

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

Fase III



IX Liceum Ogólnokształcące
im. Kazimierza Jagiellończyka
w Toruniu



I. Content

1. INTRODUCTION.....	3
2. GDPR clause	3
3. What's your role?.....	4
4. What's your country?.....	4
5. To which extent the produced iSafetyApp game satisfies your expectations?	5
6. How useful do you think this tool is to the local community, to the general purpose?	8
7. How do you evaluate the educational elements included in the iSafetyApp considering the goal of strengthening internet safety skills?.....	9
8. How students in your local community/school perceive the tool?	10
9. How user friendly you think the iSafetyApp is?	13
10. How easy is to register on the iSafetyApp?	14
11. How easy is to use the iSafetyApp?	15
12. How do you rate the organisation of the time-credits system.....	15
13. How do you evaluate your language version of iSafetyApp game?	16
14. How much the game is coherent with the topic of Internet Safety skills?	17
15. How iSafetyApp can facilitate the goal of strengthening Internet safety skills?	20
16. What benefits do you see for your school/educational institution while using the iSafetyApp game APP?	24
17. What benefits do you think the community gains by using the iSafetyApp?.....	27
18. Do you see any challenges regarding the use of the iSafetyApp?	31
20. Do you think the output might be improved in some way?	32
18. SUMMARY	32

1. INTRODUCTION

The purpose of this report is to measure the degree of efficiency and user friendliness of the evaluated output ISAFETYAPP after a 2nd improvement/upgrade of the game app. 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 and teachers 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 149 students/learners and 40 teachers/trainers/educators 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.

189 odpowiedzi



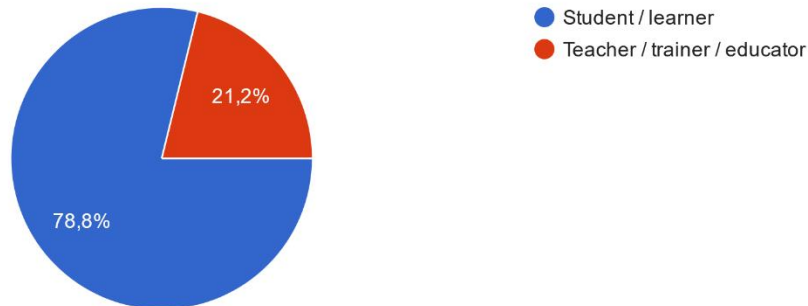
For the game app, students and teachers were asked to agree / disagree to the GDPR clause: "I agree to take part in this research project and agree for my data to be used for the purpose of this study. I understand my participation is voluntary and I may withdraw at any time without my legal rights being 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."

All participants agreed to the GDPR clause.

3. What's your role?

What's your role?

189 odpowiedzi



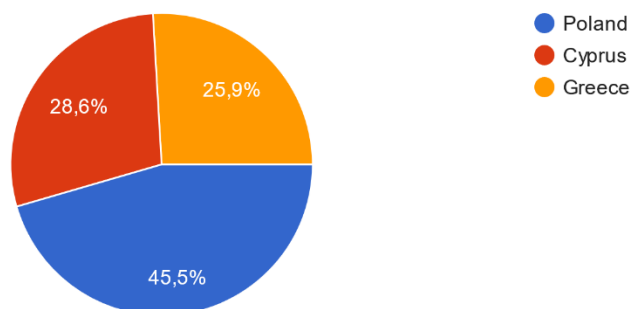
Within this question, students and teachers were asked to indicate their role in relation to the participation in the questionnaire of the iSafetyApp project.

According to the above chart 78,8% of the interviewees were students / learners (149 people) and 21.2% were teachers /trainers / educators (40 participants).

4. What's your country?

What's your country?

189 odpowiedzi



Within this question, students and teachers were asked to indicate their country of living.

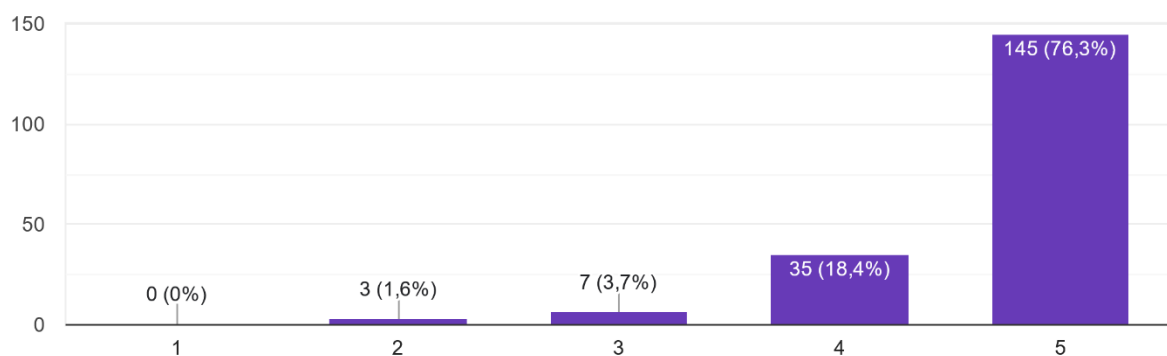
According to the above chart 45,5% of the interviewees were students or teachers from Poland. The participants from Greece and Cyprus were divided almost in half leading to the result of 28,6% in Cyprus

and 25.9% in Greece. This result is related to the fact that there were 2 organisations from Poland, that distributed the questionnaire among Polish students and teachers.

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

To which extent the produced iSafetyApp game satisfies your expectations?

190 odpowiedzi



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

Most of the survey participants (94,7%) rated their satisfaction with 4 or 5, what shows that they are very satisfied and their expectations were met. 7 persons answered 3 and 3 persons gave only 2, which shows that there is a space for the improvements.

The participants gave comments regarding their satisfaction level as follows:

- The app looks very good, I'm excited to use it during my classes
- the game is a good idea
- i'm very satisfied
- gameplay
- it's a good game, but with small bugs
- I look forward to use the app with my students
- nice
- i like it very much!
- it is very satisfying, I will use it for sure
- a bit boring
- nice tool



- I'd like to use the tool during classes
- cool game
- This app satisfies my expectations
- this is a cool game!
- i'm satisfied with the game
- it was nice using it, very satisfied
- have seen better
- im satisfied with the game
- not happy
- cool game
- fun game
- very nice game
- a nice game
- all good
- does the job
- i was waiting for such a tool
- very useful tool
- yes, i am satisfied with the game
- i like it
- I enjoyed playing the game
- i like the game, it satisfies my expectations
- it quite satisfies me, but I expected more advanced game mechanics
- im satisfied with the game
- im satisfied, the game has some improvements since last testing
- generally ok
- it meets my expectations
- it is ok
- nice game, enjoyable
- it is fine
- great
- not that much fun
- it sucks
- I like the game!
- none
- im quite satisfied
- good game
- im satisfied
- no comments
- It has some flaws, but it is interesting and useful.
- It is very useful tool.
- It is a very useful educational tool.



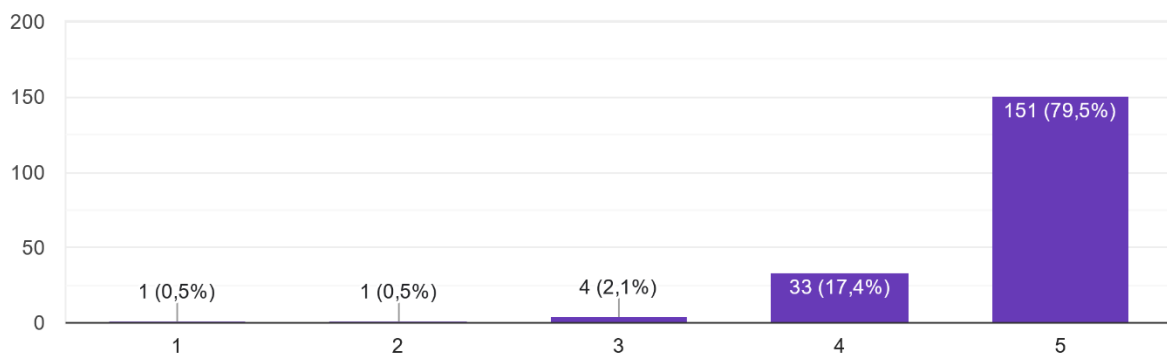
- works well
- It looks nice and is interesting and I can learn something from it
- A very helpful educational tool.
- i really like it
- good app
- I'm very satisfied with it
- i really like the game and things in it
- It is a useful application that can be used at work.
- I think that because it's an app, teenagers will be encouraged to use it. It also has a very interesting form of escape rooms which are very popular
- I just like it
- i liked it a lot
- This is a necessary application that can be used in school.
- it's cool
- i really like the game
- i very much like it
- Such solutions are needed in today's digital world.
- the app is great
- it's good
- great application
- cool and useful
- very good and gives many pieces of information
- I'm very satisfied with the game and knowledge it gives us
- very satisfying and interesting game
- It is an interesting and useful application.
- great
- I'm very satisfied, the app is easy and beautiful
- good game
- super
- ok
- it's a game good for the children development of the skills from online security
- An interesting application, useful in education.
- i was expecting a game about online safety and i got it
- It's a very useful application.
- the mark is all you need to know
- This is very useful in imparting knowledge.
- i liked the game
- This is a very useful, interesting application.
- the game is ok, but it definitely needs upgrades
- Interesting application. There is a need for such solutions in education.
- Interesting tools are needed to teach online safety. The math module can also be useful.

- satisfied
- It provides an interesting way of conveying important knowledge.
- I like the app.
- Interesting tool, very useful.
- A very interesting solution, useful at school.
- I am very interested in using this application in practice. It can be very helpful.
- I have nothing to say.
- I believe this is an interesting solution.
- New educational tools are needed. that is very interesting.
- I like the application.
- This application is simple to use and very much needed. I like it.
- I like the application.
- nothing to say
- This application is simple to use.
- nothing to say
- I like the app.
- I like the application. No comment

6. 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?

190 odpowiedzi



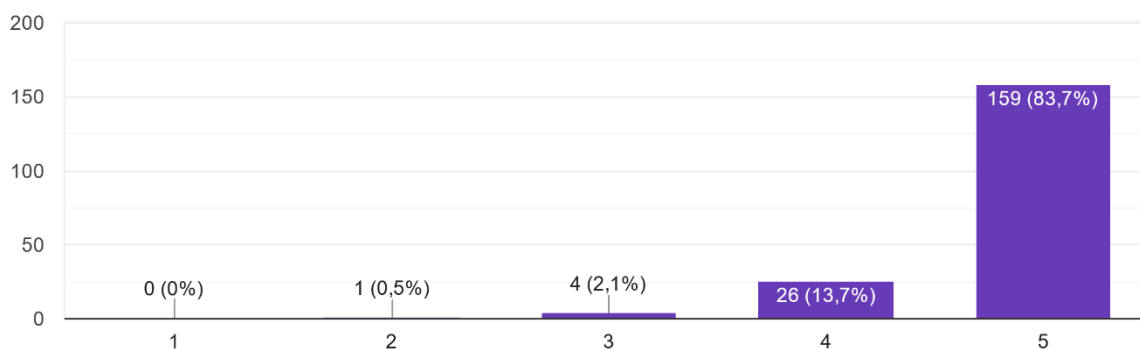
Within this question, students and teachers were asked to assess on the scale from 1 to 5 the level of the usefulness of iSafetyApp tool to the local community and to the general purpose.

Participants indicated that the app will be highly used by rating it on the level of 4 or 5 (184 students, 96,90% of answers). 4 students rated the usefulness on the level of 3, which provides the consortium with an information on the necessity to explain the idea an purpose of the iSafetyApp project in a more clear and easy to understand way. It also shows that there might be the need to reconsider some aspects of the app to make it more accessible for communities with fewer possibilities.

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

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

190 odpowiedzi



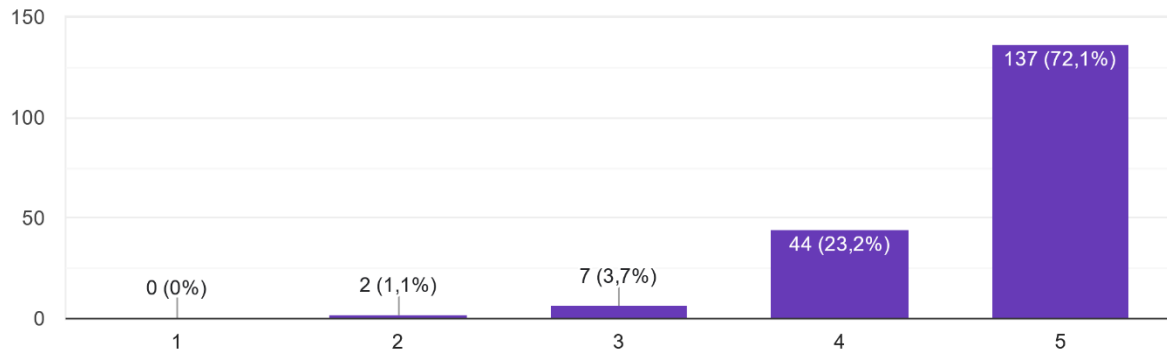
The students and teachers were asked to evaluate on the scale from 1 to 5 the level of the educational elements included in the iSafetyApp considering the goal of strenghtening internet safety skills.

The grades varied from 2 to 5. Majority of the students consider the materials usefull in terms of teaching others on the Internet safety, as they rated it on the level of 4 or 5 out of 5 (97,4%). The answers with note 3 were voted by 4 people, which equals 2,7% of all surveys.

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

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

190 odpowiedzi



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

Here, similarly as in previous question, the participants rated the mentioned issue rather positively – notes 4 and 5 were given by definite majority of the questionnaires students (5- 72,1% and 4 – 23,2%). Seven interviewees answered that students in their community will perceive the app neither positively nor negatively (3,7%). There were only 2 answers saying that the app will be perceived rather negatively (1,1%).

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

- The app looks great, but I think young people nowadays search for more exciting entertainment.
- students are constantly online, being safe is a priority
- students are interested usually in other things than that
- the more tools the better
- the students see that it is important to be safe in Internet
- the app is a great way to teach students
- people need it
- it is important for the local community, people can learn from it
- local community don't think about it, but it is very important to teach about this topic
- used to better games
- great tool, no comments
- it is informative
- interesting information, nice game
- I think students need this tool at school
- nice game with interesting questions

- the game has some important information
- good questions in game, lots of info
- informative
- they do play it
- it is about very important topic
- no comments
- students are not too interested
- got pretty popular
- they like it a lot
- they like it
- a great tool
- they think it's nice and interesting
- it is OK
- they love it
- they like it very much
- i think it's cool
- it is important
- i think the topic is very important
- important theme
- difficult questions, i like it
- ok
- the game is nice, but it could have some small adjustments
- graphics are not quite poor
- simple game
- the game will transfer the knowledge on the internet safety to young kids and their parents and teachers
- nice
- topic is valid and useful for youngsters
- this game will help spreading the knowledge
- interesting topic
- not everybody uses phone apps
- cool!
- love it
- a bit boring
- they think it is ok
- they like it more than i do
- useful for young students
- nice tool, useful
- it can be viewed as old-fashioned game
- all good
- basic knowledge

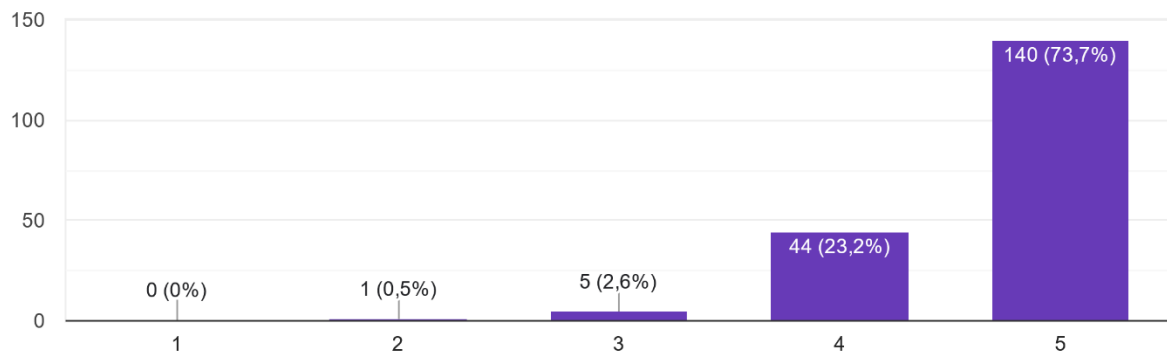
- nice tool to learn about phishing, cyberbullying etc
- the tool is not as entertaining as LOL or Witcher, but it is generally ok
- the topics of the game are very important
- They believe that there are few applications of this type.
- They like to use games and applications during lessons.
- Anything that makes a lesson unusual is interesting for them.
- good game for students
- They think it's cool
- They like all the news.
- everybody thinks it's cool and informative
- We see it as a very useful and fun tool which helps in being safe
- my friends say it's nice
- They like it, although unfortunately they prefer entertainment rather than educational games.
- Everybody thinks it's good because we need to learn more and more about the Internet
- It's good and needed
- They think it's an interesting novelty.
- the app is nice
- students find it really useful
- it's nice and useful
- They enjoy using digital tools at school.
- very well-done
- it's good
- they say it's nice and teaches a lot
- nice
- a great game
- My friends think it's great
- we really like it
- we like it a lot
- We like it
- They like using different games.
- great
- Everybody says it's very needed
- super
- good quality app&materials
- interesting
- They believe that it is worth using such applications during lessons.
- good materials
- difficult to say
- They like using different games, competition.
- We like the app.
- cool

- the mark is all you need to know
- nice game, interesting, could be advanced a bit
- They like different games.
- They find it an interesting way to learn.
- rather not the best tool
- Games, competition is something that suits them very well.
- Interesting games are always well received by them.
- I like the app
- They like games, learning in an interesting way.
- They like different applications, games. They enjoy using them at school.
- Combination of learning with fun.
- They like new things.
- I have nothing to say.
- Interesting, different way of learning.
- They like to use games during lessons.
- This application is simple to use and very much needed. I like it.
- nothing to say

9. How user friendly you think the iSafetyApp is?

How user friendly you think the iSafetyApp is?

190 odpowiedzi



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

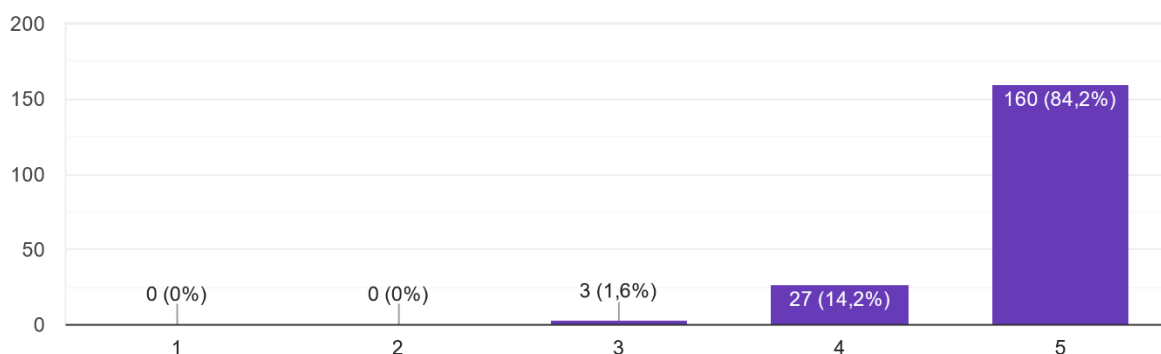
The notes varied from 2 to 5. Majority of the students consider the app userfriendly (96,9%). Some students (2,6%) answered this question with note 3, which means that for them the app is neither user

friendly nor user-unfriendly. One student was doesn't perceive the game as user-friendly at all (0,5%). General note is definitely positive.

10. How easy is to register on the iSafetyApp?

How easy is to register on the iSafetyApp?

190 odpowiedzi



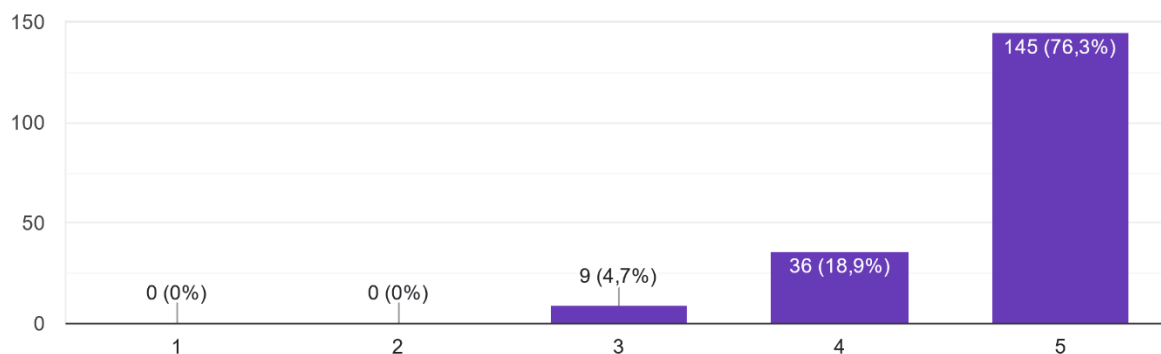
The participants were asked to evaluate on the scale from 1 to 5 how easy it is to register on the iSafetyApp.

The notes varied from 3 to 5. Majority of the students answered that it is easy to register to the app (98,4%). Three students (1,6%) answered this question with note 3. The consortium needs to focus on forwarding the guidelines for students.

11. How easy is to use the iSafetyApp?

How easy is to use the iSafetyApp ?

190 odpowiedzi



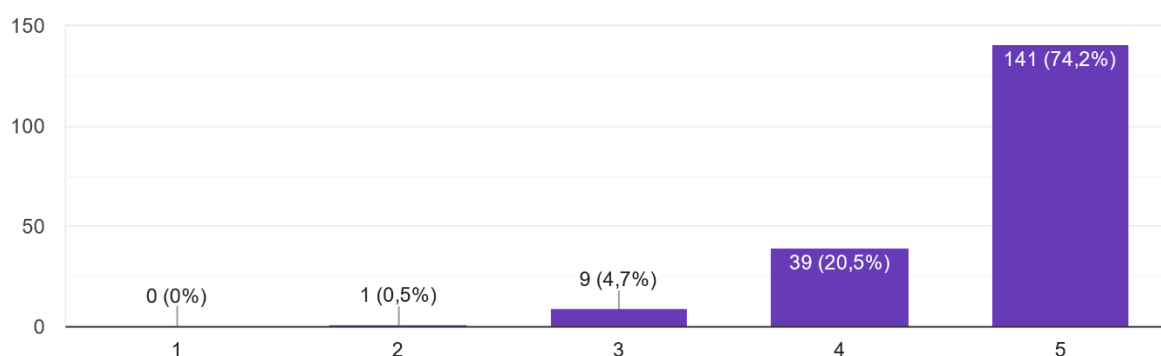
For the question of the usage of the game, participants were asked to evaluate on the scale from 1 to 5 how easy it is to use the iSafetyApp.

The notes varied from 3 to 5. Majority of the students answered that it is easy to use the app (95,2%). Nine students (4,7%) 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.

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

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

190 odpowiedzi



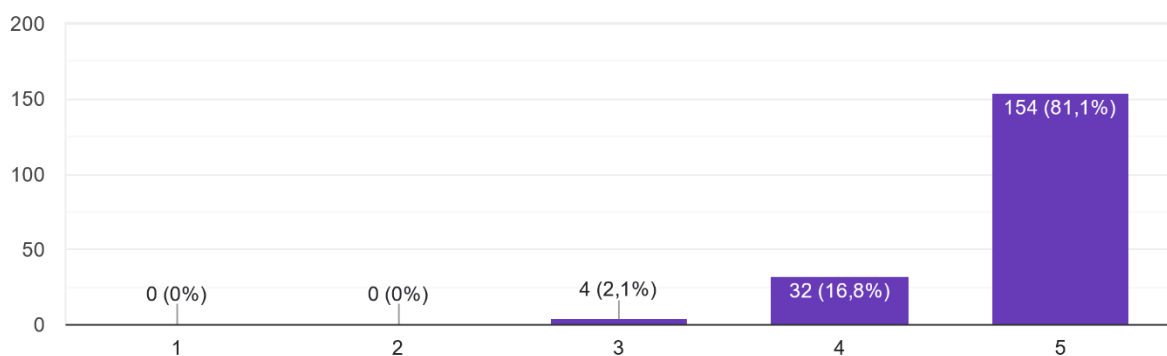
The survey participants were asked to rate on the scale from 1 to 5, how do they consider the organisation of the time-credits system.

Most of the students answered that the organisation of the time-credit system is very good or good (94,7%). Only 9 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's time-credits system.

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

How do you evaluate your language version of iSafetyApp game?

190 odpowiedzi



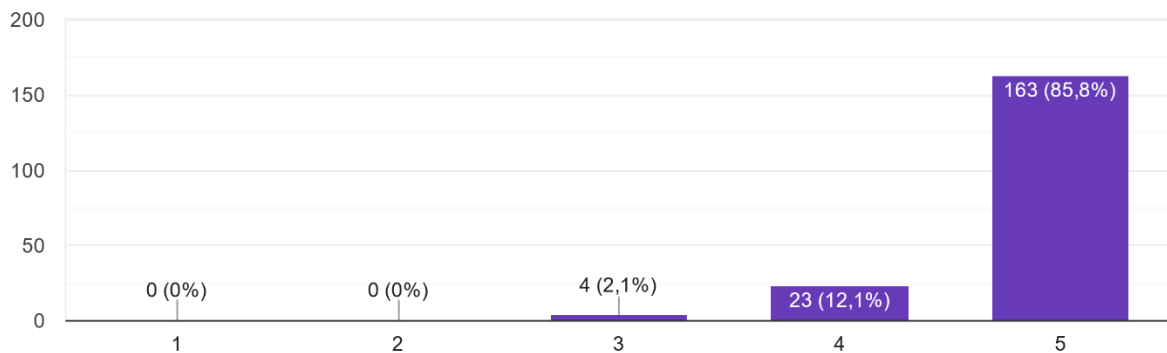
In terms of the languages of the iSafetyApp, the survey participants were asked to rate on the scale from 1 to 5, how do they view the translations / language versions in the app.

Majority of the students consider it positively or rather positively (97,9% in total). 4 students (2,1%) 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.

14. 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?

190 odpowiedzi



The survey participants 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 (97,9%) consider it positively or rather positively. 4 students (2,1%) claim that the coherence is not that significant. This result show that the topics included in the game are relevant to the Internet Safety skills.

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

- To teach children and young students how to be safe in Internet. Nowadays all children, from a very young age are present in the social media and Internet in general, so we need to teach them on how to protect themselves
- The game has questions about the internet dangers
- the game is about being safe in Internet
- learn by playing a game
- The navigation is a bit difficult and there are some mistakes in the texts
- use the app at schools and during additionall and afterschool classess with students
- app works well
- i will use it with students, kids and parents during at my training facility
- it's all good, but it could be improved - the scoring and changing position
- teach on IS
- will use it
- it should be available not only on phones, but also online

- all ok
- it has huge potential
- looks good, easy to use
- i see great potential
- in big way, students like the game
- all people can use it on the phones
- learning on safety at school and at home
- generally good game
- good potential to teach and learn
- an extra teaching tool
- an extra resource
- make studying fun
- play together - at school level
- add to what we teach
- just the use is a little bit difficult
- helps the teacher
- it does the teacher's job
- networking and friends' recommendations
- some features are not intuitive
- i see potential
- points system could be upgraded
- registration is unclear
- it has potential
- it can be a game played by all students in the country
- it could be more attractive visually
- there are some spelling mistakes
- too simple for me
- it can be a good tool to teach young people
- i can see the potential for the teachers and students
- promoting the knowledge on internet safety
- i see the potential in the game in the way of teaching by game
- all good
- there are translation mistakes
- i see potential
- there are spelling bugs
- not everybody used phones for apps
- better than classes
- play and have fun
- i can learn something
- math?
- teach us about the IS

- i know more than that
- big potential in teaching
- awesome game
- to spread the information on how to be safe online
- none
- mistakes in texts
- big potential in spreading the knowledge
- game used in schools and at home with parents
- teaching students how not to bully others and avoid being bullied, how to recognize fake news and that not everybody we write with is the person we think she/he is
- the game is nice and all, but it could be more interesting
- no comments
- It contains all topics related to Internet threats.
- It contains a lot of information about using the Internet safely.
- It is absolutely in line with the topic of security, touching on topics such as phishing, Internet addiction and many more.
- all good
- It can teach teenagers about dangers we can meet on the Internet, and it provides us with knowledge on how to stay safe
- It is absolutely compliant with internet safety issues and the math module is a bonus. It is useful at every level - local, regional, etc. It can be used in education.
- it'll help people understand more about the Internet
- the app is coherent
- It refelects the topics perfectly
- by showing it to students
- The game can be used at any level and is very useful in education.
- It's very coherent
- very much
- a lot
- It is a tool that can be used in all schools as well as at home.
- very coherent
- The application can be used in schools, at home.
- it's coherent
- very much coherent
- make people aware about bad things with internet and show us how to be safe
- a lot coherent
- It is coherent; it can be played during IT lessons
- we can play with friends at lessons
- Showing it on the lessons
- coherent; it might be shown on lessons to teach us in an interesting way
- The game has a lot of potential, not only locally. You can use it at school and at home.

- great; students can learn from the game
- the society can learn about protecting people against Internet crimes
- the game could be good for students and their parents
- we can use it on the lessons
- to use at school and at home
- no further comments
- to promote the internet safety skills among all students in Poland
- difficult to say
- well prepared, interesting for students
- It can be introduced for use in schools.
- nice game, sometimes a bit confusing
- This is the main theme of the application. It teaches you about various risks on the Internet.
- We use the game in computer science class.
- nice game, has potential
- the mark is all you need to know
- at class
- some upgrades needed
- Can be used in schools.
- the game is not too exciting
- You can use this application during different lessons.
- good idea, but needs upgrades
- You can expand your knowledge a lot. There are also additional materials.
- The content of the game is fully consistent with this theme.
- No comment.
- funny and friendly
- This is the main topic of the application, it contains various topics related to it.
- friendly and funny
- The application can be used at home, with your own children, at school.
- Effective and effective way of learning and teaching.
- It can be used in many lessons, in educational projects.
- It is a versatile tool - Internet threats, math. You can use them in different ways.
- It can be used in various lessons.
- This application is simple to use and very much needed. I like it.
- Necessary and very helpful

15. How iSafetyApp can facilitate the goal of strengthening Internet safety skills?

Regarding the Internet Safety skills, the survey participants were asked to give examples of how iSafetyApp can facilitate the goal of strengthening Internet safety skills. The answers were as follows:



- It is a fun way to transfer the knowledge
- through entertainment; kids learn in an interesting way
- kids can learn through play
- excuse to start talking about the topic
- fun way to learn
- through fun gameplay
- in many ways
- it is fun and it is easier to learn , when you are enjoying what you're doing
- very much, it teaches basing on a concrete questions and case studies
- keep students interested
- through easy learning
- engaging students through game
- I like to use it, it's fun
- easily, through game
- easy way to learn with access from phone
- through fun activity
- all people can learn via playing the game
- in schools and during other events with kids
- giving relevant info
- educating people
- through fun and engagement
- as an additional tool
- it is a tool for students
- by starting a conversation on the Internet Safety
- part of the teaching process
- it is fun to use
- by easing the access by phone
- ok
- very well
- part of classes on safety + a good homework
- i dont know
- through nice time while learning
- through gaming
- through gaming and learning
- during activities with children
- through learning via app
- to some extent
- through gaming
- spreading awareness
- teaching students
- through information shown in an attractive way

- in a way
 - through serious game
 - no comments
 - it does help student to learn
 - i learn from it
 - i play and learn
 - by asking questions i need to check
 - yes, i can learn something new
 - offload classes
 - a little bit
 - through teaching
 - I dont know
 - through fun teaching & learning
 - explaining the problems with app
 - easly
 - by teaching
 - at class, presenting students the videos, graphics and then playing the game
 - through teaching with questions, game, videos and other graphics
 - through teaching and learning
 - Students gain additional knowledge about the risks on the Internet.
 - It teaches important topics in an interesting way.
 - An interesting way of transferring knowledge can contribute to a better level of its assimilation.
 - teaching students about phisihing, cyberbullying, fake news, grooming and other threats in internet
 - Very much
 - It teaches important content in an interesting way.
 - i think it may help
 - it shows many useful information
 - It gives us a lot of useful hints and knowledge of dangers concerning using the Internet
 - by its tasks
 - It can be used in lessons on this topic.
-
- it can help a lot
 - by showing dangers and telling us how to avoid them
 - It contains a lot of useful information on the subject.
 - it gives us useful knowledge
 - it gives a lot of needed information and hints
 - it shows us dangers and ways of how to protects against them
 - It's an interesting way of learning.
 - it shows us dangers and ways of how to protect against them

- it teaches about the dangers, shows when we should stay alert and how to look for help
- it teaches about the dangers, shows when we should stay alert and how to look for help
- make people aware about bad things with internet and show us how to be safe
- It opens people's eyes to Internet dangers and at the same time provides useful hints how to be protected
- It shows dangers and also what we can do to stay safe
- It informs us about bad things on the Internet
- it shows us the most popular crimes, we know more, we know how to look for help
- We know more and know how be safe
- it might be shown on lessons to teach us in an interesting way
- An attractive way of teaching helps in conveying the content.
- students can learn from the game
- people can learn about protecting people against Internet crimes
- it can teach about Internet dangers, how to recognise them and what to do if somebody wants to hurt us
- teaching children how to be safe online, not trust people in Internet and check information that they find
- no further comments
- through social media promotion, but also teaching, showing videos and promoting the graphics
- by using it during classess
- Provides useful knowledge on the subject.
- through learnign with game, fun learning
- It imparts useful knowledge on the subject.
- You can divide the goal into several smaller ones to achieve the goal in stages.
- i guess by showing it in the class
- the mark is all you need to know
- by teachers
- It contains interesting information about it.
- through fun learning
- It conveys this knowledge in an interesting way. This makes it easier to remember.
- You can learn a lot about different threats
- It teaches internet safety in an unusual way.
- I use the game in computer classroom.
- It will help in interesting transfer of knowledge.
- My teacher use the game in computer science class.
- An interesting way of teaching results in better results.
- It gives a lot of useful knowledge.
- It conveys knowledge on the subject in an interesting way.
- I have nothing to say.
- It shows various threats and teaches how to avoid them.
- It is an interesting way of transferring knowledge.

- This application is simple to use and very much needed. I like it.
- We use the app game in class.

16. 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 follow:

- New educational asset for the school
- plenty! new teaching material, bigger interest in our school
- interesting tool to use during classes
- useful tool for teachers
- an engaging tool to use at school
- more student interested in this topic
- more interesting classes
- interesting asset
- interesting tool
- time filler
- nice tool to use
- spreading knowledge
- my school could use it during classes
- feeling more secure thanks to knowledge from the app
- more interesting classes
- school will have more interesting classes
- fun tool for classes
- making classes more fun
- more interesting classes
- being more interesting for student
- keep students occupied
- more resources - easier to teach
- it is easier to teach
- easier life for teachers
- expected better results in teaching
- more attractive for outside people and students
- speeds up the education
- helps the teachers
- makes teachers work easier

- nice game for class
- fun game to use at class
- school can teach it
- more interesting classes
- interesting classes
- my school could use it during classes
- better teaching/learning programme
- more students safe in internet
- the educational offer will be more attractive
- better offer
- spreading awareness
- big
- awareness
- better offer, spreading awareness
- easier teaching
- better than classes
- a great improvement to the classes
- help organize classes
- more fun for students
- if it was a better game than OK
- something interesting for students during classes
- more interesting classes
- new game for students
- easier presentation of the threats
- new subject
- students learning about grooming and how to recognize fake news
- new subject for the computer science classes
- new theme for computer science
- safer students
- Teaching important content will become more attractive.
- Making lessons more attractive.
- Quality and originality of teaching methods.
- new course
- Teaching us new things and making lessons more interesting
- A more interesting way of teaching.
- it gives students knowledge about safe usage of the Internet
- it can help us stay safe
- It gives us a lot of useful hints and knowledge of dangers concerning using the Internet
- we know more about protecting ourselves
- This makes the way of teaching more attractive.
- to understand more

- making people aware of everything
- This helps you to read information about various threats. In addition, he also teaches math. It is interesting.
- it gives us useful knowledge
- it gives a lot of needed information and hints
- it shows us dangers and ways of how to protect against them
- Raising awareness of online threats, young people's interest in mathematics.
- it shows us dangers and ways of how to protect against them
- it teaches about the dangers, shows when we should stay alert and how to look for help
- it teaches about the dangers, shows when we should stay alert and how to look for help
- make people aware about bad things with internet and show us how to be safe
- It opens people's eyes to Internet dangers and at the same time provides useful hints how to be protected
- It shows dangers and also what we can do to stay safe
- We know more
- it shows us the most popular crimes, we know more, we know how to look for help
- We know more and know how to be safe
- it might be shown on lessons to teach us in an interesting way
- Making the teaching model more attractive.
- students can learn from the game a lot
- people can learn about protecting people against Internet crimes
- don't know
- it can teach about Internet dangers, how to recognize them and what to do if somebody wants to hurt
- more educated and understanding students
- no further comments
- better offer for candidates and more interesting classes
- ok
- difficult to say
- interesting addition to the computer science classes
- Making lessons more attractive.
- motivated students
- An interesting way to teach important things.
- This makes it easier to work in class and it makes classes more interesting.
- developed skills of students
- the mark is all you need to know
- interesting tool for class
- fun to use at class
- Increased awareness of online threats, help in teaching/learning mathematics.
- nice tool for teachers
- This increases the attractiveness of the school's offer.

- something fun for classes
- The educational offer is more interesting.
- You can teach important topics in an interesting way.
- It makes classes more interesting.
- This makes the school's offer more interesting.
- This makes it easier to work in class
- The school gains a more modern image.
- Diversification of teaching methods.
- A better image of the school, greater interest of students in lessons.
- It's an interesting way of teaching.
- No comment.
- This makes teaching attractive.
- No comment. I like the application.
- This application is simple to use and very much needed. I like it.
- it makes classes more interesting.

17. 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:

- safer environment, less harm that we can easily avoid
- broadening the knowledge
- more information on the online dangers
- education
- lots; safer children, less online crimes
- safety
- knowledge development
- safer children
- easy way to learn
- more resources
- knowing how to protect yourself online
- gaining knowledge
- learning about being safe online
- it teaches how to protect ourselves
- more information how to be safe
- nice to play with friends!
- safer people
- more skills

- more info on internet safety
- easy access to information
- more knowledge
- better educated youth
- more educated students, better tol.
- help teachers
- better students
- lots
- better safety
- better results and happier teachers
- i dont know
- broader information on being safe online
- it will be safer
- be safe online
- information how to be safe online
- to be safer
- a game tht they could learn with
- they will learn about the threats online
- awareness
- spreading awarness
- more awarness on the online threats
- dk
- awarness
- being safer online
- no comments
- access to detailed information
- ;)
- good tool and fun
- fun game
- another game!
- more educated students
- not much
- better awarness
- dont know
- being safe online
- interesting and fun tool
- can learn about that anonymous in the web and how to be careful
- people can learn that not everything posted online is real
- they will know how to be careful and how to avoid for example cyberbullying
- knowledge how to be careful
- safer kids, more aware parents and teachers

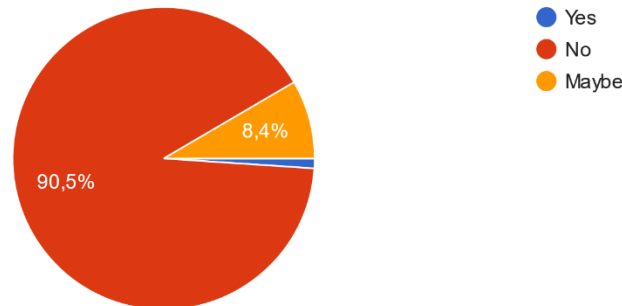
- They will expand their knowledge on safe use of the Internet.
 - Increased knowledge about Internet safety.
 - Expanding knowledge about Internet safety and mathematics.
 - new information
 - Broadening the awareness
 - Increased knowledge about Internet security, interest in mathematics.
 - it can make the society safer
 - it can help us stay safe
 - It gives us a lot of useful hints and knowledge of dangers concerning using the Internet
 - we know more about protecting ourselves
-
- Greater knowledge about online threats, interest in mathematics.
 - They will know more about the Internet and how to use it wisely
 - to know more
 - making people aware of everything
 - Raising awareness about the risks on the Internet, interest in mathematics.
 - it gives us useful knowledge
 - it gives a lot of needed information and hints
 - it shows us dangers and ways of how to protect against them
 - Raising awareness of online threats, young people's interest in mathematics.
 - it shows us dangers and ways of how to protect against them
 - it teaches about the dangers, shows when we should stay alert and how to look for help
 - make people aware about bad things with internet and show us how to be safe
 - It opens people's eyes to Internet dangers and at the same time provides useful hints how to be protected
 - It shows dangers and also what we can do to stay safe
 - It can teach how to protect and avoid bad situations
 - it shows us the most popular crimes, we know more, we know how to look for help
 - We know more and know how be safe
 - it can teach community about dangers and ways of avoiding them
 - Greater knowledge about the risks on the Internet, interest in mathematics.
 - people can learn about protecting people against Internet crimes
 - dont know
 - it can teach about Internet dangers, how to recognise them and what to do if somebody wants to hurt us
 - more educated people
 - no further comments
 - developed skills
 - difficult to say
 - ok

- difficult to say
- development of the digital skills
- Expanding knowledge about Internet security, interest in mathematics.
- safer kids online
- Expanding knowledge about the Internet and mathematics.
- The local community has a ready product to use.
- developed safety skills
- all the possible benefits
- knowing how to use internet safely
- Raising awareness about online threats.
- better navigation in Internet
- Expanding knowledge about the various threats of the Internet. You can also use the app during math lessons to study at home.
- better knowledge on online dangers
- Increased knowledge about online safety, encouragement to learn math.
- They will certainly broaden his knowledge about the threats on the Internet, gain greater awareness.
- it is a ready product to use
- Expanding knowledge about the Internet and mathematics.
- We have got a ready product to use.
- Expanding knowledge in the field of Internet security, mathematics.
- Interest in mathematics. Expanding knowledge about Internet security.
- Expanding knowledge and awareness of Internet threats.
- I have nothing to say.
- Greater knowledge about online threats, interest in mathematics.
- It will broaden the knowledge about safe use of the Internet. It can also make learning math easier.
- This application is simple to use and very much needed. I like it.
- The local community has a ready product to use.

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

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

190 odpowiedzi



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

The answer was improved taking into account previous survey. 90,5% of the participants indicated that the app will not have to face any challenges, however 1,1% claim that the challenges do exist and 8,4% were not sure about it. It shows that the students are aware of the difficulty of introducing new tool to the market, however due to the introduced improvements, it will be easier.

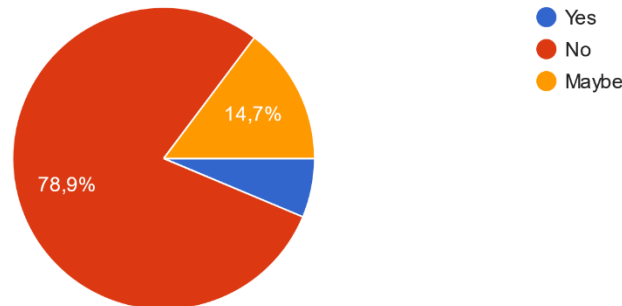
The participants were asked to add comments regarding the challenges and they replied as follows:

- all is good
- none
- the game is easy to use, it will be easy to show it to students
- to promote the app in schools
- it should be available online as well, not only on phones
- maybe introducing it to the schools, teachers are old
- all good
- i dont know, maybe the promotion
- difficult to promote
- No challenges.
- This application is simple to use.
- game is not too exciting
- it's difficult to find it on Google Play - the name there should be changed to 'iSafetyApp'
- No comments

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

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

190 odpowiedzi



Within this question, survey participants 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. 78,9% of the students claim that there's no need for any improvements, however 6,3% claim that the corrections are necessary and 14,7% 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 after a second upgrade and among students and teachers.

It is visible that the overall result has improved comparing it to the result from previous survey. The satisfaction rate (notes 4 or 5) can be located in the range of over 90-95%. Most of the participants view the app positively, they acknowledge the interface and the user friendliness of the app. Students and teachers 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 game app user however noted that, even though the app is well developed, there's still a place for the improvements, such as translations or the guidelines.