary team. Selection of the students described elsewhere in this proposal will ensure an appropriate composition of participants.

Following the timetable will be ensured by the experienced project team that will take care of a proper observance of the activities plan. Financial risks will be eliminated with a thorough check of financial flows, strategic planning and specific competences determination of the individual staff. Changes in personnel during the project implementation will be eliminated by the selection of adequately skilled persons.

The other risks and their mitigation options are described in a contingency plan table in the Annexes part.

Implementation

Please explain how will the project activities lead to the achievement of the project objectives and delivery of the planned results?

The key objectives of the project are:

- 1) teach students about advances in spatial economics and game studies (through blended mobility within interdisciplinary and multinational ECTS course),
- 2) assess and frame the potential of playful, experiential simulation game-based learning
- 3) develop and apply playful open access methodology in a learning process
- 4) develop a proof-of-concept stage of the simulation game (“plug & play”)
- 5) bring scientists with different background together in order to boost research in the field of playful methodologies in higher education (as part of SciLab 2.0 activity)
- 6) to disseminate and exploit unique project result in the field of spatial-economic-game studies to a wider audience.

Achievement of above-mentioned objectives is essentially connected with the project activities:

- a) blended mobility of higher education students (Virtual Education and Summerchool - VirES), where students are taught about advances in the geoinformatics/geography, economy/business, and game studies. This is done both by virtual (using telecollaborative environment and its tools) and physical mobility (active participation at the Summerschool). This is a central feature of the project with the ECTS credit-rated course. This activity will lead to the achievement of the objective 1), 2), and 3)
- b) short-term joint staff training events (Scientific Laboratory 2.0 - SciLab 2.0), are focused on interdisciplinary joint training in order to strengthen staff knowledge about various disciplines, and where staff members will collaborate and jointly on research topics. This activity is related to the achievement of the objective 5), and 6)
- c) transnational project meetings and multiplier events (Strategic Project Meetings, Game Cons and Final Conference), where all involved participants will help to further develop and playtest the spatial economic simulation game into a final complex Game Package (Plug & Play). Moreover, these activities also aim at the creation of materials that will be presented and disseminated to the wider audience. These activities are essential to achieving the objective 4), 5), and 6).

Detailed description (including timing, particular tasks, numbers, places, methodologies) of all activities are provided elsewhere in the proposal. An overview scheme of the Spationomy 2.0 project main activities can be found in the Annex part of this proposal.

The implementation phase will support the successful functioning of the Strategic Partnership throughout the whole three years of the project. The grant will support the day-to-day planning of the programme, management of the project finances, and communication between all sides, and other activities, which will secure the delivery of planned results



How will you communicate and cooperate with your partners?

Cooperation and communication between project partners will take place in a mix of real and virtual contexts. A regular series of VoIP-based meetings (e.g. Skype) will be established to deliver the programme. An e-mail will be the default method outside of VoIP sessions. In addition, a project website, virtual telecollaborative environment, and social media will allow participants to share ideas. The contact (key) persons (i.e. [REDACTED])

[REDACTED] will communicate on a regular basis in order to organise people from their institutions. Ongoing communication is essential because the Spationomy 2.0 programme seeks an inbuilt progression in all activities, and is deliberately self-reflexive in order to maximise output. In crafting out this proposal, the team has already worked in the modes mentioned above and as such has developed a habitus of both efficient and meaningful communication.

Besides electronic communication, physical mobility meetings are inevitable. There will be four opportunities per project year cycle to meet personally - 1) Strategic Project Meetings - as a Transnational Project Meetings, 2) Scientific Laboratories 2.0 (SciLabs 2.0) - representing short-term joint staff training events; 3) Virtual Education and Summerschool (VirES) - blended mobility of higher education students (and staff), and 4) during Game Cons and Final Conference - Multiplier Events. Since the project is unique in its combination of distinct disciplines it is necessary to meet in such a way. The project events, besides their original objectives, will also serve as a platform for the project team discussions/evaluation of previous progress.

Have you used or do you plan to use eTwinning, School Education Gateway, EPALE or the Erasmus+ Project Results Platform for preparation, implementation or follow-up of your project? If yes, please describe how.

-



Intellectual Outputs

Do you plan to include intellectual outputs in your project?

Yes

In case you plan to include Intellectual Outputs please describe them here.

ID	Leading Organisation	Output Title	Starting Period	Grant
O1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Spatiality 2.0 Methodology	12-2019	1299 0.00 EUR
O2	UNIVERZITA PALACKEHO V OLOMOUCI	Learning and teaching material, including website with edu-platform	09-2019	5943. 00 EUR
O3	RUHR-UNIVERSITAET BOCHUM	Scientific and Educational Papers	11-2019	4330. 00 EUR
O4	UNIVERSITEIT UTRECHT	Game Package (Plug and Play)	09-2019	6928. 00 EUR
Total				3019 1.00 EUR



Output Title O1

Output Title	Spatialonomy 2.0 Methodology
Output Type	Methodologies / guidelines – Methodological framework for implementation
Start Date (dd-mm-yyyy)	01-12-2019
End Date (dd-mm-yyyy)	31-08-2022
Output Description (including: elements of innovation, expected impact and transferability potential)	<p>This output represents the main pedagogical/curricular material of the project - Spatial and economic science in higher education - addressing the playful potential of simulation games. This methodology will provide the reader an overview of the spatial and economic science use in higher education practices. In the first part, the main methodological approaches of joint “spatial economy” will be described to introduce the reader a thematic focus of the Sptionomy 2.0 simulation game. Simulation games (history, concepts, variations, use in education process) themselves in the context of game studies will be the main subject of the second part of the methodology. Lastly, the best practices of the new Spationomy 2.0 plug & play simulation game will be introduced, including the process of creation, learning outcomes, students feedback, (dis)advantages of its deployment, and also experience from Game Cons (E1-E2). The methodology will be complemented by video tutorials and examples from a game round with the step-by-step guidelines.</p> <p>Please describe the division of work, the tasks leading to the production of the intellectual output and the applied methodology</p> <p>This output is the resulting professional material coming from the project activities. It will emerge from real deployment of methods used in project events, learning and teaching activities, overall experience, scientific results and best practices.</p> <p>As this output is the one of the most formal and crucial, it is important to perform following tasks (responsibilities in brackets):</p> <ul style="list-style-type: none">- methodology concept preparation (all partners)- literature review (all partners)- selection of spatial-economic methods addressing project aims the most (MVSO, UPOL, RUB, UM)- Spationomy 2.0 simulation game methodological framing (UU, MVSO)- selection and guidelines of the most successful game round to be included in this methodology (UPOL, RUB, UM)- video tutorials of methods (all partners)- staff crosswise proofreading (all partners)- technical works (preparation of printed and e-book, Youtube videos,CD/DVD) (all partners)- dissemination (all partners) <p>This IO1 will be realised mainly in the gaps between other Spationomy 2.0 events (i.e. SciLab 2.0, VirES (incl. Summerschool), Game Cons). All the responsibilities/duties for the methodology will be divided by the leader of the activity (i.e. MVSO) based on team discussions. All the partners will carry the same amount of tasks in order to distribute the overall workload. Spationomy 2.0 methodology will require the greatest amount of working days from each partner due to its high importance as the main curricula output of the project.</p>
Leading Organisation	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S
Media	Interactive Resource

Website
 Book
 Other
 Text
 Video
 DVD
 Dataset

 RUHR-UNIVERSITAET BOCHUM
 UNIVERSITEIT UTRECHT UNIVERZA V
 MARIBORU UNIVERZITA PALACKEHO V
 OLOMOUCI

Participating Organisations

Languages

English

Intellectual Output Budget

Please specify the staff resources which you need to produce the Intellectual Output.

Id	Organisation	Administrative Support Staff	Managers	Teachers/Trainers/Researchers	Technicians	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	0.00 EUR	0.00 EUR	2055.00 EUR	0.00 EUR	2055.00 EUR
2	RUHR-UNIVERSITAET BOCHUM	0.00 EUR	0.00 EUR	3210.00 EUR	0.00 EUR	3210.00 EUR
3	UNIVERSITEIT UTRECHT	0.00 EUR	0.00 EUR	3615.00 EUR	0.00 EUR	3615.00 EUR
4	UNIVERZA V MARIBORU	0.00 EUR	0.00 EUR	2055.00 EUR	0.00 EUR	2055.00 EUR
5	UNIVERZITA PALACKEHO V OLOMOUCI	0.00 EUR	0.00 EUR	2055.00 EUR	0.00 EUR	2055.00 EUR
Total		0.00 EUR	0.00 EUR	12990.00 EUR	0.00 EUR	12990.00 EUR

Intellectual Output Budget Details 954521711

Organisation

 MORAVSKA VYSOKA SKOLA OLOMOUC
 O.P.S

Country of the Organisation

Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	15	137.00 EUR	2055.00 EUR
Total	15		2055.00 EUR

Intellectual Output Budget Details 999988812

Organisation	RUHR-UNIVERSITAET BOCHUM
Country of the Organisation	Germany

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	15	214.00 EUR	3210.00 EUR
Total	15		3210.00 EUR

Intellectual Output Budget Details 999985805

Organisation	UNIVERSITEIT UTRECHT
Country of the Organisation	Netherlands



Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	15	241.00 EUR	3615.00 EUR
Total	15		3615.00 EUR

Intellectual Output Budget Details 999903646

Organisation	UNIVERZA V MARIBORU
Country of the Organisation	Slovenia

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	15	137.00 EUR	2055.00 EUR
Total	15		2055.00 EUR

Intellectual Output Budget Details 999649506

Organisation	UNIVERZITA PALACKEHO V OLOMOUCI
Country of the Organisation	Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	15	137.00 EUR	2055.00 EUR
Total	15		2055.00 EUR



Output Title O2

Output Title

Learning and teaching material, including website with edu-platform

Output Type

Learning / teaching / training material – Other

Start Date (dd-mm-yyyy)

10-09-2019

End Date (dd-mm-yyyy)

29-02-2020

Output Description (including: elements of innovation, expected impact and transferability potential)

As the project is interdisciplinary with focus on connection of very distinct fields, it is essential to prepare initial learning/teaching materials, especially as regards the game studies and research part (lead by UU). Therefore, this intellectual output will be carried out mainly during the first five months of the project, prior the VirES blended learning part. Spationomy 2.0 learning/teaching materials will be electronically oriented (but also prepared for printing in a PDF format) and distributed to ensure availability for all involved students. It will be published under open licence (such as creative commons) so it will be also available online for free download to general public, as well as other scholars and students after the project ends. This will ensure the transferability of the project educational outcome. Such learning and teaching material (covering the combination of geoinformatics/geography, economics/business, and game studies/research) is not existing elsewhere, which will make it a very innovative and unique.

Please describe the division of work, the tasks leading to the production of the intellectual output and the applied methodology

Preparation of learning/teaching material represents a crucial source of information for participating students during VirES. Therefore, this output needs to be done in advance of blended mobility activities. In order to do so, the tasks will be distributed among each member of the consortium and will be consisting of:

- Literature overview
- Methods of spatial analysis, modelling, and geovisualisation (UPOL, RUB)
- Methods of decision-making, business informatics and quantitative approaches (UM)
- Advanced economic methods, managerial skills, and marketing communication (MVSO)
- Introduction to game studies (literature overview, history, concepts) (UU)
- Game modes/variations (board, online/computer, strategy, collaborative, simulation games etc.) (UU)
- Game design (UU)
- Software manuals (in sense of step-by-step guide for handling specific software) (all)
- Case studies and applications (all)

All tasks will be accomplished with the respect to partners' specialisations. The greatest workload lies on the Utrecht University (UU) since the partner will have to create a educational material (in Spationomy 2.0 context) from the scratch; therefore, 10 working days are given to UU. The other partners will significantly improve and update already prepared material to be applicable in the light of Spationomy 2.0 objectives, therefore, 5 working days are planned for them. The main conceptual steps will be done by the the first (conceptual) working group (key persons from each partner). Technical issues of the learning and teaching material will be solved by the second (technical) working group (with the technician from UPOL, who will prepare and programme edu-platform and websites). Creation of the learning and teaching materials themselves will be done jointly.

Resulting materials will be prepared in form of presentations, "white papers", manuals, handbooks,



tutorials, case studies etc, as mainly as open source electronic (interactive and e-learning) form. This intellectual output will be carried out mainly during the first five months of the project (and potentially updated/review after the first cycle of the project).

Leading Organisation	UNIVERZITA PALACKEHO V OLOMOUCI
Media	CD Dataset Interactive Resource Internet Other Paper Brochures Text Website Video
Participating Organisations	RUHR-UNIVERSITAET BOCHUM UNIVERSITEIT UTRECHT UNIVERZA V MARIBORU MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S
Languages	English

Intellectual Output Budget

Please specify the staff resources which you need to produce the Intellectual Output.

Id	Organisation	Administrative Support Staff	Managers	Teachers/Trainers/Researchers	Technicians	Grant
1	RUHR-UNIVERSITAET BOCHUM	0.00 EUR	0.00 EUR	1070.00 EUR	0.00 EUR	1070.00 EUR
2	UNIVERSITEIT UTRECHT	0.00 EUR	0.00 EUR	2410.00 EUR	0.00 EUR	2410.00 EUR
3	UNIVERZA V MARIBORU	0.00 EUR	0.00 EUR	685.00 EUR	0.00 EUR	685.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI	0.00 EUR	0.00 EUR	685.00 EUR	408.00 EUR	1093.00 EUR
5	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	0.00 EUR	0.00 EUR	685.00 EUR	0.00 EUR	685.00 EUR
Total		0.00 EUR	0.00 EUR	5535.00 EUR	408.00 EUR	5943.00 EUR

Intellectual Output Budget Details 999988812

Organisation	RUHR-UNIVERSITAET BOCHUM
Country of the Organisation	Germany

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	214.00 EUR	1070.00 EUR
Total	5		1070.00 EUR

Intellectual Output Budget Details 999985805

Organisation	UNIVERSITEIT UTRECHT
Country of the Organisation	Netherlands

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	10	241.00 EUR	2410.00 EUR
Total	10		2410.00 EUR

Intellectual Output Budget Details 999903646

Organisation	UNIVERZA V MARIBORU
Country of the Organisation	Slovenia

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	137.00 EUR	685.00 EUR
Total	5		685.00 EUR

Intellectual Output Budget Details 999649506

Organisation	UNIVERZITA PALACKEHO V OLOMOUCI
Country of the Organisation	Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	4	102.00 EUR	408.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	137.00 EUR	685.00 EUR
Total	9		1093.00 EUR

Intellectual Output Budget Details 954521711

Organisation	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S
Country of the Organisation	Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	137.00 EUR	685.00 EUR
Total	5		685.00 EUR



Output Title O3

Output Title	Scientific and Educational Papers
Output Type	Studies / analysis – Research study / report
Start Date (dd-mm-yyyy)	01-11-2019
End Date (dd-mm-yyyy)	13-08-2022

Output Description (including: elements of innovation, expected impact and transferability potential)

This intellectual output supports the activity carried out during the activities C4-C6 (SciLab 2.0). Still, the proposed project - Spationomy 2.0 - contains activities that lead to significant innovative methodologies in the education of spatial economics. The novelty of the Spationomy 2.0 should then be exploited by as many relevant stakeholders as possible. It is intended to publish 3 papers indexed in WoS, and 6 in Scopus database. This plan seems to be very ambitious, however still doable within 3 years and 11 people (based on previous experiences). Scientific papers are dedicated to the audience from academia, and research domains. It will help to create a snowball effect in terms of future extended cooperation in the field of playful learning/methodologies in spatial and economic sciences by involving more scholars and teachers. This could also lead to new funding and research opportunities, from which the educational institutions will benefit. The educational paper is meant to be scientific-popular articles serving as a promoting material for lower education teachers and students. This will also significantly help the Spationomy 2.0 to be recognised by professionals and the wider public. During the project, all staff members will take every opportunity to express factual and personal experiences of the Spationomy 2.0 to develop young people's/scholar's interest in this type of educational activity. In other words, active participation on various conferences is a part of this IO as well.

Please describe the division of work, the tasks leading to the production of the intellectual output and the applied methodology

In order to fulfill above-mentioned, it is important to follow these methodological steps:

- Initial brainstorming about possible topics to be investigated
- Formation of working sub-groups from the staff members (based on common topics/interests)
- Define research questions
- Collect a data (especially during the VirES cycles), with respect to research ethics
- Apply qualitative and quantitative methods for data analysis
- Interpretation of results
- Writing scientific papers
- Internal reviews of the manuscripts
- Discussion and finalisation of the papers
- Potential presentation on conferences

This process is not entirely applicable to scientific popular articles, which will be written continuously during the project lifespan, and will cover “smaller” topics and aspects from the Spationomy 2.0, and could be written/presented in the national languages. This intellectual output will be carried out during the whole project. It is expected that all partners will work on this outputs equally, which will be coordinated by RUB.

Leading Organisation	RUHR-UNIVERSITAET BOCHUM
Media	Oral Other Text

Participating Organisations

 MORAVSKA VYSOKA SKOLA OLOMOUC
 O.P.S UNIVERSITEIT UTRECHT UNIVERZA V
 MARIBORU UNIVERZITA PALACKEHO V
 OLOMOUCI

Languages

Czech English Dutch Slovenian

Intellectual Output Budget

Please specify the staff resources which you need to produce the Intellectual Output.

Id	Organisation	Administrative Support Staff	Managers	Teachers/Trainers/Researchers	Technicians	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	0.00 EUR	0.00 EUR	685.00 EUR	0.00 EUR	685.00 EUR
2	RUHR-UNIVERSITAET BOCHUM	0.00 EUR	0.00 EUR	1070.00 EUR	0.00 EUR	1070.00 EUR
3	UNIVERSITEIT UTRECHT	0.00 EUR	0.00 EUR	1205.00 EUR	0.00 EUR	1205.00 EUR
4	UNIVERZA V MARIBORU	0.00 EUR	0.00 EUR	685.00 EUR	0.00 EUR	685.00 EUR
5	UNIVERZITA PALACKEHO V OLOMOUCI	0.00 EUR	0.00 EUR	685.00 EUR	0.00 EUR	685.00 EUR
Total		0.00 EUR	0.00 EUR	4330.00 EUR	0.00 EUR	4330.00 EUR

Intellectual Output Budget Details 954521711

Organisation

 MORAVSKA VYSOKA SKOLA OLOMOUC
 O.P.S

Country of the Organisation

Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	137.00 EUR	685.00 EUR
Total	5		685.00 EUR

Intellectual Output Budget Details 999988812

Organisation	RUHR-UNIVERSITAET BOCHUM
Country of the Organisation	Germany

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	214.00 EUR	1070.00 EUR
Total	5		1070.00 EUR

Intellectual Output Budget Details 999985805

Organisation	UNIVERSITEIT UTRECHT
Country of the Organisation	Netherlands

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	241.00 EUR	1205.00 EUR
Total	5		1205.00 EUR

Intellectual Output Budget Details 999903646

Organisation	UNIVERZA V MARIBORU
Country of the Organisation	Slovenia

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	137.00 EUR	685.00 EUR
Total	5		685.00 EUR

Intellectual Output Budget Details 999649506

Organisation	UNIVERZITA PALACKEHO V OLOMOUCI
Country of the Organisation	Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	5	137.00 EUR	685.00 EUR
Total	5		685.00 EUR



Output Title O4

Output Title	Game Package (Plug and Play)
Output Type	Learning / teaching / training material – Educational game
Start Date (dd-mm-yyyy)	01-09-2019
End Date (dd-mm-yyyy)	01-09-2019

Output Description (including: elements of innovation, expected impact and transferability potential)

This intellectual output - Game Package (Plug & Play) - represents the very finest “product” of the Spationomy 2.0. It is the final version of the spatial economic simulation game that will be instantly ready to use by anyone interested. It will be a bug-free output of the Spationomy 2.0 built on simulation game concept from the former Spationomy project - but significantly changed and improved thanks to the VirES sessions (C1-C3) and Game Cons (E1-E2). The simulation game will be enhanced by game rounds prepared by students during the Summerschool (C1-C3) under the staff members supervision. Then, the extended game will be playtested during the Game Cons by “independent” participants outside from the project. The simulation game will be then justified, improved, and finalised by a staff member based on the Game Con participants’ feedback. Through this iterative process, under the supervision of experienced staff members (lead by the UU), the final “plug & play” version of the game will be ready to distribute at the end of the project. It is intended to present the final Game Package during the Final Conference (E3) - there will also be a chance to play the game itself by anyone interested. The Game Package will include:

- spatial economic simulation game rounds
- detailed game rules
- description of specific game situations and scenarios
- the scoring system, how-to-play guidelines
- open (geo)datasets
- recommended open-source software tools
- recommended literature and resources
- and all the necessary information

Authors/staff members make sure that all the supplementary material will be as simple as possible, yet still preserving a certain level of scientific groundings. This will secure easy-to-play settings of the spatial economic simulation game of real-world scenarios.

Please describe the division of work, the tasks leading to the production of the intellectual output and the applied methodology

In order to fulfil above-mentioned, it is important to follow these methodological steps:

1. Review of former Spationomy simulation game concept and rounds
2. Updated/modified/justified spatial economic simulation game for the first Summerschool (C1)
3. Playtesting and enhancing/extending the simulation game during a Summerschool
4. Preparation of a simulation game for Game Con (E1)
5. Improvement of the simulation game based on C1 (C2, C3) and E1 (E2)
6. Creation of the supplementary materials
7. Iteration of steps 3) to 6) during the second and third cycle of the Spationomy 2.0
8. Finalisation of the spatial economic simulation game (plug & play) including the supplementary material to prepare the final Game Package for the Final Conference (E3)

All the partners will have the same amount of tasks in order to distribute the overall workload. This

intellectual output will be lead by UU and all works will be carried out during the whole project lifespan.

Leading Organisation	UNIVERSITEIT UTRECHT
Media	CD DVD Dataset Interactive Resource Other Text Video Workspace
Participating Organisations	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S RUHR-UNIVERSITAET BOCHUM UNIVERZA V MARIBORU UNIVERZITA PALACKEHO V OLOMOUCI
Languages	English

Intellectual Output Budget

Please specify the staff resources which you need to produce the Intellectual Output.

Id	Organisation	Administrative Support Staff	Managers	Teachers/Trainers/Researchers	Technicians	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	0.00 EUR	0.00 EUR	1096.00 EUR	0.00 EUR	1096.00 EUR
2	RUHR-UNIVERSITAET BOCHUM	0.00 EUR	0.00 EUR	1712.00 EUR	0.00 EUR	1712.00 EUR
3	UNIVERSITEIT UTRECHT	0.00 EUR	0.00 EUR	1928.00 EUR	0.00 EUR	1928.00 EUR
4	UNIVERZA V MARIBORU	0.00 EUR	0.00 EUR	1096.00 EUR	0.00 EUR	1096.00 EUR
5	UNIVERZITA PALACKEHO V OLOMOUCI	0.00 EUR	0.00 EUR	1096.00 EUR	0.00 EUR	1096.00 EUR
Total		0.00 EUR	0.00 EUR	6928.00 EUR	0.00 EUR	6928.00 EUR

Intellectual Output Budget Details 954521711

Organisation

 MORAVSKA VYSOKA SKOLA OLOMOUC
 O.P.S

Country of the Organisation

Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	8	137.00 EUR	1096.00 EUR
Total	8		1096.00 EUR

Intellectual Output Budget Details 999988812

Organisation

RUHR-UNIVERSITAET BOCHUM

Country of the Organisation

Germany

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	8	214.00 EUR	1712.00 EUR
Total	8		1712.00 EUR

Intellectual Output Budget Details 999985805

Organisation

UNIVERSITEIT UTRECHT

Country of the Organisation

Netherlands

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	8	241.00 EUR	1928.00 EUR
Total	8		1928.00 EUR

Intellectual Output Budget Details 999903646

Organisation	UNIVERZA V MARIBORU
Country of the Organisation	Slovenia

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	8	137.00 EUR	1096.00 EUR
Total	8		1096.00 EUR

Intellectual Output Budget Details 999649506

Organisation	UNIVERZITA PALACKEHO V OLOMOUCI
Country of the Organisation	Czech Republic

Category of Staff	No. of Working Days	Grant per Day	Grant
Managers	0	0.00 EUR	0.00 EUR
Technicians	0	0.00 EUR	0.00 EUR
Administrative support staff	0	0.00 EUR	0.00 EUR
Teachers/Trainers/Researchers	8	137.00 EUR	1096.00 EUR
Total	8		1096.00 EUR



Multiplier Events

Do you plan to include Multiplier Events in your project?

Yes

Multiplier Events Summary

Grant support for Multiplier Events can only be asked for if the project intends to produce substantial Intellectual Outputs. Other dissemination activities will be supported via the grant item Project Management and Implementation.

ID	Leading Organisation	Event Title	Starting Period	Grant
E1	UNIVERSITEIT UTRECHT	Game Con 2020	09-2020	2500.0 0 EUR
E2	UNIVERSITEIT UTRECHT	Game Con 2021	09-2021	2500.0 0 EUR
E3	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Final Conference 2022	08-2022	7500.0 0 EUR
Total				12500. 00 EUR

Multiplier Event Details E1

Event Title

Game Con 2020

Country of Venue

Netherlands

Start Date (dd-mm-yyyy)

18-09-2020

End Date (dd-mm-yyyy)

18-09-2020

Event Description (Including : Targets groups and objectives)

The Game Con is a one-day event where local and international participants will have the opportunity to play the spatial economic simulation game developed during the previous Spationomy 2.0 activities (i.e. VirES). It is a unique encounter of people outside the partnership consortium, who will playtest the current stage of the Game Package. It is a logical last step in one year cycle of Spationomy 2.0 as regards the improvements/updates/development of the simulation game. Actual independent and objective playtesting followed by a discussion and feedback from participants will be a very important milestone in the creation of final plug & play version of the simulation game. Besides, the Game Con serves as a platform for direct sharing and dissemination of the project major results (including the research agenda).

The proposed Game Con programme is the following:

- Introduction of Spationomy 2.0
- Introduction of the spatial economic simulation game (Game Package, game rounds, rules, examples, settings etc.)
- Playing the game
- Reflection and debriefing
- Open discussion and feedback
- Presentation of current project results

The Game Con will take place in the Netherlands since the partner - Utrecht University - has the widest network of potential players of the game and colleagues from the field of game studies and research. Moreover, in general, the Netherlands is easily accessible by various means of transport (in case of foreign participants) due to its "transport topological" connections. The number of local (15) and foreign (5) participants is chosen as optimal for proper and in depth playtesting, reflection, discussion, and formal/informal feedback in order to improve the game. It will also create excellent networking atmosphere which will stimulate dissemination of the project results (mainly intellectual outputs) further beyond the project niche.



Intellectual Outputs Covered

Spationomy 2.0 Methodology

Game Package (Plug and Play)

Scientific and Educational Papers

Leading Organisation

UNIVERSITEIT UTRECHT

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

RUHR-UNIVERSITAET BOCHUM

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Multiplier Event Budget

ID	Organisation	Country of the Organisation	Local Participants	Foreign Participants	Grant per Local Participant	Grant per Foreign Participant	Grant
1	UNIVERSITEIT UTRECHT	Netherlands	15	5	100.00 EUR	200.00 EUR	2500.00 EUR
Total							2500.00 EUR



Multiplier Event Details E2

Event Title

Game Con 2021

Country of Venue

Netherlands

Start Date (dd-mm-yyyy)

17-09-2021

End Date (dd-mm-yyyy)

17-09-2021

Event Description (Including : Targets groups and objectives)

The second Game Con (in 2021) is organised from the same reasons as the first one (E1). It represents the first iteration of the E1 with the difference that this iteration will be changed according to the feedback from the first Game Con. Moreover, this activity brings a new group of participants which will widen the impact of the project results.

Intellectual Outputs Covered

Game Package (Plug and Play)

Spationomy 2.0 Methodology

Scientific and Educational Papers

Leading Organisation

UNIVERSITEIT UTRECHT

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

RUHR-UNIVERSITAET BOCHUM

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Multiplier Event Budget



ID	Organisation	Country of the Organisation	Local Participants	Foreign Participants	Grant per Local Participant	Grant per Foreign Participant	Grant
1	UNIVERSITEIT UTRECHT	Netherlands	15	5	100.00 EUR	200.00 EUR	2500.00 EUR
Total							2500.00 EUR

Multiplier Event Details E3

Event Title

Final Conference 2022

Country of Venue

Czech Republic

Start Date (dd-mm-yyyy)

13-08-2022

End Date (dd-mm-yyyy)

13-08-2022

Event Description (Including : Targets groups and objectives)

This Final Conference (in 2022) will represent the “grand finale” and closure of the project. This 1-day conference will take place in Olomouc; since the MVSO is the beneficiary and project coordinator. It will bring together both students and scholars interested in the spatial and economic science in higher education in the context of playful methodologies (simulation game). The Final Conference will be divided into two parts – a) third Game Con workshop where the very final Game Package in a plug & play stage will be played, and b) strategic partnership conference where all the Spationomy 2.0 results will be presented. The Final Conference will encompass all the students’ outcomes as well as project partners’ scientific papers. The conference will also reflect lessons learnt and best practices from the project as a whole. The conference will be opened to a wider audience (including local community) with an objective to share project outcomes more widely with interested stakeholders. All results presented at the Spationomy 2.0 conference will be available online/open-source immediately. The conference will be held in August 2022.

The programme is proposed as follows:

- Plenary session (9:30 – 12:30)

About - (30 mins)

Keynote speakers - (1.5 hour)

Presentation from the consortium - (1 hour)

- Project outputs session (13:30 – 15:00)

Tangible – papers, materials - (1 hour)

Non-tangible informal – friendship, memories, stories, photos – (1 hour)

- Students session (16:00 – 17:00)

- Game Con Workshop (the whole day parallelly)

Intellectual Outputs Covered

Game Package (Plug and Play)

Learning and teaching material, including website with edu-platform

Spationomy 2.0 Methodology

Scientific and Educational Papers

Leading Organisation

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

Participating Organisations

RUHR-UNIVERSITAET BOCHUM

UNIVERSITEIT UTRECHT

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Multiplier Event Budget

ID	Organisation	Country of the Organisation	Local Participants	Foreign Participants	Grant per Local Participant	Grant per Foreign Participant	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S	Czech Republic	45	15	100.00 EUR	200.00 EUR	7500.00 EUR
Total							7500.00 EUR



Learning, Teaching, Training Activities

List of Activities

Do you plan to include transnational learning, teaching or training activities in your project?

Yes

In case you plan to include learning, teaching or training activities please encode them here.



ID	Activity Title	Leading Organisation	Activity Type	Field	Starting Period	No. of Participants	No. of Accompanying Persons	Grant
C1	Virtual Education and Summer school	RUHR-UNIVERSITÄT BOCHUM	Blended mobility of higher education students	HE	02-2020	30	0	17166.00 EUR
C2	Virtual Education and Summer school	MORAVSKÁ VYSOKÁ ŠKOLA OLOMOUČ O.P.S	Blended mobility of higher education students	HE	02-2021	30	0	12732.00 EUR
C3	Virtual Education and Summer school	UNIVERZA V MARIBORU	Blended mobility of higher education students	HE	02-2022	30	0	16596.00 EUR
C4	SciLab 2.0	MORAVSKÁ VYSOKÁ ŠKOLA OLOMOUČ O.P.S	Short-term joint staff training events	HE	12-2019	11	0	3368.00 EUR
C5	SciLab 2.0	UNIVERZA V MARIBORU	Short-term joint staff training events	HE	12-2020	11	0	4862.00 EUR
C6	SciLab 2.0	RUHR-UNIVERSITÄT BOCHUM	Short-term joint staff training events	HE	12-2021	11	0	5147.00 EUR
C7	Virtual Education and Summer school (teachers)	RUHR-UNIVERSITÄT BOCHUM	Intensive programmes for teaching staff	HE	02-2020	11	0	9917.00 EUR
C8	Virtual Education and	MORAVSKÁ VYSOKÁ ŠKOLA	Intensive programmes for teaching	HE	02-2021	11	0	6548.00 EUR



	Summers chool (teachers)	OLOMOUC O.P.S	staff					
C9	Virtual Education and Summers chool (teachers)	UNIVERZA V MARIBORU	Intensive programmes for teaching staff	HE	02- 2022	11	0	9632.0 0 EUR
Total								85968. 00 EUR



Activity Details (C1)

Field

HE

Activity Type

Blended mobility of higher education students

Activity Title

Virtual Education and Summerschool

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity - Virtual Education and Summerschool (VirES) - represents blended mobility for students and will be recognised as the ECTS credit-rated course. The goals of VirES are:

- 1) to educate participants in the three main fields of the project - geoinformatics/geography, economy/business, and game studies and research. This will even participants knowledge in a way so they can find a common (professional) language which accelerates their collaboration and team-building,
- 2) to establish national teams to work on the selected topic (thematic project) from their specialisation, which will serve as a fundamental material for the simulation game round creation (see 5)). These projects will be consulted with staff members from a different country and reviewed by another team from another country, which will require team-to-staff and team-to-team virtual telecollaboration,
- 3) to organise Summerschool where all participants meet in person to share their experiences from the previous part of the project (students will work in international teams till the end) and conduct activities 4) and 5),
- 4) to introduce and play a simulation game from the former project to engage students in the activity, so they are able to “tune” their mindsets into a gaming atmosphere,
- 5) to transform students thematic project into a spatial economic game rounds of the new plug & play version of the simulation game (including mutual playtesting). These new rounds will be packed as compendium (in unified formatting and style). This compendium will be then presented and played during the public Multiplier event - Game Cons (activity E1-E3, depending on a year cycle)

From the blended learning perspective, the VirES will be divided into two main parts. First, there will be a “short-term” virtual part covering above-mentioned points 1) and 2). It is very important to stimulate students and prepare them for the physical meeting (Summerschool). As there is no previous common meeting of all participants, the virtual part has to supplement it. Although it might be a challenging task, the ambition of Spationomy 2.0 is to tackle this challenge and use the modern means of communication to facilitate a real telecollaborative environment. For this purpose, we will use the tools virtual telecollaboration developed in the TeCoLa Erasmus+ project (2016-1-NL01-KA201-022997) coordinated by UU. The tools used for telecollaboration contains the open source customised platform TeCoLa Virtual World (authentic communicative interaction with real people), BigBlueButton (video communication and conferences), online tools for teamwork (e.g. Google Docs, Slack, Padlet, Kahoot etc.). Besides, regular e-learning and VoIP communication will be used. In the first half of the virtual part (February-March), three common virtual lectures will be organised in the topics mentioned in point 1), where all participants will be virtually present (i.e. physically in their countries watching the online/real-time lecture). Moreover, students will use the learning and teaching material (IO2) as a supplementary curricula material. The second half (April-May) will be dedicated to the thematic project. In this activity, students will work within their national teams with the use of the above mentioned (tele)collaborative tools (in order to consult their project with a supervisor from another country). Once the project is finished, it is reviewed by another team (from another country).

The physical mobility part of the VirES is represented by the 8-days course - Summerschool (end of May). This is a key activity of the project since the students will have a chance to meet in person, share their experiences and skills, establish international teams, play the simulation game and finally work on the new game rounds. The Summerschool course schedule will be as follows:

- Day 1 – welcoming part and introduction of the Summerschool (half day); students' project presentations/symposium (half day)
- Day 2-3 – playing the spatial economic simulation game
- Day 4 – simulation game evaluation & debriefing (half day); methodological workshops



(geoinformatics/geography, economy/business)

Day 5 – methodological workshops (half day; game studies/research/design), new simulation game round creation/designing (half day, with staff “drop-ins”)

Day 6 – finalising the game rounds into the compendium template (with staff “drop-ins”)

Day 7 – the new simulation game rounds playtesting

Day 8 – Students feedback, open discussion, brainstorming and the Summerschool closure

In the first year, the Summerschool will be held in Bochum (Germany). All the partners are responsible for the Summerschool, with specific roles regarding the main day-topics. In sum, there will be 6 international and interdisciplinary groups of 5 students (one from each institution), i.e. 30 students. The staff is comprising of 11 people. Note: The locals (students and staff) are counted but with no budgetary support.

Leading Organisation

RUHR-UNIVERSITAET BOCHUM

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

UNIVERSITEIT UTRECHT

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

8

Country of Venue

Germany

Starting Period

02-2020

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	500-1999 km	8	6	0	4434.00 EUR
2	UNIVERSITEIT UTRECHT / Netherlands	100-499 km	8	6	0	3864.00 EUR
3	UNIVERZA V MARIBORU / Slovenia	500-1999 km	8	6	0	4434.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	500-1999 km	8	6	0	4434.00 EUR
5	RUHR-UNIVERSITAET BOCHUM / Germany	0-9 km	0	6	0	0.00 EUR
Total						17166.00 EUR

Group 1, Activity C1 (Virtual Education and Summerschool)

Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Germany

No. of Participants

6



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	6
Grant per Participant	275.00 EUR
Total Travel Grant	1650.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 2, Activity C1 (Virtual Education and Summerschool)

Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Germany

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	6
Grant per Participant	180.00 EUR
Total Travel Grant	1080.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 3, Activity C1 (Virtual Education and Summerschool)

Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Germany

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel



Distance Band	500-1999 km
No. of Participants	6
Grant per Participant	275.00 EUR
Total Travel Grant	1650.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 4, Activity C1 (Virtual Education and Summerschool)

Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Germany

No. of Participants

6



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	6
Grant per Participant	275.00 EUR
Total Travel Grant	1650.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 5, Activity C1 (Virtual Education and Summerschool)

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Germany

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Activity Budget

Budget Items	Grant
Travel	6030.00 EUR
Individual Support	11136.00 EUR
Total	17166.00 EUR



Activity Details (C2)

Field

HE

Activity Type

Blended mobility of higher education students

Activity Title

Virtual Education and Summerschool

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity is identical to the activity C1. It represents the first iteration of the C1 with the difference that this iteration will be significantly changed in the light of practice in the first VirES. This activity brings a new group of participating students from each partner institution. In the second year, the course will be held in Olomouc (Czechia). Note: The locals (students and staff) are counted but with no budgetary support.

Leading Organisation

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

Participating Organisations

RUHR-UNIVERSITAET BOCHUM

UNIVERSITEIT UTRECHT

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

8

Country of Venue

Czech Republic

Starting Period

02-2021

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	0-9 km	0	6	0	0.00 EUR
2	RUHR-UNIVERSITAET BOCHUM / Germany	500-1999 km	8	6	0	4434.00 EUR
3	UNIVERSITEIT UTRECHT / Netherlands	500-1999 km	8	6	0	4434.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	0-9 km	0	6	0	0.00 EUR
5	UNIVERZA V MARIBORU / Slovenia	100-499 km	8	6	0	3864.00 EUR
Total						12732.00 EUR

Group 1, Activity C2 (Virtual Education and Summerschool)

Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

6



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Group 2, Activity C2 (Virtual Education and Summerschool)

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	6
Grant per Participant	275.00 EUR
Total Travel Grant	1650.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 3, Activity C2 (Virtual Education and Summerschool)

Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel



Distance Band	500-1999 km
No. of Participants	6
Grant per Participant	275.00 EUR
Total Travel Grant	1650.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 4, Activity C2 (Virtual Education and Summerschool)

Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

6



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	0-9 km
No. of Participants	5
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Group 5, Activity C2 (Virtual Education and Summerschool)



Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	6
Grant per Participant	180.00 EUR
Total Travel Grant	1080.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Activity Budget

Budget Items	Grant
Travel	4380.00 EUR
Individual Support	8352.00 EUR
Total	12732.00 EUR



Activity Details (C3)

Field

HE

Activity Type

Blended mobility of higher education students

Activity Title

Virtual Education and Summerschool

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity is identical to the activity C1 (and C2). It represents the second and last iteration of the C1 with the difference that this iteration will be significantly changed in the light of practice in the first and second VirES.

This activity brings a new group of participating students from each partner institution. In the third year, the course will be held in Maribor (Slovenia). Note: The locals (students and staff) are counted but with no budgetary support.

Leading Organisation

UNIVERZA V MARIBORU

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

RUHR-UNIVERSITAET BOCHUM

UNIVERSITEIT UTRECHT

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

8

Country of Venue

Slovenia

Starting Period

02-2022

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	RUHR-UNIVERSITAET BOCHUM / Germany	500-1999 km	8	6	0	4434.00 EUR
2	UNIVERSITEIT UTRECHT / Netherlands	500-1999 km	8	6	0	4434.00 EUR
3	UNIVERZA V MARIBORU / Slovenia	0-9 km	0	6	0	0.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	100-499 km	8	6	0	3864.00 EUR
5	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	100-499 km	8	6	0	3864.00 EUR
Total						16596.00 EUR

Group 1, Activity C3 (Virtual Education and Summerschool)

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Slovenia

No. of Participants

6



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	6
Grant per Participant	275.00 EUR
Total Travel Grant	1650.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 2, Activity C3 (Virtual Education and Summerschool)

Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Slovenia

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	6
Grant per Participant	275.00 EUR
Total Travel Grant	1650.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 3, Activity C3 (Virtual Education and Summerschool)

Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Slovenia

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel



Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Group 4, Activity C3 (Virtual Education and Summerschool)

Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Slovenia

No. of Participants

6



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	6
Grant per Participant	180.00 EUR
Total Travel Grant	1080.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Group 5, Activity C3 (Virtual Education and Summerschool)



Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Blended mobility of higher education students

Duration (days)

8

Country of Venue

Slovenia

No. of Participants

6

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

6

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	6
Grant per Participant	180.00 EUR
Total Travel Grant	1080.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	6
Duration per Participant (days)	8
Grant per Participant	464.00 EUR
Total (for Participants)	2784.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2784.00 EUR

Activity Budget

Budget Items	Grant
Travel	5460.00 EUR
Individual Support	11136.00 EUR
Total	16596.00 EUR

Activity Details (C4)

Field

HE

Activity Type

Short-term joint staff training events

Activity Title

SciLab 2.0

Activity Description (including profile of participants per organisation, goals and results of the activity)

The Scientific Laboratory 2.0 - SciLab 2.0 - builds on a good practice from former Spationomy project activity, which was extremely beneficial and fruitful in terms of the scientific collaboration among the partner staff members (more than formerly planned number of scientific papers were finally published). The main focus of this interdisciplinary joint training is to encourage development and writing of scientific papers and scientific-popular materials (Intellectual Output 3 - IO3). This will strengthen interdisciplinary cooperation and facilitate a joint research agenda. Last but not least the SciLab 2.0 event will also give a chance to check the project progress and set up the future steps of the team. All members of the staff will be present, i.e. 11 people.

SciLab 2.0 is planned for 3 days with the following schedule:

Day 1 – welcoming part and project management (half day); scientific colloquium (presentation of all staff members about their area of interest and current research agenda; "keynote" guest from the local country will be invited to take part)

Day 2 – scientific workshop (idea generation and writing, brainstorming, research topics identification, establishing working groups, writing)

Day 3 – scientific workshop (the same as Day 2; half day); planning of the project future research steps (mainly scientific intellectual outputs - IO3); SciLab 2.0 closure (half day).

SciLab 2.0 is scheduled for December each year. The first SciLab 2.0 will be held in Olomouc (Czechia). Each training session will be tutored by the particular staff members with respect to the partners' specialisation in the project. Note: The local staff members are counted but with no budgetary support.

Leading Organisation

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

Participating Organisations

UNIVERSITEIT UTRECHT

RUHR-UNIVERSITAET BOCHUM

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI



Duration (days)

3

Country of Venue

Czech Republic

Starting Period

12-2019

Groups of Participants

ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	RUHR-UNIVERSITAET BOCHUM / Germany	500-1999 km	3	2	0	1186.00 EUR
2	UNIVERSITEIT UTRECHT / Netherlands	500-1999 km	3	2	0	1186.00 EUR
3	UNIVERZA V MARIBORU / Slovenia	100-499 km	3	2	0	996.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	0-9 km	0	2	0	0.00 EUR
5	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	0-9 km	0	3	0	0.00 EUR
Total						3368.00 EUR

Group 1, Activity C4 (SciLab 2.0)

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget
Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support



No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 2, Activity C4 (SciLab 2.0)

Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel



Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 3, Activity C4 (SciLab 2.0)

Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Czech Republic

No. of Participants

2



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	2
Grant per Participant	180.00 EUR
Total Travel Grant	360.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR



Group 4, Activity C4 (SciLab 2.0)

Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Group 5, Activity C4 (SciLab 2.0)

Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Czech Republic

No. of Participants

3

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

3

Group Budget

Travel



Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Activity Budget

Budget Items	Grant
Travel	1460.00 EUR
Individual Support	1908.00 EUR
Total	3368.00 EUR

Activity Details (C5)

Field

HE

Activity Type

Short-term joint staff training events

Activity Title

SciLab 2.0

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity is identical to the activity C4. It represents the first iteration of the C4 with the difference that this iteration will be significantly changed in the light of practice in the first SciLab 2.0. Staff members will meet again in order to share their research and findings reached during the first year of the Spationomy 2.0, and check the progress of scientific intellectual outputs (IO3). In the second year, SciLab 2.0 will be held in Maribor (Slovenia). Each session will be tutored by the particular staff members with respect to the partners' specialisation in the project. Note: The local staff members are counted but with no budgetary support.

Leading Organisation

UNIVERZA V MARIBORU

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

RUHR-UNIVERSITAET BOCHUM

UNIVERSITEIT UTRECHT

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

3

Country of Venue

Slovenia

Starting Period

12-2020

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	100-499 km	3	3	0	1494.00 EUR
2	RUHR-UNIVERSITAET BOCHUM / Germany	500-1999 km	3	2	0	1186.00 EUR
3	UNIVERSITEIT UTRECHT / Netherlands	500-1999 km	3	2	0	1186.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	100-499 km	3	2	0	996.00 EUR
5	UNIVERZA V MARIBORU / Slovenia	0-9 km	0	2	0	0.00 EUR
Total						4862.00 EUR

Group 1, Activity C5 (SciLab 2.0)

Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Slovenia

No. of Participants

3



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

3

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	3
Grant per Participant	180.00 EUR
Total Travel Grant	540.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	3
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	954.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	954.00 EUR

**Group 2, Activity C5 (SciLab 2.0)**

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Slovenia

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget**Travel**

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR



Individual Support

No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 3, Activity C5 (SciLab 2.0)

Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Slovenia

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget



Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 4, Activity C5 (SciLab 2.0)



Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Slovenia

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	2
Grant per Participant	180.00 EUR
Total Travel Grant	360.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support



No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 5, Activity C5 (SciLab 2.0)

Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Slovenia

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel



Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Activity Budget

Budget Items	Grant
Travel	2000.00 EUR
Individual Support	2862.00 EUR
Total	4862.00 EUR

Activity Details (C6)

Field

HE

Activity Type

Short-term joint staff training events

Activity Title

SciLab 2.0

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity is identical to the activity C4 (C5). It represents the second and last iteration of the C4 with the difference that this iteration will be significantly changed in the light of practice in the first and second SciLab 2.0. Staff members will meet again in order to share their research and findings reached during the second year of the Spationomy 2.0, and finalise the research agenda to make sure that all the research intellectual outputs (IO3) are in time.

In the third year, SciLab 2.0 will be held in Bochum (Germany). Each session will be tutored by the particular staff members with respect to the partners' specialisation in the project. Note: The local staff members are counted but with no budgetary support.

Leading Organisation

RUHR-UNIVERSITAET BOCHUM

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

UNIVERSITEIT UTRECHT

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

3

Country of Venue

Germany

Starting Period

12-2021

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	500-1999 km	3	3	0	1779.00 EUR
2	UNIVERSITEIT UTRECHT / Netherlands	100-499 km	3	2	0	996.00 EUR
3	UNIVERZA V MARIBORU / Slovenia	500-1999 km	3	2	0	1186.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	500-1999 km	3	2	0	1186.00 EUR
5	RUHR-UNIVERSITAET BOCHUM / Germany	0-9 km	0	2	0	0.00 EUR
Total						5147.00 EUR

Group 1, Activity C6 (SciLab 2.0)

Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Germany

No. of Participants

3



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

3

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	3
Grant per Participant	275.00 EUR
Total Travel Grant	825.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	3
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	954.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	954.00 EUR



Group 2, Activity C6 (SciLab 2.0)

Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	2
Grant per Participant	180.00 EUR
Total Travel Grant	360.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR



Individual Support

No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 3, Activity C6 (SciLab 2.0)

Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget



Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 4, Activity C6 (SciLab 2.0)



Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	2
Duration per Participant (days)	3
Grant per Participant	318.00 EUR
Total (for Participants)	636.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	636.00 EUR

Group 5, Activity C6 (SciLab 2.0)

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Short-term joint staff training events

Duration (days)

3

Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel



Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Activity Budget

Budget Items	Grant
Travel	2285.00 EUR
Individual Support	2862.00 EUR
Total	5147.00 EUR



Activity Details (C7)

Field

HE

Activity Type

Intensive programmes for teaching staff

Activity Title

Virtual Education and Summerschool (teachers)

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity is dedicated to teaching staff and is connected with the activity C1. It is extremely important and necessary that teaching staff will be able to conduct all activities during the VirES blended learning activity. This item - intensive programmes for teaching staff - is included in the budget to cover expenses connected with students physical mobility part of C1, i.e. the Summerschool. All members of the staff will be present, i.e. 11 people. Note: The local staff members are counted but with no budgetary support.

Leading Organisation

RUHR-UNIVERSITAET BOCHUM

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

UNIVERSITEIT UTRECHT

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

8

Country of Venue

Germany

Starting Period

02-2020

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	500-1999 km	8	3	0	3369.00 EUR
2	UNIVERSITEIT UTRECHT / Netherlands	100-499 km	8	2	0	2056.00 EUR
3	UNIVERZA V MARIBORU / Slovenia	500-1999 km	8	2	0	2246.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	500-1999 km	8	2	0	2246.00 EUR
5	RUHR-UNIVERSITAET BOCHUM / Germany	0-9 km	0	2	0	0.00 EUR
Total						9917.00 EUR

Group 1, Activity C7 (Virtual Education and Summerschool (teachers))

Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Germany

No. of Participants

3



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

3

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	3
Grant per Participant	275.00 EUR
Total Travel Grant	825.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	3
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	2544.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2544.00 EUR

Group 2, Activity C7 (Virtual Education and Summerschool (teachers))



Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	2
Grant per Participant	180.00 EUR
Total Travel Grant	360.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 3, Activity C7 (Virtual Education and Summerschool (teachers))

Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel



Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 4, Activity C7 (Virtual Education and Summerschool (teachers))

Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Intensive programmes for teaching staff

Duration (days)

8



Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support



No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 5, Activity C7 (Virtual Education and Summerschool (teachers))

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Germany

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel



Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Activity Budget

Budget Items	Grant
Travel	2285.00 EUR
Individual Support	7632.00 EUR
Total	9917.00 EUR



Activity Details (C8)

Field

HE

Activity Type

Intensive programmes for teaching staff

Activity Title

Virtual Education and Summerschool (teachers)

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity is dedicated to teaching staff and is connected with the activity C2. It is extremely important and necessary that teaching staff will be able to conduct all activities during the VirES blended learning activity. This item - intensive programmes for teaching staff - is included in the budget to cover expenses connected with students physical mobility part of C2, i.e. the Summerschool. All members of the staff will be present, i.e. 11 people. Note: The local staff members are counted but with no budgetary support.

Leading Organisation

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

Participating Organisations

RUHR-UNIVERSITAET BOCHUM

UNIVERSITEIT UTRECHT

UNIVERZA V MARIBORU

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

8

Country of Venue

Czech Republic

Starting Period

02-2021

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	0-9 km	0	3	0	0.00 EUR
2	RUHR-UNIVERSITAET BOCHUM / Germany	500-1999 km	8	2	0	2246.00 EUR
3	UNIVERSITEIT UTRECHT / Netherlands	500-1999 km	8	2	0	2246.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	0-9 km	0	2	0	0.00 EUR
5	UNIVERZA V MARIBORU / Slovenia	100-499 km	8	2	0	2056.00 EUR
Total						6548.00 EUR

Group 1, Activity C8 (Virtual Education and Summerschool (teachers))

Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

3



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

3

Group Budget

Travel

Distance Band	0-9 km
No. of Participants	3
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Group 2, Activity C8 (Virtual Education and Summerschool (teachers))



Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 3, Activity C8 (Virtual Education and Summerschool (teachers))

Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel



Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 4, Activity C8 (Virtual Education and Summerschool (teachers))

Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	0-9 km
No. of Participants	2
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Group 5, Activity C8 (Virtual Education and Summerschool (teachers))



Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	2
Grant per Participant	180.00 EUR
Total Travel Grant	360.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Activity Budget

Budget Items	Grant
Travel	1460.00 EUR
Individual Support	5088.00 EUR
Total	6548.00 EUR



Activity Details (C9)

Field

HE

Activity Type

Intensive programmes for teaching staff

Activity Title

Virtual Education and Summerschool (teachers)

Activity Description (including profile of participants per organisation, goals and results of the activity)

This activity is dedicated to teaching staff and is connected with the activity C3. It is extremely important and necessary that teaching staff will be able to conduct all activities during the VirES blended learning activity. This item - intensive programmes for teaching staff - is included in the budget to cover expenses connected with students physical mobility part of C3, i.e. the Summerschool. All members of the staff will be present, i.e. 11 people. Note: The local staff members are counted but with no budgetary support.

Leading Organisation

UNIVERZA V MARIBORU

Participating Organisations

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S

RUHR-UNIVERSITAET BOCHUM

UNIVERSITEIT UTRECHT

UNIVERZITA PALACKEHO V OLOMOUCI

Duration (days)

8

Country of Venue

Czech Republic

Starting Period

02-2022

Groups of Participants



ID	Sending Organisation / Country	Distance Band	Duration (days)	No. of Participants	No. of Accompanying Persons	Grant
1	RUHR-UNIVERSITAET BOCHUM / Germany	500-1999 km	8	2	0	2246.00 EUR
2	UNIVERSITEIT UTRECHT / Netherlands	500-1999 km	8	2	0	2246.00 EUR
3	UNIVERZA V MARIBORU / Slovenia	0-9 km	0	2	0	0.00 EUR
4	UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic	100-499 km	8	2	0	2056.00 EUR
5	MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic	100-499 km	8	3	0	3084.00 EUR
Total						9632.00 EUR

Group 1, Activity C9 (Virtual Education and Summerschool (teachers))

Organisation / Country

RUHR-UNIVERSITAET BOCHUM / Germany

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 2, Activity C9 (Virtual Education and Summerschool (teachers))



Organisation / Country

UNIVERSITEIT UTRECHT / Netherlands

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	500-1999 km
No. of Participants	2
Grant per Participant	275.00 EUR
Total Travel Grant	550.00 EUR

Exceptional Costs for Expensive Travel

Individual Support



No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 3, Activity C9 (Virtual Education and Summerschool (teachers))

Organisation / Country

UNIVERZA V MARIBORU / Slovenia

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel



Distance Band	0-9 km
No. of Participants	0
Grant per Participant	0.00 EUR
Total Travel Grant	0.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	0
Duration per Participant (days)	0
Grant per Participant	0.00 EUR
Total (for Participants)	0.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	0.00 EUR

Group 4, Activity C9 (Virtual Education and Summerschool (teachers))

Organisation / Country

UNIVERZITA PALACKEHO V OLOMOUCI / Czech Republic

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

2



No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

2

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	2
Grant per Participant	180.00 EUR
Total Travel Grant	360.00 EUR

Exceptional Costs for Expensive Travel

Individual Support

No. of Participants	2
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	1696.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	1696.00 EUR

Group 5, Activity C9 (Virtual Education and Summerschool (teachers))



Organisation / Country

MORAVSKA VYSOKA SKOLA OLOMOUC O.P.S / Czech Republic

Activity Type

Intensive programmes for teaching staff

Duration (days)

8

Country of Venue

Czech Republic

No. of Participants

3

No. of Accompanying Persons

0

Total No. of Participants and accompanying persons

3

Group Budget

Travel

Distance Band	100-499 km
No. of Participants	3
Grant per Participant	180.00 EUR
Total Travel Grant	540.00 EUR

Exceptional Costs for Expensive Travel

No. of Participants	0
Description and Justification	
Grant (EUR)	0.00 EUR

Individual Support



No. of Participants	3
Duration per Participant (days)	8
Grant per Participant	848.00 EUR
Total (for Participants)	2544.00 EUR
No. of Accompanying Persons	0
Duration per Accompanying Person (days)	0
Grant per Accompanying Person	0.00 EUR
Total (for Accompanying Persons)	0.00 EUR
Total Individual Support Grant	2544.00 EUR

Activity Budget

Budget Items	Grant
Travel	2000.00 EUR
Individual Support	7632.00 EUR
Total	9632.00 EUR

Background Information

What is the added value of these learning, teaching or training activities (including long-term activities) with regards to the achievement of the project objectives?

The central feature of the project is the ECTS credit-rated course based around VirES - Virtual Education and Summerschool (blended mobility). The project objectives (Spatial and economic science in higher education and addressing the playful potential of simulation game) would not be achieved without learning, training and teaching activities. These activities represent the core part of the whole project and cannot be omitted. Learning and teaching activities offer an interdisciplinary and international encounter and opportunity for students/staff to gain a new knowledge from different fields of study. All participants will use a modern web-based telecollaborative communication tools (e.g. TeCoLa Virtual World, BigBlueButton, GoogleDrive, Slack, Padlet, Kahoot, Skype etc.) during the blended mobility. First, the educational principles of this Erasmus+ project is built on virtual and physical meetings among students themselves, and also with staff members. It is a very essential part of the educational process of students and the added value is in 1) conducting modern virtual education (building on the successful project "TeCoLa" coordinated at UU) leading to group-based project assessment, 2) physical mobility with face-to-face confrontation of students' knowledge, skills, and opinions, and 3) active participation of students to the spatial economic simulation game, which represents the "learning-by-doing" method and stimulates students engagement.

Scientific laboratories 2.0 (SciLab 2.0) will lead to a proper research on the main project topic, i.e. spatial and economic science in higher education - addressing the playful potential of simulation games. It will boost the staff members' research in this field by common publications as a result of mushrooming the ideas that will arise during SciLab 2.0 meetings. SciLabs 2.0 represent a scientific platform for participating staff joint research. This unique scientific collaboration would not be possible (there will be very limited time during the other activity - Summerschool).

By organising both activities (C1-C3, C4-C6) with our various backgrounds and by actively involving our students, we will be able to design better educational activities and simulation game than if we would have to do this individually.

How will you select, prepare and support participants and ensure their safety? Please describe the practical arrangements including training, teaching or learning agreements, if applicable.

Students selection is described in detail in the "Participants" part of the "Project Description" section (staff member composition in "Participating Organisations" section). As regards participants safety, all participants will be instructed to acquire European Health Insurance Card to ensure their health safety and travel insurance to economically ensure possible loss of property. This will represent a mandatory pre-requisite for participant to be included into the Spationomy 2.0 activities. Moreover, each participant will have to agree and sign off a Learning and teaching agreement tailored to the project needs. This agreement does not contain "only" safety instructions but also following points (selection). The student participant is responsible to fulfil the following duties:

- Active participation at the course (physical and virtual mobility during blended learning - Virtual Education and Summerschool - "VirES")
- The following costs will be reimbursed based on active participation of the complete course.
- The participant declares to have necessary insurance coverage for the relevant countries (either individual, or secured by the alma mater)
- The participant accepts that he or she has to obey the rules for the course and travel arrangements set by teaching staff
- The participant is representing his/her Alma mater and will behave accordingly
- All actions taken by the participant beyond the regular/organized course activities are upon his/her personal responsibility.

All these instruction and whole course organisation are presented by national staff members to their students during pre-mobility informational meeting.

Please also describe the arrangements for recognition or validation of the learning outcomes of the participants in learning, teaching or training activities. Will your project make use of European instruments like Europass, ECVET, Youthpass, ECTS etc. or any national instruments/certificates?

Activities C1, C2, C3, forming Virtual Education and Summerschool (VirES) as a blended mobility for students, will be recognised as the ECTS credit-rated course and will be available to each of the participating partners study programme. In case the partner is not able to create a new ECTS course (due to internal university rules), the students will be enrolled to another (yet existing) subject with similar nature and with equivalent amounts of workload/credits. Moreover, students will receive an official Spationomy 2.0 certificate of participation signed off by representatives of the project consortium.



Special Costs

Special Needs Support

ID	Organisation	Country of the Organisation	No. of Participants With Special Needs	Description and Justification	Grant (EUR)
Total					0.00 EUR

Exceptional Costs

ID	Organisation	Country of the Organisation	Description and Justification	Grant (EUR)
Total				0.00 EUR



Follow-up

Impact

What is the expected impact on the participants, participating organisations, target groups and other relevant stakeholders?

The project will establish innovative approaches which allow getting direct benefits for different involved groups. It will develop key skills in education innovations, spatial and economic sciences, strategic decision making, team thinking, game studies and playful methodologies and research methods; with particular emphasis on practical use. This will entail more attractive and relevant pedagogy than lecture or seminar based approaches. This is why the students and staff involved in the project will highly appreciate the participation in the Spationomy 2.0 activities. All partners are striving to educate young people with interdisciplinary and international skills.

Participants (students) will extend their interdisciplinary and international skills and will be able to apply new knowledge in various real-world tasks, which increase their chances in the labour market. They will be also educated in disciplines that are quite distinct but together represents a strong tool for analysing the real world phenomena. Students will participate in an innovative and challenging accredited learning experience, which will help them in a future career. Through the project, they also develop new ideas and innovative approaches to communicating about geoinformatics/geography, economy/business and game studies. They will also significantly increase their virtual learning “literacy” in terms of using such telecollaborative tools.

Participating organizations will benefit from the project in the sense of establishing interdisciplinary working groups with strong scientific orientation. Spationomy 2.0 innovates the way how playful methodologies and simulation games engaging students are used as a teaching/learning method in the participating institutions. Moreover, it will be more effective if more student-centred pedagogies are applied and the use of digital and mobile technologies are explored. The project partners will exchange expertise to innovate methods and approaches and will use the new insights in their own teaching even after the project has finished. The staff will exchange practices and share experiences of curricular development and will improve their pedagogic practice by experiencing different disciplinary ways of research.

Other educational organizations (national colleagues, working groups, umbrella associations etc.) will have the opportunity to gain valuable insights into the project achievements since the staff members will share and spread the methods, skills, knowledge and outputs to them. Other education institution will have a chance to employ the Spationomy 2.0 best-practices into their teaching process and will be supported by the Spationomy 2.0 staff members. The website with its function (as an info-hub for all learning and teaching materials created during the project) will be also available to other educational institutions who will have the opportunity to employ Spationomy 2.0 best-practices into their teaching.

All other relevant stakeholders will have a chance to get to know the project results via active participation in multiplier events that are tailored to spread the project achievements. Moreover, numerous scientific-popular and educational paper will be available during and after the project lifespan. Therefore, together with the website platform with e-learning and virtual telecollaboration, the potential impact on a wider audience is maximised.

In summary, all partners strive to educate young people with international and interdisciplinary skills. Through Spationomy 2.0, bonding both students and staff together, all participants have the opportunity to share their ideas and approaches with their partners from different countries and to interconnect their main disciplines – geoinformatics/geography, economy/business, and game studies. All within the pedagogical context of innovative playful spatial economic simulation gaming.

They bring teaching methods, techniques and ideas novel for other partners with them which constitute a unique synergy among all participating students and staff. The students involved in the project gain valuable international experience through the educational activities that will take place at participating universities in different European countries.

What is the desired impact of the project at the local, regional, national, European and/or international levels?

The desired impacts at different levels can be mostly seen as implementing educationally adapted technology to improve playful learning of spatial economic topics by scientifically based simulation game. It will complement current practices in higher education and enhance disciplinary, national and pedagogic traditions. It is expected and desired to reach much wider audience going beyond the project directly involved participants, as the plug & play Game Package holds the potential to be used by various communities.

At a local level, the Spationomy 2.0 project will help others to switch their mono-disciplinary thinking into a multidisciplinary one and to apply novel educational methods based on playful features. Therefore, the local community (public, academic, secondary schools) will have a chance to adopt Spationomy 2.0 results (especially playful methodologies with the plug & play spatial economic simulation Game Package). They can use every single curricula material for their own agenda.

At a regional level, it will encourage education institutions, enterprises and specialists to use spatial economic educational approaches for their scientific and economic growth. They can use the simulation Game Package as a basis for their own customised version, which might be a subject of commercial use (in case of enterprises) or research (in case of academia).

At a national level, it will serve as an example of the potential of international collaboration for each of the national participants. Thank the Spationomy 2.0, progress towards more attractive and relevant pedagogical playful techniques is to be made, it will be more likely that credible information will be further used

At the European and international level, it will actively involve Western and Eastern European institutions in mutual collaboration, as a means of breaking down barriers of different approaches in real-world problem-solving.

How will you measure the previously mentioned impacts?

The impacts will be measured through the mix of indicators (quantitative and qualitative):

(i) Quantitative:

- Annual Spationomy 2.0 course "VirES" (3 in total, 1 per year)
- Spationomy 2.0 methodology (1 printed and e- methodology)
- Handbooks, manuals, guides, leaflets, presentations and other curricula materials (5 sets of these materials covering VirES; each partner 1 set of materials)
- Research outputs (9 scientific publications)
- Students' thematic projects (15 projects, 5 per year)
- New playtested simulation game rounds (15 rounds, 5 per year) in a form of a compendium (3 compendiums, 1 per year)
- Spatial economic simulation Game Package (1 final Plug & Play game, including supplementary material)
- Game Cons and Final Conference proceedings (3 proceedings)
- Popular-scientific articles (15 articles, i.e. 3 per partner organisation)
- Website with related functionality (e-learning, social media, YouTube videos, downloadable documents)
- Total number of participants - 90 students, 11 staff members, Game Cons' participants (40), Final Conference participants (60)
- Functional virtual telecollaborative environment (for blended mobility virtual learning)

(ii) Qualitative

- Trained and experienced students and staff
- Improvement of the methods concerning the geoinformatics/geography, economy/business, game studies
- Improvement of the students' skills in sense of acquired knowledge and skills, working in teams, decision making, playful methodologies, creativity
- Enhancement of a cooperation between participating institutions
- Self-experiences with virtual collaborative environment

Besides, important part of this measures is the feedback from involved students. They are the only ones who can judge the Spationomy 2.0 impact, because they are supposed to be directly supported. Staff members will evaluate relevant project activities with them, from perspective of content, skills and innovative pedagogies. Detailed evaluation criteria of the Spationomy 2.0 project will be specified during the Strategic Project Meetings (or during other events). An evaluation questionnaire for participants will be constructed and assessed after each cycle of the project. Scientific impact of the Spationomy project will be measured using common scientific methods (such as number of research paper citations, number of downloads from the website, paper indexation in world scientific databases etc.).

Dissemination and Use of Project's Results



You are requested to make plans for the dissemination of your project results. Please provide answers to the questions below.

What will be the target groups of your dissemination activities inside and outside your partnership?

Please define in particular your target audience(s) at local/regional/national/EU level and motivate your choice.

The project outputs will be available to all students and employees (teachers, researchers, PhD students) from participating organizations. The project results will be also available to students and teachers from other higher education institutions. This audience however comprises different groups, and the dissemination plan targets these different communities, and more specifically anyone interested in: geomatics/geography, economy/business, and game studies within the context of playful methodologies. Expected scientific results (reviewed papers) will increase the number of our audience – scientific community and researchers. Finally, the relevant audience is the wider public beyond the academic environment. This applies to all levels (local, regional, national and EU).

Both the website with open-access format material, the multiplier events and academic publications will be ways to reach these audiences. Colleagues of the key persons involved in the project will be informed through usual local information channels (lunch meetings, newsletters etc). Moreover, all 30 students (together with staff members) from each year cycle will play role as local ambassadors for the project - they will promote the project in their institutions by word-of-mouth, and will advertise the project.

Which activities will you carry out in order to share the results of your project beyond your partnership?

Dissemination activities will be carried out through:

- project websites allowing to publish up-to-date project material and outputs
- social media (Facebook, Instagram, LinkedIn, etc.)
- multimedia (videos, step-by-step manuals, guides, compendiums etc.)
- curricula materials available on website (i.e. 1 Spationomy 2.0 methodology, 1 spatial economic simulation Game Package (plug & play) with all supplementary material, handbooks, and posters, leaflets, students projects, compendiums etc.)
- scientific and research papers (9 peer-reviewed articles)
- scientific-popular and educational papers (15 in total)
- Game Cons and Final Conference open to wide public (3 proceedings)

The extent of the individual dissemination materials (e.g. number of pages, copies) is not to be anticipated at the moment.

Furthermore staff members (and potentially students as well) will take part in:

- active participation on the thematic conferences in participating countries (or abroad)
- GISDay, Business incubators open days, Gaming events, European Researcher's Night, and similar
- local university event (e.g. Open-door days, project days or Science Night)
- regular events (such as EduCafes)
- active participation on events organised by national umbrella associations
- students TV/newspapers channel
- local newspapers

Who will be responsible for the dissemination activities within your partnership and which specific expertise do they have in this area? What resources will you make available to allow for the proper implementation of your dissemination plans?

MVSO will have the main responsibility for the dissemination activities, regarding general issues of the project. Public relation department of MVSO possess rich experiences with dissemination and promotion, thus their expertise is to be used for dissemination activities of the project results. Also each partner university will be responsible for the dissemination of the project's results through its own communication channels and media (local news, national umbrella scientific organizations, and social media) in their countries. All key persons are members of respective societies or associations, which ease the dissemination to all relevant audiences.

Erasmus+ has an open access requirement for all materials developed through its projects. If your project is producing intellectual outputs/tangible deliverables, please describe how you intend to ensure free access for the public to a digital form of this material. If you intend to put any limitation on the use of the open licence, please specify the reasons, extent and nature of this limitation.

We will disseminate Spationomy 2.0 results through open channels. All intellectual outputs created in the project will be available on the project's website. All materials, methodologies, game rounds, students projects, manuals, guides, videos, presentations, leaflets, posters, texts and others will be published in the various formats in English and accessible without the need for registration or login. The website of the project will be public and the information will be freely available for download.

All results, outputs, open datasets will fully comply with open access requirements of the European Commission (e.g. using Open Access Infrastructure for Research in Europe - OpenAIRE; or Erasmus+ Project Results Platform). Moreover, potential newly created datasets during the project will be then available under the Open Database License (ODbL), and published via H2020 flexible pilot for open access to research data (ORD pilot), if applicable. Moreover, all the educational materials will create in the light of Open Educational Resources and Practices, creative commons, open textbooks, and Free and Open Source Educational Software concepts.

The Spationomy 2.0 project members will continuously collaborate on the dissemination and spreading of information about the project. Furthermore, every member of the consortium will be responsible for the spreading of information at their home institution. The promotion of the project will take place at the regional and national level among the universities and among students of the individual universities.



How will you ensure that the project's results will remain available and will be used by others?

The dissemination and availability of the results, including the possibility of their use will be ensured through appropriate Internet and virtual methods and channels. Our web-based dissemination of best practice will continue after the end of the project funding. All the curricula materials will be available through the e-learning portal of the website, which will be maintained by the staff members.

If possible, the ECTS credit rated course framework (i.e. Virtual Education and Summerschool) will continue at the participating institutions after the end of project funding (if necessary as a low-cost version). Moreover, the virtual telecollaborative tools will allow (by their digital nature) the project results to be reachable after their publication/creation.

The final spatial economic simulation Game Package with all supplementary material will also remain available, so any interested higher education institution can adopt the principles and modify them according to their needs.

Scientific papers will remain available for general public and academia via Spationomy 2.0 project websites, ResearchGate platform and in indexed research databases.

During the final Strategic Project Meeting we will elaborate on a detail exit strategy for Spationomy 2.0 with special attention on how to continue disseminate project results and to continue the Spatinomy 2.0 consortium in various network activities. The final Spationomy 2.0 conference will reflect on potential prolongation of the project.

All of the "open" principles mentioned in previous boxes ensure that the results will remain available to others.

If relevant, please provide any other information you consider appropriate to give a full understanding of your dissemination plan and its expected impact (e.g. how you have identified which results are most relevant to disseminate; how you will ensure the involvement of all partners; how you see synergies with other stakeholders, etc.)

Sustainability

What are the activities and results that will be maintained after the end of the EU funding, and how will you ensure the resources needed to sustain them?

It is intended that the project will contain activities that could be maintained after the end of the Spationomy 2.0 project funding. An important principle for Spationomy 2.0 is sustainability regarding the virtual tools used for the main learning and teaching activities. Spationomy 2.0 will use learning methods by blended learning and by smart adaptation of digital technologies. This will ensure that Spationomy 2.0 results will still be used after the project period. Sustainability of the project activities is also secured by the creation of the various outputs, mostly in the digital environment (Spationomy 2.0 methodology, learning and teaching materials, scientific papers, and spatial economic simulation Game Package and others). Organisations outside the Spationomy 2.0 consortium will be welcomed to use materials in their own curricula in the future.

The Spationomy 2.0 consortium consists of people that have found mutual interest in cooperation since this provides them with an added value on how various specialisation brings synergies when working together. The consortium has already built strong ties and will still be active after the project period. The consortium will, however, be considerably strengthened through the implementation of the project and it will boost interdisciplinary and international cooperation towards innovations in higher education. Sustainability of the mutual relationship will be ensured by the virtual meetings of the project partners, and also with the physical meetings since most of the institutions signed Erasmus+ mobility contracts.

Also, the ECTS credit rated course (Virtual Education and Summerschool) will continue at the participating institutions after the end of the project. At least some of its parts could be preserved using low-cost solutions (virtual mobility, field courses organised within the institution region with local students).

The playful potential of the final spatial economic simulation Game Package will be prepared in a “plug & play” mode and will be built on open source data and software. This resources (data and software) together with supplementary materials (game rules, examples, game settings, thematic methodologies, scoring system etc.) will be contained in the complex package. Therefore, these arrangements will guarantee the sustainability of the game.

Project outputs will be available on the project website that will be maintained at the expense of MVSO even after the realisation period of the project.

Annexes

The maximum number of all attachments is 11 and the maximum total size is 10240 KB.

Please download the Declaration on Honour, print it, have it signed by the legal representative and attach.

File Name	File Size (kB)
Declaration_on_Honour.pdf	2,758

Please download the Mandates, print them, have them signed by the legal representatives and attach.

File Name	File Size (kB)
Mandates_all_signed.pdf	2,937

Please attach any other relevant documents.

File Name	File Size (kB)
Risk_assessment_contingency_plan_table.pdf	48
Spatiality_20_analysis_of_needs.pdf	549
A_year_of_Spatiality_20_scheme.pdf	305
Total Size (kB)	6,597

Checklist

Before submitting your application form to the National Agency, please make sure that:

- It fulfils the eligibility criteria listed in the Programme Guide.
- All relevant fields in the application form have been completed.
- You have chosen the correct National Agency of the country in which your organisation is established. Currently selected NA is: CZ01 Dům zahraniční spolupráce (DZS) Centre for International Cooperation in Education

Please also keep in mind the following:

Mandates of each partner to the applicant, signed by both parties, should be submitted as an annex to the application form. If the application is approved for funding, signed mandates will be considered as a condition for signature of the grant agreement.

The documents proving the legal status of the applicant must be uploaded in the participants' portal (for more details, see Part C of the Programme Guide - 'Information for applicants').

The grant exceeds 60 000 EUR. If the applicant organisation is not a public body or an international organisation, please do not forget to upload the necessary documents to give proof of your financial capacity in the Participant Portal (for more details, see the section 'Selection Criteria' in Part C of the Programme Guide).

Data Protection Notice

PROTECTION OF PERSONAL DATA

The application form will be processed electronically. All personal data (such as names, addresses, CVs, etc.) will be processed pursuant to Regulation (EC) No 45/2001 on the protection of individuals with regard to the processing of personal data by the EU institutions and bodies and on the free movement of such data. Any personal data requested will only be used for the intended purpose, i.e. the processing of your application in accordance with the specifications of the call for proposals, the management of the administrative and financial aspects of the project if eligible and the dissemination of results through appropriate Erasmus+ IT tools. For the latter, as regards the details of the projects' contact persons, an unambiguous consent will be requested.

For the full description of the collected personal data, the purpose of the collection and the description of the processing, please refer to the Specific Privacy Statement (see link below) associated with this form. http://ec.europa.eu/programmes/erasmus-plus/documents/epluslink-eforms-privacy_en.htm

- I agree with the Specific Privacy Statement on Data Protection



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4	21-03-2019 02:31:25		1556164
5	21-03-2019 02:57:02		1556399
6	21-03-2019 03:01:50		1556488