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## **TPM - Greece.**

Minutes TPM Athens 5<sup>th</sup> -6<sup>th</sup> July 2022

### Discussion on IOs

Change topic “sexting” to “Fake news”

### App:

4 Questions in the beginning (out of the room) and 16 questions (in the rooms)

There will be touching objects related to each category (e.g. Fake news: newspaper/TV- ideal place “living room” → Each partner chooses **4 touching objects** connected to their topic and send them to Innovation Frontiers as soon as possible (deadline 31<sup>st</sup> August).

20 Questions for all categories, 4 Questions for each category

The system finds the level of the user and adapts to this level.

To escape the room all the questions must be answered right, if not, the user enters again the room and plays until 100% success (there will be also a timer).

In the end, there will be a final report.

### Questions:

20 questions for students aged 14-18, True or False

10 easy questions and 10 difficult questions- involvement of students to choose the level of difficulty

After each question there will be a note/hint/lesson with scientific explanation.

Languages: English and each partner's language.

### Division of topics:

**Grooming-** T.R.I Technologos Research and Innovation Services LTD

**Fake news-** T.R.I Technologos Research and Innovation Services LTD

**Phising-** WYZSZA SZKOLA EKONOMII I INNOWACJI W LUBLINIE

**Cyber bullying-** Innovation Frontiers

**Addiction-** IX Liceum Ogólnokształcące im. Kazimierza Jagiellonczyka w Toruniu

### Videos:

T.R.I Technologos Research and Innovation Services LTD presented the videos they have made. The videos will be placed before the start of the game in the room. The Partners from Cyprus will send the scripts for translations. Videos will have voice over in each language.

**Innovation Frontiers** will send a template (questions/answers/hints).

### **Deadlines:**

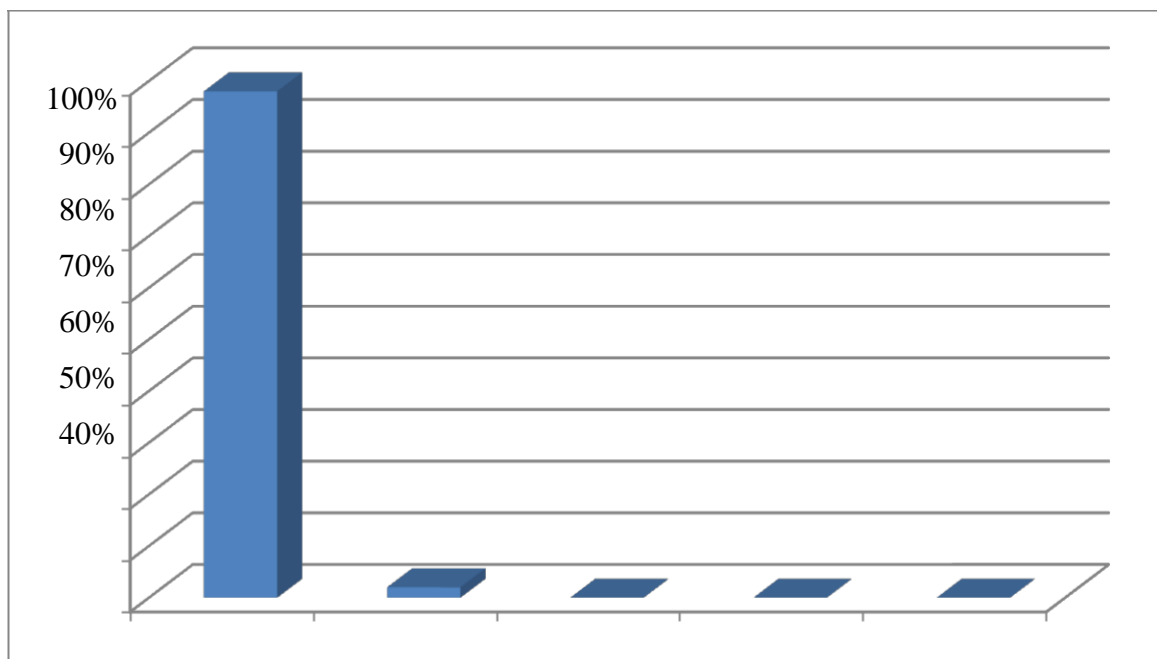
- **31<sup>st</sup> August:** 4 touching objects for each category

- **30<sup>th</sup> September:** Questions (national language + English)
- **16<sup>th</sup> October:** translations

**1. How do you assess communication between partners?**



**2. How do you rate cooperation between partners?**



30%

20%

10%

0%

Very good

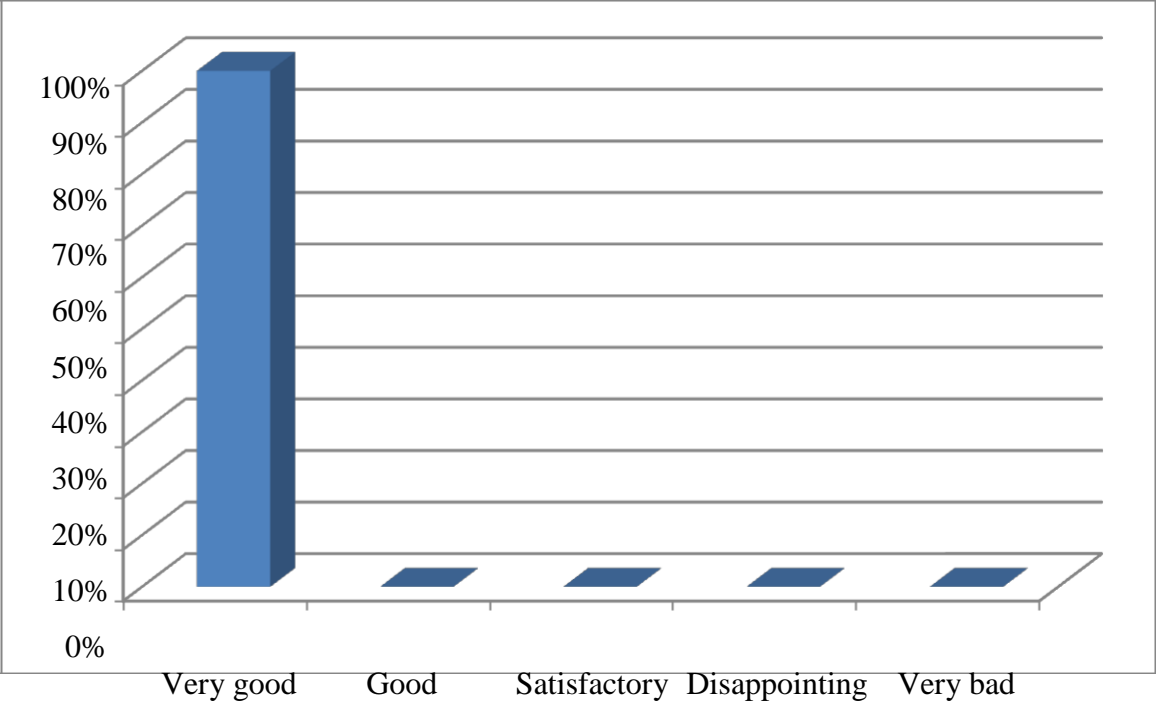
Good

Satisfactory

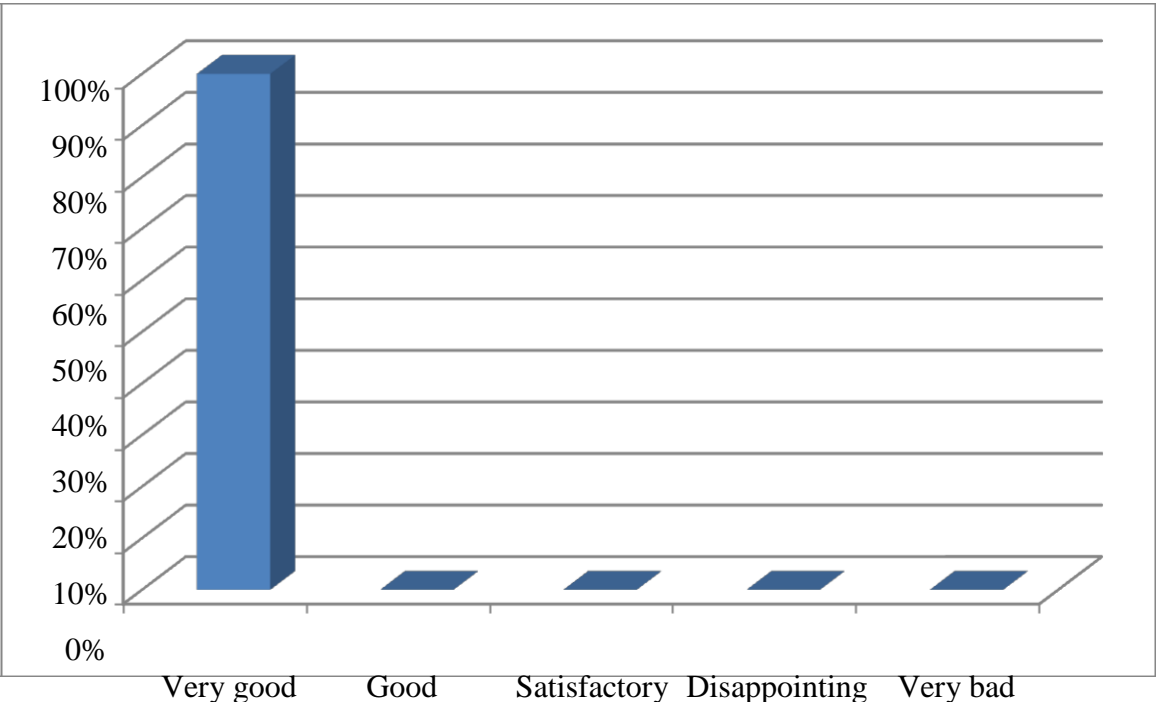
Disappointing

Very bad

**3. How would you rate the level of implementation of the objectives of the meeting?**



**4. How would you rate the level of dissemination of information about the project's results?**



The conclusions.

The meeting was devoted to refining the details of work on IO2 and IO3. The participants got acquainted with the game matrix - the application that will be the main product of the project. Individual project teams were assigned tasks related to the substantive development of the content of the application. A schedule of further activities has been developed. A year of cooperation have had a positive impact on the level of communication and cooperation between partners. They all very well evaluated the organization of the meeting, accomplished the tasks and disseminated the results of the project.