

**IPSERA Educators'
Workshop 2022**

Room: E1029

Session I 11:00 – 12:30	11:00–11:40 <i>Presentation</i>	<i>#128 The Game suPlay – Using a Serious Game in Purchasing and its Effect on Learning</i>
	<i>Presenter</i>	Vincent Delke
	<i>Co-authors</i>	Holger Schiele and Frederik Vos
	11:45–12:30 <i>Presentation</i>	<i>#129 PERSIST - Developing Gamification for Teaching Industry 4.0 Purchasing and Supply Management Skills</i>
<i>Presenter</i>	Vincent Delke	
<i>Co-authors</i>	Dennis Meyer, Stephen Kelly, Elina Karttunen and Michal TKÁČ	
12:30 – 13:30	Lunch and Networking <i>Location: E1120 The Gallery</i>	
Session II 13:30 – 15:00	Room: E1029	
	13:30–14:00 <i>Presentation</i>	<i>#24 Purchasing-to-go - the purchasing and supply management knowledge platform</i>
	<i>Author(s)</i>	Florian Schupp and Philipp Geissdoerfer
	14:00–14:30 <i>Presentation</i>	<i>#41 Developing Learners' Epistemic Curiosity: Lessons From a Collaborative Intervention in Procurement Education</i>
	<i>Author</i>	Fiona Wood
14:30–15:00 <i>Presentation</i>	<i>#65 Teaching Sustainable and Innovative Purchasing and Supply Management competences through an open student-centred learning approach</i>	
<i>Author(s)</i>	Picaud Katia, Klaas Stek, Thomas Johnsen and François Constant	