

*Table 3. Short and long-term indicators for the “Isafetyapp: Teaching Students Internet Safety Through an Artificial Intelligence Mobile Application” project results/outcomes evaluation*

<b>SHORT TERM INDICTORS: QUANTITATIVE</b> (indicator for impact preparation works)						
<b>Output</b>	<b>Indicator</b>	<b>Activity participating organization</b>	<b>Method of measurement</b>	<b>Planned indicators</b>	<b>Obtained indicators</b>	<b>Comments</b>
Output 1	State of Art on serious gaming, training in Internet safety skills and gaming interests of students.	IX LO, IKE, TRI, WSEI	Theoretical analysis (desk research)	5 reports	5 reports	Partners will conduct desk research (analysis of scientific articles) focused on properties of chunk-based, effective stimulus. Desk research will be a meta-analysis of research done with the use of chess stimulus. On the basis of desk research academic partners will prepare a set of 500 stimulus (350 chess and 150 cognitive graphic visualization with instructions) which will be used in tests and training tools.
Output 1	Survey on serious gaming, training in Internet safety skills and gaming interests of students completed by students	IX LO, IKE, TRI, WSEI	Survey (assessment questionnaire for students)	80	598	Partners will conduct desk research (analysis of scientific articles) focused on properties of chunk-based, effective stimulus. Desk research will be a meta-analysis of research done with the use of chess stimulus. On the basis of desk research academic partners will prepare a set of 500 stimulus (350 chess and 150 cognitive graphic visualization with instructions) which will be used in tests and training tools.
Output 1	Selected topics of the game – grooming, fake news, phishing, cyberbullying and addiction	IX LO, IKE, TRI, WSEI	Partners’ expertise	5 topics	5 topics	After desk research, document with recommendations will be prepared by partner leading this activity (WSEI) for indicating all game topics. Partners will assess prepared topics and choose best to use in next steps.
Output 1	National publications	IX LO, IKE, TRI, WSEI	Partners’ expertise	5 publications	5 publications	Partners will describe stages and techniques used during training process offered in schools and focused on improving learners’ level of chess skills and level of cognitive and decision-making skills. Training content will be assessed by partners. Comments provided about supplementary

						materials developed within the project.
Output 2	Developed app game	IX LO, IKE, TRI, WSEI	Teachers' and learners' game app survey (questionnaires)	1 game app	1 game app	Developed game app will be based on teachers' and learners' feedback assessing the efficiency of the software (usability, relevance, user-friendliness, effectiveness, sustainability, adaptability, applicability).
Output 3	Developed training course for teachers and interactive materials developed within the project	IX LO, IKE, TRI, WSEI	Training content survey (assessment questionnaire for partners)	1 Training Guidelines (Content) for Teachers	1 Training Guidelines (Content) for Teachers	Partners will describe stages and techniques to be used during training process offered in schools and focused on improving learners' level of Internet safety skills. Training content will be assessed by partners. Comments provided about supplementary materials developed within the project
	Supplementary materials developed within the project					
Output 1, 2, 3	Reports summarizing results of evaluation and assessment of the project products/outcomes in each partner country	IX LO, IKE, TRI, WSEI	Partners' expertise (questionnaires to assess products/outcomes)	3 reports	3 reports	During the project implementation the partners will evaluate the project's products/outcomes in order to follow the progress achieved. 3 reports will be prepared.
Output 1, 2, 3	Evaluation questionnaires completed by learners	IX LO, IKE, TRI, WSEI	Participation in project activities (number of completed questionnaires assessing activities and/or products)	200	219	Satisfaction survey for learners towards the game-based tool will be developed and distributed for feedback.
Output 1, 2, 3	Evaluation questionnaires completed by teachers and educators	IX LO, IKE, TRI, WSEI	Participation in project activities (number of completed questionnaires assessing activities and/or products)	40	40	Satisfaction survey for teacher, trainers, educators towards the game-based tool will be developed and distributed for feedback.
Output 1, 2, 3	Language version of prepared tools	IX LO, IKE, TRI, WSEI	Number of language versions	3	3	Translation provided into the languages of partners (PL, GR): <ul style="list-style-type: none"> <li>• translation of the IO1 report</li> <li>• translation of game content</li> <li>• translation of necessary elements of training content;</li> <li>• translation of teacher training course;</li> </ul>
Output	Transnational Project	IX LO, IKE,	Number of meetings	4	<b>4</b>	No comments.

1, 2, 3	Meetings	TRI, WSEI	organised (list of meeting participants)			
Output 1, 2, 3	Transnational Project Meetings - participants	IX LO, IKE, TRI, WSEI	Number of the participants of the meetings organised (list of meeting participants)	24	30	No comments.
<b>SHORT TERM INDICATORS: QUALITATIVE</b> (increased quality, improvements)						
Output	Indicator	Activity participating organization	Method of measurement	Planned indicators	Obtained indicators	Comments
Output 2, 3	Improved tools which were used by teachers to support learners' Internet safety skills	IX LO, IKE, TRI, WSEI	Teachers' and learners' game app survey (number of improved tools finalised)	1	2	Number of improved tools is based on teachers' and learners' game app feedback questionnaire while assessing specific aspects and providing open comments.
Output 2, 3	Increased involvement of teachers in supporting learners' Internet safety skills	IX LO, IKE, TRI	Participation in project's activities and/or dissemination events (list of participants)	40	40	Teachers participating in project's training activities, dissemination activities.
<b>LONG TERM INDICATORS: QUANTITATIVE</b> (indicators for impact on target group and/or sectors; indicators for impact on geographical areas)						
Output	Indicator	Activity participating organization	Method of measurement	Planned indicators	Obtained indicators	Comments
Output 2	People & schools interested in exploitation of the game app	IX LO, IKE, TRI, WSEI	Number of game downloads	About 1000	1000+	No comments.
Output 2, 3	Teachers and trainers declaring the exploitation of the game app on the daily basis	IX LO, IKE, TRI, WSEI	Project dissemination survey at the Multiplier Events (number of completed questionnaires)	160	100	No comments.
Output 1, 2, 3	Multiplier Events	IX LO, IKE, TRI, WSEI	Number of events organised (list of event participants)	3	3	No comments.
Output	People involved in the	IX LO, IKE,	Participation in	160	160	No comments.

1, 2, 3	dissemination events organized during or after the project completion	TRI, WSEI	project events (list of dissemination event participants)			
Output 1, 2, 3	Project results	IX LO, IKE, TRI, WSEI	Number of delivered project results	3	3	No comments.
<b>LONG TERM INDICATORS: QUALITATIVE</b> (indicators for impact satisfaction from using project products)						
<b>Output</b>	<b>Indicator</b>	<b>Activity participating organization</b>	<b>Method of measurement</b>	<b>Planned indicators</b>	<b>Obtained indicators</b>	<b>Comments</b>
Output 1, 2, 3	Increased satisfaction level of learners towards the game-based tool	IX LO, IKE, TRI, WSEI	Teachers' and learners' game app survey	200	219	No comments.
Output 1, 2, 3	Increased knowledge of teachers/trainers/parents/learners concerning Internet safety skills	IX LO, IKE, TRI, WSEI	Teachers' and learners' game app survey	240	259	
Output 1, 2, 3	Increased students' satisfaction from the app	IX LO, IKE, TRI, WSEI	Students' survey after final testing of the app	More than 90%	90-95%	
Output 1, 2, 3	Overall satisfaction of participants about the training contents and materials.	IX LO, IKE, TRI	Teachers' and learners' multiplier event's survey	No exact indicator	90-95%	

**Questionnaires to be developed:**

- Survey for learners on serious gaming, training in Internet safety skills and gaming interests of students
- Satisfaction survey for learners towards the game-based tool
- Satisfaction survey for teachers towards the game-based tool
- Partners' assessment of the training content
- Partners' assessment of the project products/outcomes
- Partners' assessment of the project management
- Assessment of Multiplier Event (increased involvement of teachers in supporting learners in learning Internet safety skills; institutions declaring the exploitation of the game app on the daily basis; People (teachers/parents/learners) involved in the dissemination events organized during or after the project completion), etc.

# Dissemination evaluation

## INDICATORS: QUALITATIVE

Indicator	Activity participating organization	Method of measurement	Planned indicators	Obtained indicators	Comments
Brand Awareness: The extent to which the audience is aware of the project's products.	IX LO, IKE, TRI, WSEI	Teachers' and learners' survey	200	219	No comments.
Brand Perception: Determines how positively or negatively the project's outcomes are perceived by its audience.	IX LO, IKE, TRI, WSEI	Teachers' and learners' survey	200	219	
Audience engagement: how engaged are the audience in interacting with the project's results.	IX LO, IKE, TRI, WSEI	Teachers' and learners' survey	200	219	
Customer Loyalty: How often attendees of multiplier events return and use the brand's services or products.	IX LO, IKE, TRI	Teachers' and learners' survey	200	219	

---

## INDICATORS:QUANTITATIVE

Indicator	Method of measurement	Planned indicators	Obtained indicators
Number of recipients of actions - how many people received or had access to a given message, content or communication.	Activity tracking	160	160
Reach: The number of potential audiences that were affected by a given campaign, ad, or message.	Activity tracking	160	160
Reception Rate: How many people actually engaged with your content or message, such as opening an email, clicking a link, or viewing an ad.	Activity tracking	500	623

**Developed materials: Final Dissemination report**