

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

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

The report on the quality and evaluation of
the IO2 title: App game development & evaluation

01.12.2021 - 31.10.2022



IX Liceum Ogólnokształcące
im. Kazimierza Jagiełłończyka
w Toruniu



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1. INTRODUCTION

The purpose of this report is to present the process of continuous evaluation of the iSafetyApp project "Teaching Students Internet Safety Through an Artificial Intelligence Mobile Application" in terms of the implementation of the Intellectual Output result 2 (IO2) titled: App game development & evaluation, to make sure that the project actually met the objectives initially set and that the expected results were achieved. The aim is also to solve arising problems in advance.

All partners 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 data collected in the report covers the works related to the implementation of IO2 between: 01.12.2021-31.10.2022. The survey was completed by two employees from each partner's organisation. Below is a report summarizing all responses.



IX Liceum Ogólnokształcące
im. Kazimierza Jagiełłończyka
w Toruniu



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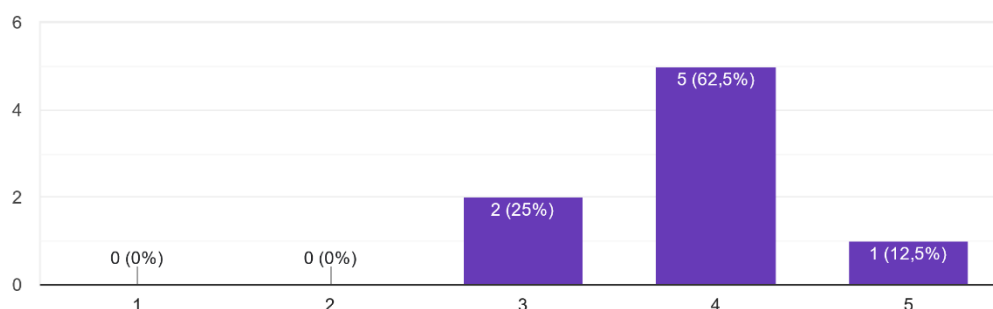


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2. To which extent the produced output IO2 satisfies your expectations?

To which extent the produced output IO2 satisfies your expectations?

8 odpowiedzi



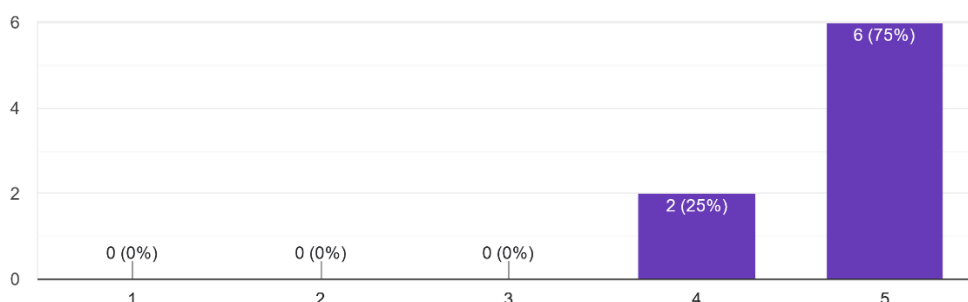
For the game app development and evaluation, partners were asked to assess on the scale from 1 to 5 the satisfaction from implementation of IO2.

Most of the partners indicated that the IO2 result satisfies their expectations, but the answers show clearly that project consortium sees a space for the improvements. Only one partner said that she/he is very satisfied and two partners wrote that they're neither satisfied nor dissatisfied.

3. How useful do you think it is to the general purpose of the project?

How useful do you think it is to the general purpose of the project?

8 odpowiedzi



For the game app development and evaluation, partners were asked to assess on the scale from 1 to 5 the usefulness of IO2 result to the general purpose of the project.

All partners answered that the app is very useful for the project purpose. Two partners rated the usefulness on the level of 4, however the graph shows the importance of the IO2 result nevertheless.

4. Which concrete use do you think it can find in your organization?

For the game app development and evaluation, partners were asked to give an examples of how the IO2 could be used in their organisations. Partners answered as follows:

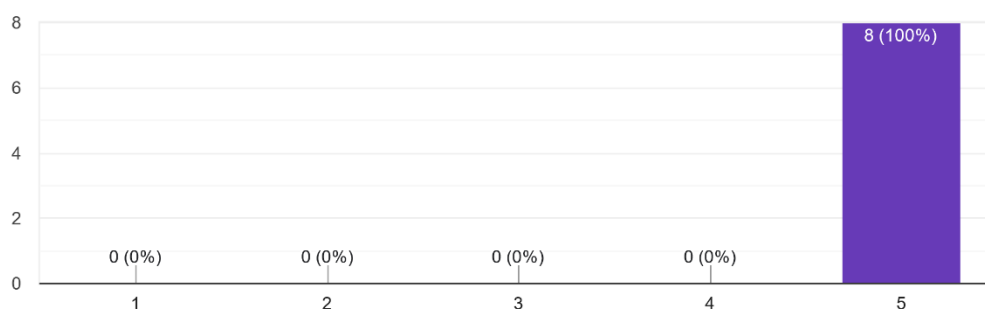
- during classes and other activities with students
- innovative knowledge
- The application can be used by teachers in lessons about safe use of the Internet and mathematics lessons.
- Teaching students what dangers might they face online, how they can protect themselves, and develop their Maths skills
- Usage during classess, as a tool for pedagogy students
- for students, parents, local schools; innovative knowledge
- For local familites, for students in the nearby schools, innovative tool for teachers & educators we collaborate with
- For education & spreading the knowledge on internet safety

The above aswers show clearly that the most important use is the educational one – for students, teachers and parents. The partners are planning to use the app in their everyday work, during classess and activities with students, they plan to promote it with teachers as well.

5. How useful do you think it is for the next project stages?

How useful do you think it is for the next project stages?

8 odpowiedzi



For the game app development and evaluation, partners were asked to assess on the scale from 1 to 5 the usefulness of IO2 result to the next project stages.

All partners unanimously voted that the game app is very important for the next stages of the project implementation.

6. Please, comment on your answer to the previous question. In which ways you see the full output potential?

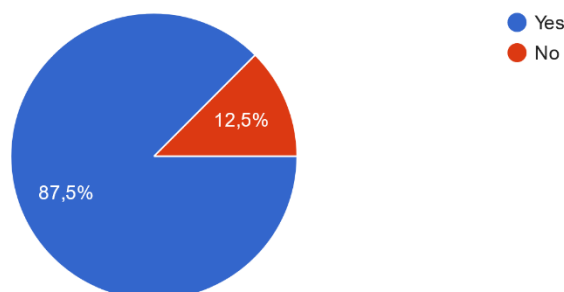
For the game app development and evaluation, partners were asked to give an examples of ways they see the full IO2 output potential. Partners answered as follows:

- When used in schools
- n/a
- The application is a key product, all other materials are related to it.
- It's a more entertaining way of introducing the topic of Internet safety, and it's closer to students' interests because it's an app
- The app is one of the most important results of the project. Together with the educational materials it creates a full set of information on internet safety
- it's the most important part of the project
- innovative tool for teachers & educators we collaborate with
- for education mostly

7. Do you think the time dedicated to the output elaboration was enough?

Do you think the time dedicated to the output elaboration was enough?

8 odpowiedzi

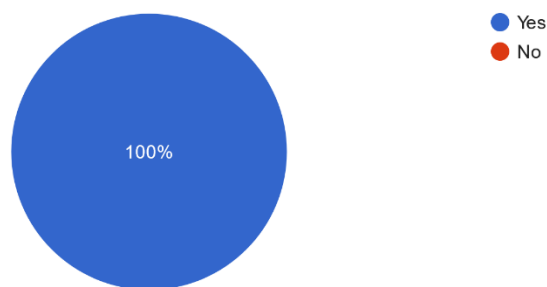


This time partners were asked to assess if the time dedicated to the output elaboration was enough. 87,5% of the partners replied that the time was definitely enough. Only one partner answered that the time was not enough and that the IT department could use more time to develop the game properly.

8. Do you think that the most competent partner was assigned to produce the output?

Do you think that the most competent partner was assigned to produce the output?

8 odpowiedzi

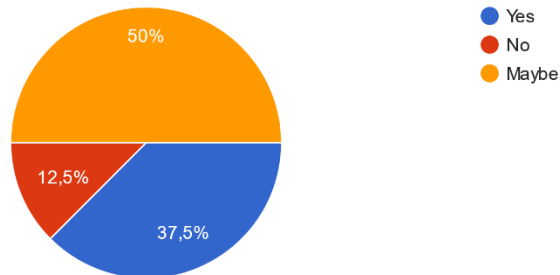


For this question partners were to assess if the partner assigned to produce the output was the most competent one. All partners (100%) agree that the chosen partner was the most competent one, most probably because this partner has developed game apps in the past and possess necessary knowledge and experience.

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

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

8 odpowiedzi



This question was to assess by partners if they see any ways to improve the developed IO2 output. This time the answers were varied between Yes, no and maybe. Most partners (50%) answered that there might be some ways to improve the app. Second largest group of answers was „yes” (37,5%). Only one partner answered that she/he does not see the need to improve the game app.

10. In case if you see space for improvement in regards of output IO2, what do you suggest to be done?

According to the previous question, this time partners were asked to give examples of ways to improve the IO2 result. Partners answered as follows:

- Better translations, more options, getting rid of mistakes
- n/a
- Improvement of certain functions, increase of attractiveness.
- More intuitive, a couple of text's adjustments
- no
- The graphics and multiplier mode
- it's an escape room game, but you can escape it & change rooms without answering the questions

11. SUMMARY

This questionnaire showed that partners are generally satisfied with the IO2 result – iSafety game app. They see the importance and the full potential of the app to be used mostly for the educational purposes, during classes with young students or as a tool for teachers and educators teaching Computer science related subjects.

Partners however see also that on this level of the game app development, there game app might still need some improvements. Most of the comments related the graphics, text bugs and the attractiveness of the game.