

Project: iSafetyApp “Teaching Students Internet Safety Through an Artificial Intelligence Mobile Application”

No. 2020-1-PL01-KA226-SCH-096462

Student’s report on the quality of iSafetyApp game

I. Content

1. INTRODUCTION.....	3
2. GDPR clause	3
3. To which extent the produced iSafetyApp game satisfies your expectations?	4
4. How useful do you think this tool is to the local community, to the general purpose?	5
5. How do you evaluate the educational elements included in the iSafetyApp considering the goal of strengthening internet safety skills?.....	6
6. How students in your local community/school perceive the tool?.....	6
7. How user friendly you think the iSafetyApp is?.....	8
8. How easy is to register on the iSafetyApp?	8
9. How easy is to use the iSafetyApp?	9
10. How do you rate the organisation of the time-credits system.....	10
11. How do you evaluate your language version of iSafetyApp game?	10
12. How much the game is coherent with the topic of Internet Safety skills?.....	11
13. How iSafetyApp can facilitate the goal of strengthening Internet safety skills?	12
14. What benefits do you see for your school/educational institution while using the iSafetyApp game APP?	13
15. What benefits do you think the community gains by using the iSafetyApp?.....	13
16. Do you see any challenges regarding the use of the iSafetyApp?	14
17. Do you think the output might be improved in some way?.....	15
18. SUMMARY	15

1. INTRODUCTION

The purpose of this report is to measure the degree of efficiency and user friendliness of the evaluated output ISAFETYAPP. The goal of this form is to implement a continuous evaluation process of iSafetyApp project "Teaching Students Internet Safety Through an Artificial Intelligence Mobile Application" in order to make sure that the project actually respects the initially set objectives and that the expected results are reached.

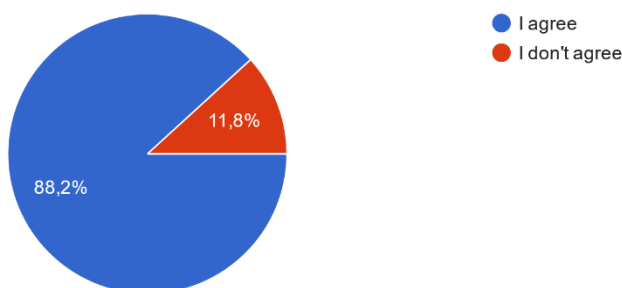
Students were asked to answer each question and to justify a given answer in the comment box. It was also a great help in preparing the report to be communicative and precise and to give specific examples where possible. The survey was completed by 34 students from each partner country of the project.

Below is a report summarizing all responses.

2. GDPR clause

I agree to take part in this research project and agree for my data to be used for the purpose of this study. I understand my participation is voluntary a...s containing any personal data will be anonymised.

34 odpowiedzi



For the game app, students were asked to agree / disagree to the GDPR clause: "I agree to take part in this research project and agree for my data to be used for the purpose of this study. I understand my participation is voluntary and I may withdraw at any time without my legal rights being affected. Data Protection: I understand that information collected about me during my participation in this study will be stored on a password protected computer and that this information will only be used for the purpose of this study. All files containing any personal data will be anonymised."

Most of the students (88,2%) agreed to the GDPR clause, only 4 students (11,80%) disagreed.



IX Liceum Ogólnokształcące
im. Kazimierza Jagiełłończyka
w Toruniu

Innovation Frontiers
Mind is the limit

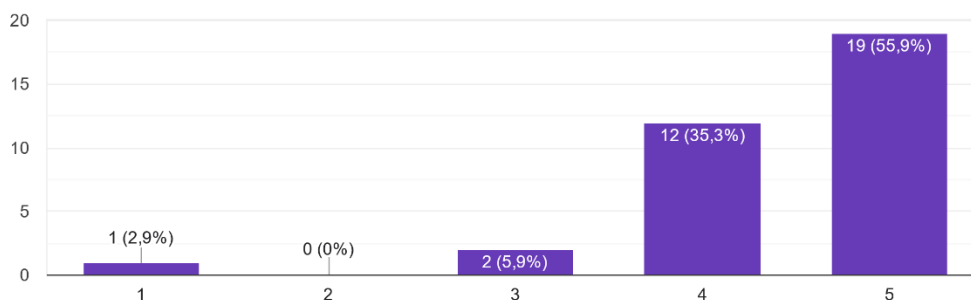
technologos
pushing the boundaries



3. To which extent the produced iSafetyApp game satisfies your expectations?

To which extent the produced iSafetyApp game satisfies your expectations?

34 odpowiedzi



Within this question, students were asked to assess from 1 to 5 the level of their satisfaction with the app.

Most of the students (91,2%) rated their satisfaction with 4 or 5, what shows that they are very satisfied and their expectations were met. 3 students answered 3, which shows that there is a space for the improvements. Only one student replied that she/he is not satisfied at all with the IO2 game app.

The partners gave comments according to the implementation of IO2.

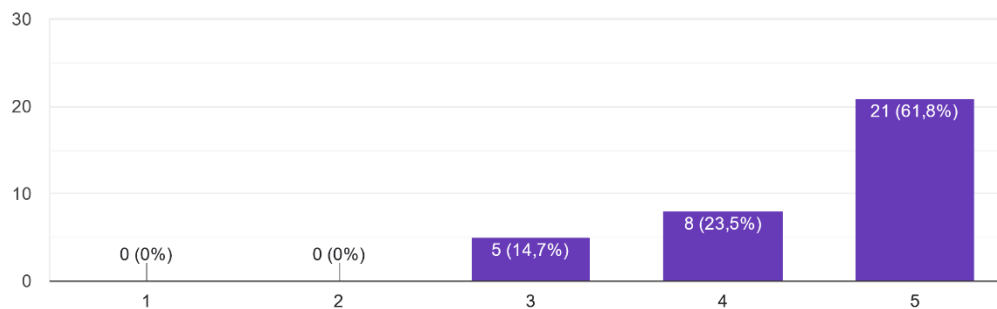
- This app satisfies my expectations
- idk
- i dont know
- This is one of the best apps I have ever used
- this is one of the better apps
- This is on of the best apps
- Yea
- I dont know
- very good
- Nice
- Could be a little more interesting
- I like the design
- all is nice
- its nice thats all
- I really liked the game
- it's satisfying

- it;s ok
- satisfying
- im satisfised
- It's fine!
- it satisfies me
- It's very interesting and beautiful
- very satisfied
- Im really happy I played it
- good

4. How useful do you think this tool is to the local community, to the general purpose?

How useful do you think this tool is to the local community, to the general purpose?

34 odpowiedzi



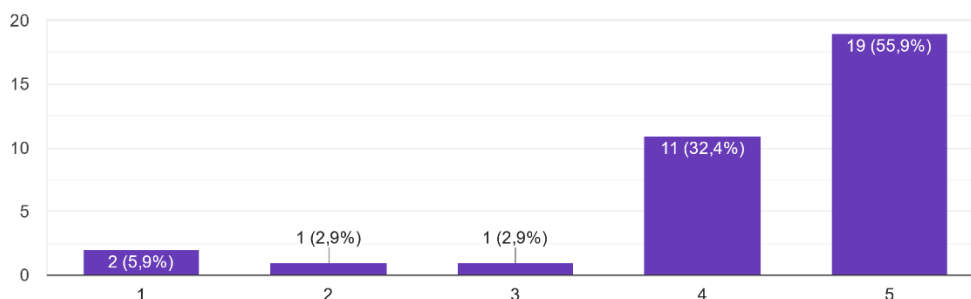
Within this question, students were asked to assess on the scale from 1 to 5 the level of the usefulness of iSafetyApp tool to the local community and to the general purpose.

Students indicated that the app will be highly used by rating it on the level of 4 or 5 (29 students, 85,20% of answers). 5 students rated the usefulness on the level of 3, which provides the consortium with an information on the necessary improvements.

5. How do you evaluate the educational elements included in the iSafetyApp considering the goal of strengthening internet safety skills?

How do you evaluate the educational elements included in the iSafetyApp considering the goal of strengthening internet safety skills?

34 odpowiedzi



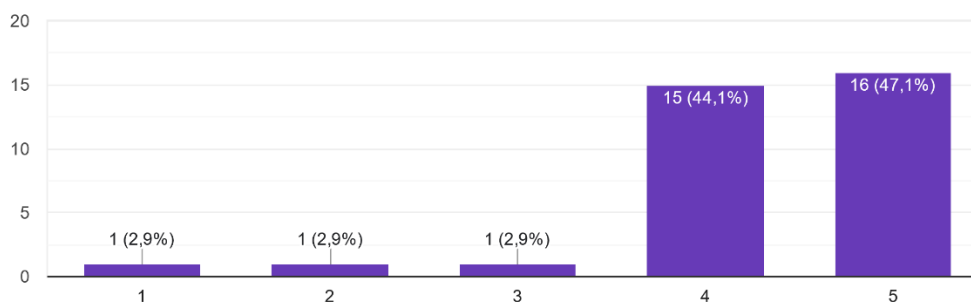
The students were asked to evaluate on the scale from 1 to 5 the level of the educational elements included in the iSafetyApp considering the goal of strengthening internet safety skills.

The grades varied from 1 to 5. Majority of the students consider the materials useful in terms of teaching others on the Internet safety, as they rated it on the level of 4 or 5 out of 5 (88,30%). The answers with notes 3 and 2 were voted by one student each. Two students (5,9%) consider the educational element of iSafetyApp as not relevant.

6. How students in your local community/school perceive the tool?

How students in your local community/school perceive the tool?

34 odpowiedzi



IX Liceum Ogólnokształcące
im. Kazimierza Jagiełłończyka
w Toruniu



technologos
pushing the boundaries



For the evaluation on how the students in a local community of the interviewees perceive the app, students were asked to give a note on the scale from 1 to 5.

Here, similarly as in previous question, the students rated the mentioned issue rather positively – notes 4 and 5 were given by definite majority of the questioned students (5- 47,1% and 4 – 44,1%). One student was answered that students in her/his community will perceive the app neither positively nor negatively. Only 2 students answered that the app will be perceived rather negatively.

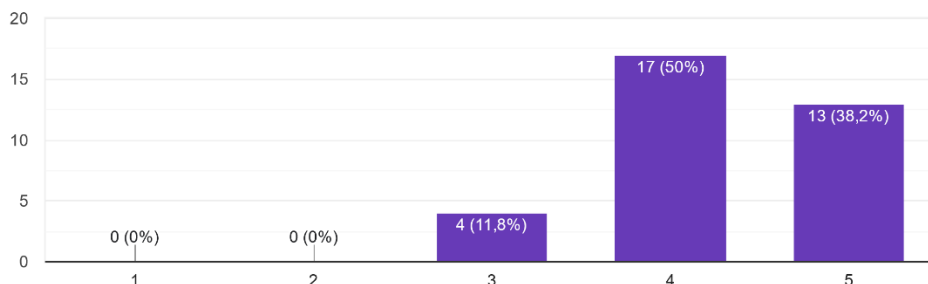
The students were asked to add comments related to this question. They commented as follows:

- Everyone agrees on that
- I think students need this tool at school
- I don't know
- ok
- i don't know
- everyone agrees on that
- needed
- They think it can be useful.
- It's good because it has an interesting form
- most of my friends liked it
- People nowadays need such a tool
- Generally they like this app
- good
- very interesting tool
- useful
- We played it and had fun
- It's good
- Me and my friends like it
- I think it's ok!
- they say it's nice

7. How user friendly you think the iSafetyApp is?

How user friendly you think the iSafetyApp is?

34 odpowiedzi



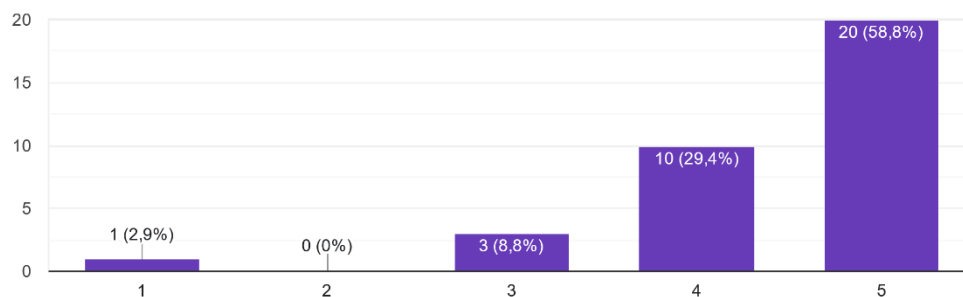
The students were asked to evaluate on the scale from 1 to 5 the interface of the app, i.e how userfriendly it is.

The notes varied from 3 to 5. Majority of the students consider the app userfriendly (88,2%). Some students (11,8%) answered this question with note 3, which means that for them the app is neither user friendly nor user-unfriendly. General note is rather positive.

8. How easy is to register on the iSafetyApp?

How easy is to register on the iSafetyApp?

34 odpowiedzi



The students were asked to evaluate on the scale from 1 to 5 how easy it is to register on the iSafetyApp.



IX Liceum Ogólnokształcące
im. Kazimierza Jagiełłończyka
w Toruniu

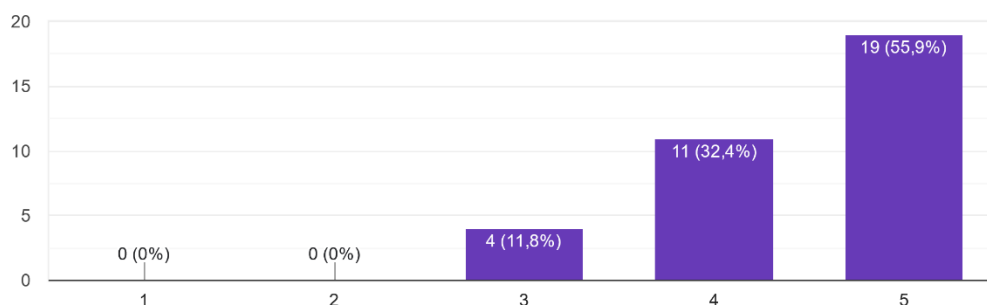


The notes varied from 1 to 5. Majority of the students answered that it is easy to register to the app (88,2%). Three students (8,8%) answered this question with note 3, and one student (2,9%) rated the registration process with note 1.

9. How easy is to use the iSafetyApp?

How easy is to use the iSafetyApp ?

34 odpowiedzi



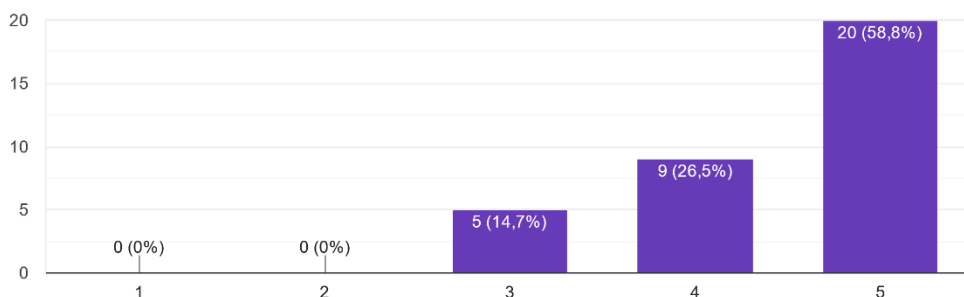
For the question of the usage of the game, students were asked to evaluate on the scale from 1 to 5 how easy it is to use the iSafetyApp.

The notes varied from 3 to 5. Majority of the students answered that it is easy to use the app (88,3%). Four students (11,8%) answered this question with note 3, which means that the partners need to collaborate more on updating the app with useful guidelines on how to use it.

10. How do you rate the organisation of the time-credits system

How do you rate the organisation of the time-credits system

34 odpowiedzi



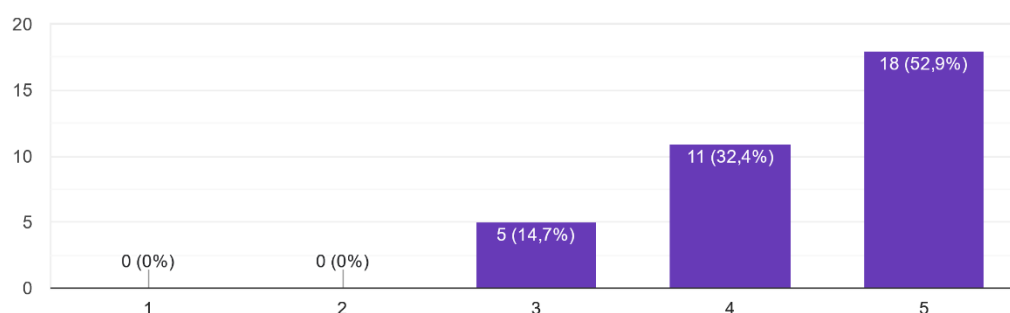
The student were asked to rate on the scale from 1 to 5, how do they consider the organisation of the time-credits system.

Most of the students answered that the organisation of the time-credit system is very good or good. Only 5 students answered the question with the note of 3, which is neither positive nor negative. It shows however, that the consortium needs to take necessary steps to update the app according to the student's notes.

11. How do you evaluate your language version of iSafetyApp game?

How do you evaluate your language version of iSafetyApp game?

34 odpowiedzi



IX Liceum Ogólnokształcące
im. Kazimierza Jagiełłończyka
w Toruniu



technologos
pushing the boundaries



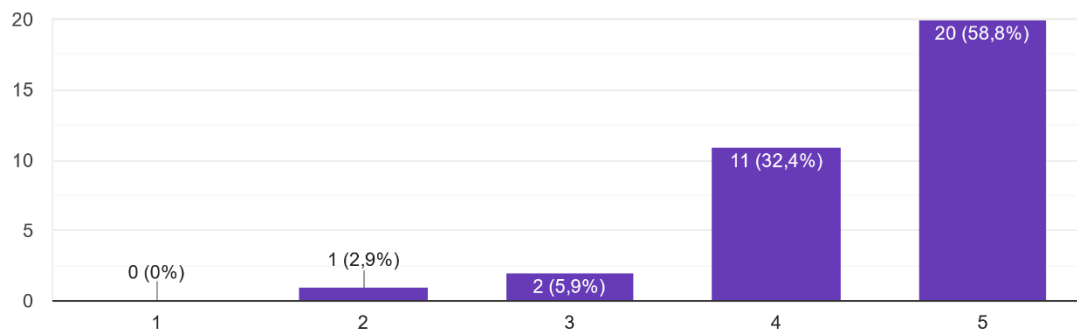
In terms of the languages of the iSafetyApp, the student were asked to rate on the scale from 1 to 5, how do they view the translations / language versions.

Majority of the students consider it positively or rather positively (85,3% in total). 5 students (14,7%) claim that the language versions of the app need improvements. Some translations still had bugs or there were words that were not translated from English language to national languages.

12. How much the game is coherent with the topic of Internet Safety skills?

How much the game is coherent with the topic of Internet Safety skills?

34 odpowiedzi



The student were asked to rate on the scale from 1 to 5, how do they view the coherence of the game with the Internet safety skills.

Vast majority of the students (91,2%) consider it positively or rather positively. 2 students (5,9%) claim that the coherence is not that significant. One student rated it with 2 (2,9%). This result show that the topics included in the game are relevant to the Internet Safety skills.

Students were also asked to add coments in relation to the above question. The answers are as follows:

- This app is very coherent with the topic of Internet safety skills
- i don't know
- We see its potential
- I don t know
- It helps you use the Internet safely
- The rooms present the most common dangers and information about them
- showing problems connected to the Internet

- its coherent
- I think it is coherent
- It is very relatable
- very much
- I think it'd be good to use it on our lessons
- we can use it and learn when we want
- We can learn a lot from it
- Students will learn what to do and not do online
- It teaches us things we dont normally do at school
- It's all about safety and it's good

13. How iSafetyApp can facilitate the goal of strenghtening Internet safety skills?

Regarding the Internet Safety skills, the students were asked to give examples of how iSafetyApp can facilitate the goal of strenghtening Internet safety skills. The abswers were as follow:

- To a very high extent
- Nice
- I dont know
- It's a fun form of learning
- I can learn a lot from it
- it teaches how to protect ourselves
- i don't know
- It's an entertaining way of learning more bout safety on the Internet
- By teaching students in a nice and not boring way
- we play and we learn
- Tools given are very useful and helpful to understand the problem more
- everything in the game is useflu and full of inromation
- It shows us a lot of things
- Students will learn what to do and not do online
- How we can stay safe online
- It gives a lot of useful info and materials

14. What benefits do you see for your school/educational institution while using the iSafetyApp game APP?

Regarding the utility of the app for the schools, the students were asked to give examples of what benefits they see for your school/educational institution while using the iSafetyApp game.

The answers were as follows:

- This app makes us feel safe
- I like
- We feel more secure using the internet
- We feel more secure using this app
- I don't know
- Lessons will be more engaging
- Learning more about Internet safety
- It teaches how to protect ourselves
- It's useful in teaching us more about the internet
- It's an entertaining way of learning more about safety on the Internet
- By teaching students in a nice and not boring way
- Giving us more information
- Tools given are very useful and helpful to understand the problem more
- Knowing more and how we can prevent bad things
- We can find out how to be safe
- Students will learn what to do and not do online
- What we can do when somebody insults us online
- We can know how to protect ourselves

15. What benefits do you think the community gains by using the iSafetyApp?

Regarding the utility of the app for the community, the students were asked to give examples of what benefits they see for your school/educational institution while using the iSafetyApp game.

The answers were as follows:

- This app makes us feel safe
- I like
- We feel more secure using the internet
- Nice
- I don't know



IX Liceum Ogólnokształcące
im. Kazimierza Jagiełły
w Toruniu



Innovation Frontiers
Mind is the limit



technologos
pushing the boundaries



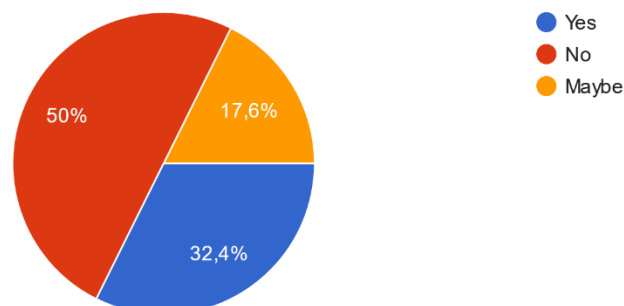
WSEI
WYŻSZA SZKOŁA EKONOMII I INNOWACJI
W TORUNIU

- Learning more about Internet safety
- it teaches how to protect ourselves
- its useful in teaching us more about the internet
- It's an entertaining way of learning more about safety on the Internet
- By teaching students in a nice and not boring way
- giving us more informations
- Expanding knowledge about bad things happening on the Internet
- knowing more and how we can prevent bad things
- We can find out how to be safe
- Students will learn what to do and not do online
- Developing knowledge
- We can know how to protect ourselves

16. Do you see any challenges regarding the use of the iSafetyApp?

Do you see any challenges regarding the use of the iSafetyApp?

34 odpowiedzi



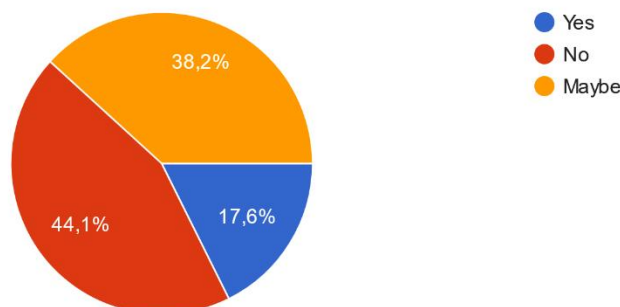
Within this question, students were asked to assess the challenges regarding the use of the iSafetyApp.

The answer was almost split in half. 50% of the students indicated that the app will not have to face any challenges, however 32,4% claim that the challenges do exist and 17,6% were not sure about it. It shows that the students are aware of the difficulty of introducing new tool to the market and they state once again that the guidelines for the usage are necessary.

17. Do you think the output might be improved in some way?

Do you think the output might be improved in some way?

34 odpowiedzi



Within this question, students were asked to assess if the app might be improved in any way.

The students indicated that even though the app satisfies their needs and they liked it in general, there's still a place for the improvements. 44,1% of the students claim that there's no need for any improvements, however 17,6% claim that the corrections are necessary and 38,2% indicated that there might be the need for corrections.

18. SUMMARY

Above questionnaire was conducted to determine the user experiences of the usage of the iSafetyApp game app. Most of the students view the app positively, they acknowledge the interface and the user friendliness of the app. Students indicated that the developed materials included in the game are useful and informative. They also stated, both by answering the closed questions and in the open section for comments, that the topic of Internet Safety is very important nowadays and there is still plenty of things that they can learn, which now will be more possible thanks to the app and the project in general.

The students however noted that, even though the app is well developed, there's still a place for the improvements, such as translations, registration process or the usage manual.