QUALITY AND EVALUATION PLAN

UNIVERSITY OF ECONOMICS AND INNOVATION IN LUBLIN (WSEI)

ISAFETYAPP: TEACHING STUDENTS INTERNET SAFETY THROUGH AN ARTIFICIAL INTELLIGENCE MOBILE APPLICATION

2020-1-PL01-KA226- SCH-096462

THE QUALITY AND EVALUATION STRATEGY

AIM OF THE PROCESS:

to measure the quality of the project's processes, results, and impact

EVALUATION CRITERIA:

- relevance,
- effectiveness,
- efficiency,
- impact,
- sustainability.

PROCESS

Defining the evaluation tools

Defining the target group/s

Data collection process

Data analysis and reporting

Implementation of improvements

THE QUALITY AND EVALUATION STRATEGY
QUALITY CONTROL

- **QUALITATIVE INDICATORS:** will be used to check the level of relevance, appropriateness and impact of the project results and activities.

These indicators will assess:
- Works related to intellectual outputs.
- Internal cooperation.
- Meeting management.
- Compliance with the tasks assigned on time (all partners fulfilling with their responsibilities).
- Avoiding delays and risks (no or reduced to the minimum delays and other risks during the project implementation).
- Contributions of all partners – quality, consistency, usability and contribution to project's aims.
- Marketing and dissemination of the project.
- Satisfaction of the participants of the project activities.
- Overall satisfaction of learners towards the game-based tool (at least 90%)
- Overall satisfaction of participants after project meetings and during the multiplier events
- Overall satisfaction of participants about the training contents and materials.

THE QUALITY AND EVALUATION STRATEGY
QUALITY CONTROL

■ **QUANTITATIVE INDICATORS** will be used to monitor the activities results and impact during and after the project implementation.

These indicators will assess:
- Number of TPM meetings (4 in total).
- Number of participants in each meeting (at least 2 per participating organisation).
- Number of Multipliers organised (3 in total)
- Number attendees to the multiplier events (at least 160 participants in total from all partners except WSEI).
- Number of representatives of target groups participating in the project activities (at least 240).
- Number and type of deliverables (3 Project Results).
- Number of game downloads (at least 1000 during the project, over 1000 after it finishes)
- The relation between working hours and work delivered (in accordance with the planned, at balance 0).

QUALITY AND EVALUATION IMPLEMENTATION PLAN

PROJECT MANAGEMENT PROCESS

- Transnational project meetings
- Annual overall evaluation of the project management

All partners

PROJECT INTELLECTUAL OUTPUTS

- **IO1:** State of Art. On Serious Gaming & Internet Safety
- **IO2:** App game developement & evaluation
- **IO3:** Teacher Training courses materials

All partners

IMPACT ON TARGET GROUPS

- Teaching training activities
- Dissemination & Marketing
- Usability of the project results

All partners

THE QUALITY AND EVALUATION IMPLEMENTATION TPM EVALUATION

- Aim – to assess the quality of face to face meetings

EVALUATION OF THE PROJECT MEETINGS		
meeting place	planned date	link to the evaluation form
1ST TPM in Toruń/Poland	IV 2021	https://linkd.pl/27cfa
2nd TPM in Athens/Greece	II 2022	https://linkd.pl/27cfk
3rd TPM in Larnaca/Cyprus	VIII 2022	https://forms.gle/7btYk6DZz33gtY1u9
4th TPM in Lublin / Poland	I 2023	https://forms.gle/ZLbsKtYzahGFeBQc6

- **TOOLS – Google Surveys**

- **TIMEPLAN: data collection deadline for the replies – max 2 weeks after the project meeting takes place**

- **RESPONDENTS: all participants of the project meeting**

# THE QUALITY AND EVALUATION IMPLEMENTATION TPM EVALUATION

- Transnational project meetings – structure of the survey

- ❖ SECTION 1: Quality of the prior information to the project meeting

- ❖ SECTION 2: Quality of the cooperation during the meeting

- ❖ SECTION 3: Structure, content and delivery of the project meeting

- ❖ SECTION 4: Materials, resources and equipment

Type of answers: Likert scale + open questions at the end of each section

EVALUATION OF THE PROJECT MANAGEMENT – ANNUAL REPORTS

CONTENT OF THE QUESTIONNAIRE:

1. Stage of the implementation of each project result;

2. Evaluation of implementation of project activities;

3. Evaluation of communication process;

4. Evaluation of time management;

5. Evaluation of project meetings;

6. Information about the problems;

7. Evaluation of the mutual understanding and the belonging as a team

8. SOAR evaluation of the project perspectives - recommendations to the Project Results
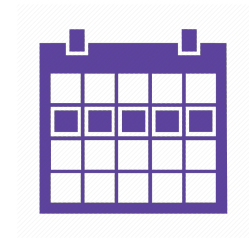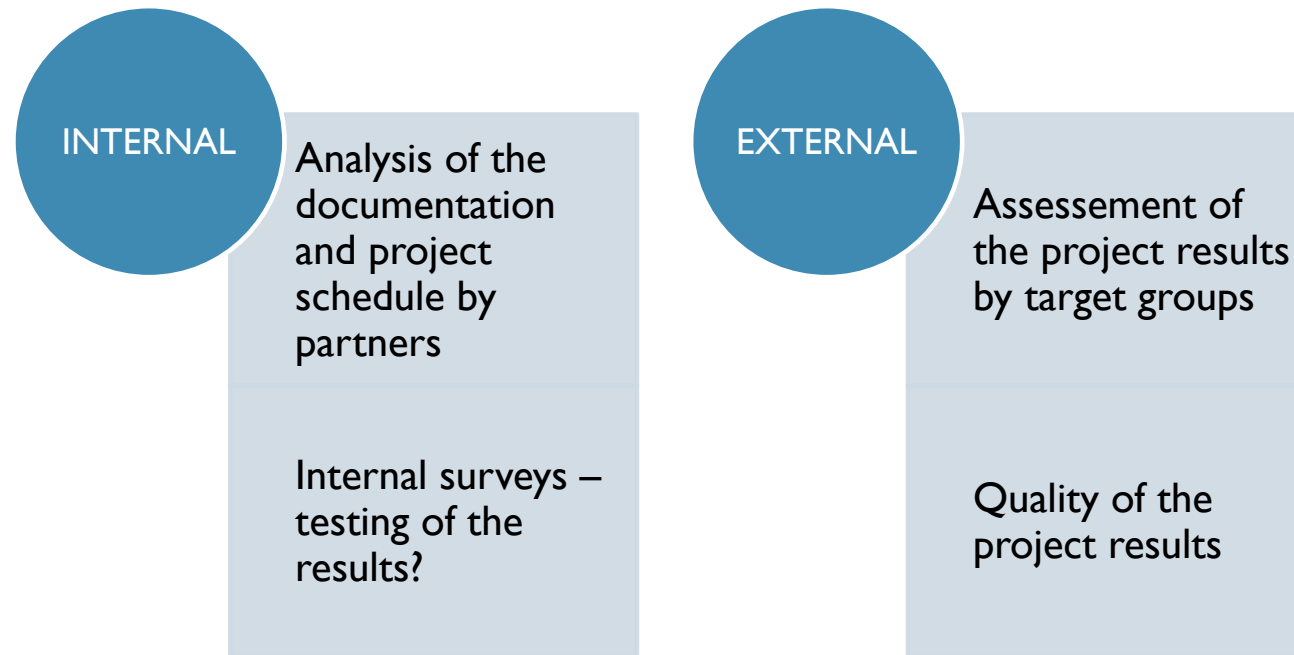
EVALUATION OF THE PROJECT MANAGEMENT – ANNUAL REPORTS

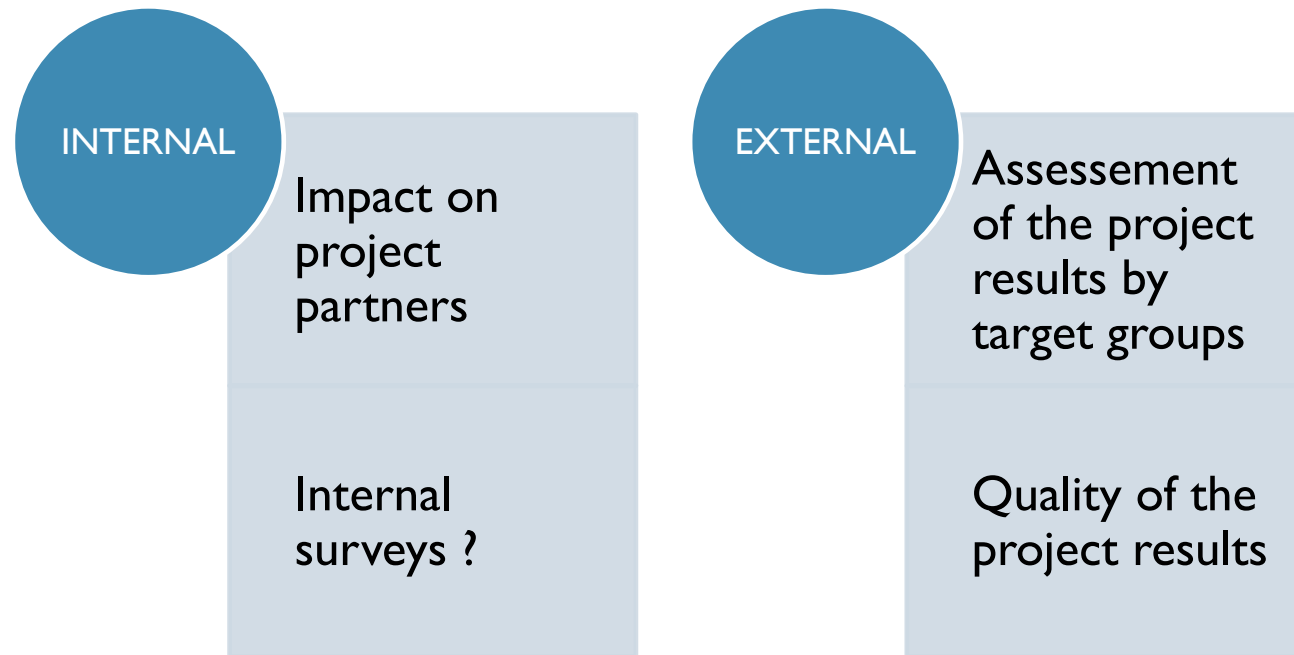| EVALUATION OF THE PROJECT MANAGEMENT			
DATA COLLECTION	**PERIOD COVERED BY EVALUATION**	**DEADLINE FOR ANSWERS**	**link to the evaluation form**
1ST DATA COLLECTION	VII 2021 – VI 2022	31.07.2022	https://linkd.pl/27cfc
2ND DATA COLLECTION	VII 2022 - VI 2023	30.06.2023	https://forms.gle/i3KrxV8Re9GQysqN6

- TOOLS – Google Surveys

- TIMEPLAN: data collection deadline 1 month, deadline for the report – 1 month

- RESPONDENTS: 1 staff member and 1 expert?

EVALUATION OF THE PROJECT RESULTS

INTERNAL

Analysis of the documentation and project schedule by partners

Internal surveys – testing of the results?

EXTERNAL

Assessement of the project results by target groups

Quality of the project results

- TOOLS/METHODS – Google Surveys OR analysis of the project documentation
- TIMEPLAN: internal – after delivery of the final result, external – according to agreed deadlines
- RESPONDENTS: internal – staff members, external – project target groups

EVALUATION OF THE IMPACT

INTERNAL

Impact on project partners

Internal surveys ?

EXTERNAL

Assessement of the project results by target groups

Quality of the project results

- TOOLS/METHODS – Google Surveys, analysis of the project documentation

- TIMEPLAN: internal – last month of project implementation, external – after the implementation of the activites with target groups

- RESPONDENTS: internal – staff members, external – project target groups

EVALUATION OF THE PROJECT RESULTS – TIME PLAN

EVALUATION OF PROJECT RESULTS			
DATA COLLECTION	AVAILABILITY OF THE RESULT – QUALITY EVALUATION	DEADLINE FOR ANSWERS	link to the evaluation form
IO1: State of Art. On Serious Gaming & Internet Safety	28.02.2023	14.03.2023	https://linkd.pl/27cff
IO2: App game developement & evaluation	31.10.2022	14.11.2022	IO: https://forms.gle/V4T1HZUCpxhgzm377 GAME: https://forms.gle/mgE7NE8k3xLrdEUD9
IO3:Teacher Training courses materials	28.02.2023	14.03.2023	https://forms.gle/srDt7baNp64xtPTNA
MEs	VI 2023	VI 2023	https://forms.gle/V6AmpKmwDfphFPKn7

- **TOOLS** – Google Surveys
- **TIMEPLAN:** data collection deadline for the replies – max 2 weeks after the ME takes place
- **RESPONDENTS:** all participants of the ME

THANK YOU!

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