



EduGame

Project name: Serious Games for Creativity and Social Cohesion in Teacher Education

## Kick-Off Meeting Agenda

Date: 07.12.2023 - 08.12.2023, Location: online

	Day 1	. All-Partners D
I	Welcome and Introduction	10:00 - 10:20
-	Brief Overview of the Meeting Agenda	
	Introduction of Key Participants	
Π	Project Overview and Timeline	10:20 - 12:00
	Presentation on the Project Background and Objectives	
	Key Tasks, Deliverables and Milestones	
	Presentation on the Project Timeline	
	Key Dates and Deadlines	
	Lunch or Coffee time	12:00 - 13:00
Π	Project Governance, Communication Channels and Risks	13:00 - 14:00
	Overview of Governance Structure. Purpose and Importance	
	• Introduction of Consortium Committee (CC) and Steering Committee (SC)	
	• Roles, Composition, and Distinct Responsibilities	
	<ul> <li>Relationship and Interaction Between CC and SC</li> </ul>	
	Clarification of Reporting Lines	
	Discussion on Collaboration and Communication Channels	
	Presentation on Risks and Mitigation Strategies	
	Open Discussion on Additional Risks	
III	Consortium Agreements	14:00 - 14:40
	Structure of the Consortium Agreements	
	Explanation of Terms and Conditions	
	Q&A on the Consortium Agreement	
IV	Project Dissemination Toolkit and Website	14:40 – 15:10
	Overview of the Dissemination Toolkit	
	• Purpose and Components	
	• Target Audience	
	Introduction to the Project Website	
	• Purpose and Goals	
	<ul> <li>Features and Functionalities</li> <li>Wabita Davalanment Timeling</li> </ul>	
V	Website Development Timeline     O&A Session	15:10 - 15:40
•	Open Floor for Questions and Clarifications	
	Addressing Concerns and Queries	
VI	Next Steps and Action Items	15:40 - 15:55
	Recap of Key Takeaways	
	Assignment of Action Items and Responsibilities	
	Setting Deadlines for Initial Tasks	
VII	Closing Remarks	15:55 - 16:00
	Acknowledgment and Appreciation	
	<ul> <li>Confirmation of Follow-Up Meetings and Communication</li> </ul>	

## Day 1 All-Partners Day

## Networking and Informal Discussions (Optional).

Additional time for Partners to Network and Discuss Collaborative Opportunities Q&A sessions

## Day 2. Individual Partners Day