

ERASMUS+ STRATEGIC PARTNERSHIP PROJECT

ISAFETYAPP: TEACHING STUDENTS INTERNET SAFETY

THROUGH AN ARTIFICIAL INTELLIGENCE MOBILE APPLICATION

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

QUALITY MANAGEMENT, EVALUATION AND

DISSAMINATION PLAN (QMEP)

FINAL PLAN

QMEP CHANGE CONTROL

Version	Date	Authors	Description of changes
Proposal	30.06.2021	Klaudia Lipko	Initial draft of QMP
Updated	29.07.2021	Karolina Rzechuła	Final QMP

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1. Introduction

Erasmus+ project iSafetyApp refers to the Strategic Partnerships for School Education. The project has started on 30th of June 2021 and will end on 29th of June 2023. The project duration is 2 years (24 months). iSafetyApp consortium consists of the IX Liceum Ogólnokształcące im. Kazimierza Jagiellończyka w Toruniu in Poland (IX LO) as a project coordinator and Innovation Frontiers IKE in Greece (IKE), T.R.I Technologos Research and Innovation Services LTD in Cyprus (TRI) and University of Economics and Innovation in Lublin, Poland (WSEI) as partners.

The project partnership consists of 1 higher education institution, 1 high school and two organisations taking care of the EU projects, representing 3 European Union countries: Poland, Greece and Cyprus. All partner institutions possess extensive knowledge, expertise and experience developing diverse education activities, psychological, pedagogical and research work that correspond to the implementation of the project's objectives. In addition to that, all partner institutions maintain diverse partnerships at both national and international level cooperating with different stakeholders for implementing responsible research and innovation. The networks created on cooperation basis in national and international projects empower researchers' multidisciplinary data and resources management and enable them to deliver efficient research and innovation outputs.

1.1. Purpose of QEP

The purpose of QMEP is to ensure the efficient implementation of the project according to the requirements set in the project proposal. Thus, it's main focus is to identify quality issues which will be managed throughout the lifecycle of the iSafetyApp project, namely:

- Identification of objectives related to the project's quality;
- Establishment of procedures of measuring and ensuring the quality of project results, outputs and deliverables;
- Definition of responsibilities and organization of Quality Management Group (QMG) work in the frame of the iSafetyApp project;

1.2. Objectives of QEP

The main objective of QMEP is to establish procedures, tools, indicators and criteria to assure the project quality standards and schedule, effective processing of information and to compare provided information against the project work-plan and prepare reports for the European Authorities.

2. Project overview

Constant global changes, especially in the view of recent COVID-19 pandemic, requires us to adjust to new circumstances. The situation has shown the increased need of online learning. It also has shown what are the weak spots in terms of Internet safety that emerged within last years. The issue however, goes way back. In May 2012 there was a launch of the European Strategy for a Better Internet for Children to give children the digital skills and tools they need to fully benefit from being online. It also unlocked the potential of the market for interactive, creative and educational online content. The strategy proposes a series of actions grouped around the following main goals:

1. Stimulate the production of creative and educational online content for children as well as promoting positive online experience for young children.
2. Scaling up awareness and empowerment including teaching of digital literacy and online safety in all EU schools,
3. Create a safe environment for children through age-appropriate privacy settings, wider use of potential controls and age rating and content classification.
4. Combat child sexual abuse material online and child sexual exploitation.

The strategy brings together the European Commission and Member States with mobile phone operators, handset manufacturers and providers of social networking services to deliver concrete solutions for better internet for children.

The main goal of the project is to spread the learning of Internet Safety skills. The project has 3 specific aims:

1. Preparation of the State of the Art on serious gaming and Internet safety.



LX Liceum Ogólnokształcące
im. Kazimierza Jagiellończyka
w Toruniu


Innovation Frontiers
Mind is the limit

 **technologos**
pushing the boundaries



2. The design, implementation and evaluation of a mobile serious game in Internet safety (iSafetyApp) based on Artificial Intelligence.
3. Development of teachers' training courses & materials on using the iSafetyApp mobile game (e.g. handbooks and instructive videos).

The project iSafetyApp is directed to train teachers and students into teaching Internet Safety Skills with the iSafetyApp mobile serious game. Trained teachers from each country will serve as multipliers and will train teachers in their own countries through training sessions all partners will organize.

Once the software development is finished we will run a large scale trial in which we will involve at least 200 students and observe their learning success with our mobile game. We will then finalize our mobile game and share it on an EU-wide scale. Scientific publications will be published to renown international scientific journals & conferences with the results of the evaluation.

Project's target group consists of:

- international students – new, incoming students from different countries. It is necessary to help them integrate to the University's community and socio-cultural life of the new country;
- domestic students – to increase their awareness of the problems faced by their foreign colleagues and to show them how to help international students adapt to the new environment;
- mobility programmes coordinators and internal staff working with foreign students – to provide them with materials supporting their daily work with international partners;
- Academic teachers/lecturers – to prepare them for cultural differences among students in their classroom.

The initiative gathers 4 partners from Poland, Cyprus and Greece:

- IX Liceum Ogólnokształcące im. Kazimierza Jagiellończyka w Toruniu (Poland): A experienced School from Poland open to Innovation;

- Wyższa Szkoła Ekonomii i Innowacji w Lublinie (Poland): A non-state higher education institution offering full-university degree programmes in a range of academic disciplines with over 6 000 students;
- T.R.I Technologos Research and Innovation Services LTD (Cyprus): a research and development center with global expertise in project design and implementation, capacity building and e-learning being independently affiliated with universities and institutions from around the world.
- Innovation Frontiers IKE (Greece): an educational technology & research company expert in design, implementation and evaluation of educational software.

3. Quality Management Approach

The quality management aims at:

- assuring the coordination, cooperation, communication, and technical cohesion between partners in all aspects of the project (project management),
- preventing conflicts during the implementation of the project (project management),
- ensuring the project carries out all activities for each of the detailed and approved project plan (project products and results).

Quality management of the project will be strategically linked to the objective of ensuring that project will produce sustainable results that benefit the target group. The focus of monitoring and evaluation will be on the performance of the whole partnership. The quality control and evaluation project will be carried out according the Quality and Evaluation Management Plan (QEP) prepared at the beginning of the project and continuously updated by the partner responsible for evaluation (WSEI) and the project coordinator (IX LO). This document needs to be discussed, commented, approved and followed by each partner.

QEP includes information necessary to ensure high level of quality of implementation of the project, as well as the indicators, tools and criteria used in the project control procedures. Tasks connected to QEP will be defined in the Partnership Agreements concluded between Project Leader and the project partners.

4. Quality Assurance and Evaluation

Project Quality Assurance and Evaluation includes the following activities:

- 1) Development of questionnaires and tools that will be used for evaluation. It is a part of Quality Management and Evaluation Plan to implement an effective monitoring and evaluation of all project results and outcomes.
- 2) Organization of online meetings to discuss relevant quality issues. The Skype meetings are planned before international meetings, elaboration of Quality Reports and Quality and Evaluation Plan supplements in order to maintain the cooperation and communication between the partners during the implementation of the project. Online meetings will take place regularly.
- 3) Elaboration of Quality Reports during the project duration. These documents show the results of the project management evaluation. There will be 3 outputs reports after each output ends and 2 Interim evaluation reports (after 1st and 2nd year).
- 4) Production of Evaluation Report at the end of the project implementation.

Quality and Evaluation Deliverables

- Meetings evaluation surveys;
- Project progress surveys - mid-term and final evaluation report (management + intellectual outputs quality);
- Project results quality surveys;
- IO2 game app quality survey;
- Multiplier events evaluation surveys;

All activities taken during the iSafetyApp project implementation during must comply with most common scientific and practical standards of quality. Quality standards refer to sets of guidelines, systems, methods, requirements, and specifications followed by an organization to ensure consistent process and product quality. The National Research Council (2002) and others (Gersten et al., 2000; Greenhalgh, 1997; Ragin et al., July 2003) have described standards that shape scientific understanding and that are frequently used to frame the discourse on the quality of research, such as:

- target group engagement toward providing better value to the project,
- the need for project consortium to continuously improve,

- conducting research in the public interest,
- the researchers are committed to objectivity,
- the research is not connected to biased sponsors or clients,
- ensuring an independent, balanced, and objective approach to the research,
- the research poses a significant, important question that can be investigated empirically and that contributes to the knowledge base,
- test questions that are linked to relevant theory,
- ensuring the study design, methods, and procedures are sufficiently transparent,
- use appropriate and reliable conceptualization and measurement of variables,
- evaluate alternative explanations for any findings,
- submit research to a peer-review process,
- adhere to quality standards for reporting (i.e., clear, cogent, complete).

5. Evaluation

During the project implementation partners plan two different evaluations to cover three important aspects of the project: **1) project management activities, 2) project intellectual outputs and 3) structurisation of the dissemination and marketing**. Three different questionnaires are planned to be designed.

First evaluation will be conducted through short online survey, before each project meeting. Results will provide information about the internal cooperation.

Second evaluation conducted after delivery of each output, will focus on assessing the implementation of activities, achievement of objectives and quality of the results. Process of execution of activities will also be evaluated (communication, budget control, time management, dissemination strategy). Evaluation will be conducted via online surveys and questionnaires for project partners, teachers and other beneficiaries.

Third evaluation will be conducted every year (2 in total) to assess the overall project management issues and partners' cooperation. Project's progress will be assessed on each stage according to the project schedule and anticipated results, outcomes and products. Indicators will be divided into short and long term indicators, as well as quantitative and qualitative. All indicators will be measured on regular basis, so that to make sure that all planned results are achieved in proper way.



QMG will conduct assessment on a continuous basis, through questionnaires, analysis of management database, analysis of statistic series, analysis of relevant documents, interviews.

6. Time plan, tools and respondents

Table 1. Evaluation of the project meetings

Meeting place	Planned date	Deadline for filling in the survey	Deadline for sending the summary report of the surveys
1ST TPM in Toruń/Poland	IV 2021	During the meeting	2 weeks after the meeting
2nd TPM in Athens/Greece	II 2022	During the meeting	2 weeks after the meeting
3rd TPM in Larnaca/Cyprus	VIII 2022	During the meeting	2 weeks after the meeting
4th TPM in Lublin / Poland	I 2023	During the meeting	2 weeks after the meeting

Tools: Google surveys

Respondents: all participants of the project meeting

Tables 2. and 3. Evaluation of the project progress (management, results quality, dissemination)

Name of the report	Period covered by evaluation	Deadline for answers
Mid-term report	VII 2021 – VI 2022	31 VII 2022
Final report	VII 2022 - VI 2023	30 VI 2023

Tools: Google surveys

Respondents: at least 2 participants from each partner organisation

Evaluation area	Tools/methods	Respondents
Management	Google surveys, analysis of the project documentation	Project partners
Results quality	Google surveys, analysis of the project documentation, interviews with target groups for external assessment	Project partners, project target groups
Dissemination	Analysis of the project documentation/social media profiles/website, google analytics	Project partners, project target groups

Table 4. Short and long-term indicators for the “Isafetyapp: Teaching Students Internet Safety Through an Artificial Intelligence Mobile Application” project results/outcomes evaluation

SHORT TERM INDICTORS: QUANTITATIVE (indicator for impact preparation works)						
Output	Indicator	Activity participating organization	Method of measurement	Planned indicators	Obtained indicators	Comments
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		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		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,	IX LO, IKE, TRI, WSEI	Partners' expertise	5 topics		After desk research, document with

	cyberbullying and addiction					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		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		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		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		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		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		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		Translation provided into the languages of partners (PL, GR): <ul style="list-style-type: none"> • translation of the IO1 report • translation of game content • translation of necessary elements of training content; • translation of teacher training course;
Output 1, 2, 3	Transnational Project Meetings	IX LO, IKE, TRI, WSEI	Number of meetings organised (list of meeting participants)	4		No comments.
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		No comments.
SHORT TERM INDICATORS: QUALITATIVE (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		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		Teachers participating in project's training activities, dissemination activities.
LONG TERM INDICATORS: QUANTITATIVE (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	at least 1000 during the project	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		No comments.
Output 1, 2, 3	Multiplier Events	IX LO, IKE, TRI, WSEI	Number of events organised (list of event participants)	3		No comments.
Output	People involved in the dissemination events	IX LO, IKE,	Participation in project events (list	160		No comments.

1, 2, 3	organized during or after the project completion	TRI, WSEI	of dissemination event participants)			
Output 1, 2, 3	Project results	IX LO, IKE, TRI, WSEI	Number of delivered project results	3		No comments.
LONG TERM INDICATORS: QUALITATIVE (indicators for impact satisfaction from using project products)						
Output	Indicator	Activity participating organization	Method of measurement	Planned indicators	Obtained indicators	Comments
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		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		
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%		
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		

Table 5. List of results of dissemination of the “iSafetyApp: Teaching Students Internet Safety Through an Artificial Intelligence Mobile Application” project results/outcomes evaluation

Form of dissemination	Description
Project website	Creation of the project website https://isafetyapp.eu/outputs/
Information about the project on the partners' websites	Regularly publishing information about the project on the websites of partner institutions.
Promotional and instructional videos	Creating materials - animations, encouraging to use the results of the project.
Dissemination during the conferences	Dissemination of project results during educational conferences.
Publications in the press	Publishing information about the project in the local press.
Publications on local radio/television	Publishing information about the project in the local radio/television.
Information brochures	Creation of information brochures about the project.
Photos	Photographic documentation of project activities.
Publication on OER	Publication of project materials on the website of open educational resources.
Publication on EPALE platform	Publication of the article on the EPALE platform.
Workshops for teachers	Organization of workshops for teachers with demonstration and use of project materials.
Workshops for students	Organization of workshops for students - presentation of the application, discussion on the use of games in schools.
Online meeting for teachers from different countries.	Using the network of friends to organize an online meeting for teachers to present the results of the project.
Multiplier events	Organization of Multiplier Events in Poland, Greece and Cyprus.

Information on Facebook and Instagram of the project.	Posting information about the project on Facebook and Instagram of the project.
Creation of a YouTube channel	Creating a Youtube channel with video materials created in the project.
Dissemination report created at the final stage of the project.	<p>Creation of a report describing the dissemination activities of the project partners. The report describes all various dissemination activities in partner institutions.</p> <p>Link to the report:</p> <p>https://heyzine.com/flip-book/e230bf290b.html</p>