

Project Evaluation

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ERASMUS+ Programme Strategic Partnership for Higher Education Agreement No. 2020-1-DE01-KA203-005682

IDEAL-GAME

Improving didactics, education and learning in higher education with the Online Serious Game Creator











Project Evaluation

IDEAL GAME The Management Kick-off-Conference Host: Ingenious Knowledge, Germany 08th- 10th of December 2020

Project Number: 2020-1-DE01-KA203-005682







Evaluation in IDEAL GAME consists of:

ightarrow Combination of formative and summative Evaluation

- internal evaluation surveys in months 8, 16 and 24
- specifically addressed to target group members







In IDEAL GAME we focus on:

(a) Project performance quality – questions to consider include the following:

- Did the project achieve its objectives?
- Do the project results match/serve the needs of the target groups?
- Was partners' contribution in accordance with the project plan and expectations?

(b) Collaboration quality - questions to consider include the following:

- Was the collaboration among partners at an acceptable level?
- Did project partners contribute towards the achievement of the project's objectives?
- Were project meetings organized and managed effectively?
- Was the collaboration among partners, direct and indirect stakeholders, target groups, and users fruitful?

(c) Resource utilization quality – questions to consider include the following:

- Were resources used in appropriate ways?
- Were all budget expenses documented?
- Did all budget expenses follow the relevant EU and project regulations?
- Were any resource management tools used (e.g. for financial management)? If so, how were they used?







In IDEAL GAME we focus on:

(d) Information management quality - questions to consider include the following:

- Was information shared with all partners?
- Were documents and information shared in a timely manner?
- Was there a system for keeping versions of each document?
- Were documents stored, secured, and accessed appropriately?

(e) Intellectual output quality of the project IOs – questions to consider include the following:

- Were deliverables prepared according to the project's time-frame?
- Were deliverables prepared according to high standards?
- What were the standards used for assessing the quality of deliverables?

(f) Service/product provision quality – questions to consider include the following:

- Did the service/product provided address the target population's needs?
- Was the service/product usable and user friendly?
- Was the service/product tested, evaluated, and revised?
- How adaptive and flexible was the service/product to target groups'/stakeholders' needs?

(g) Dissemination & exploitation quality – questions to consider include the following:

- Were dissemination actions implemented as planned?
- How many stakeholders were engaged during the development of the project?
- How many stakeholders were reached throughout the duration of the project?
- What tools were used for dissemination?







Quantitative indicators:

(1) Number of additional higher education institution addressed - 5 per partner country

- (2) Number of involved lecturers in higher education 50 at UPB
- (3) Number of involved school teachers to get inter educational feedback a least 10 per partner country
- (4) Number of students at least 100 per partner country
- (5) Number of participants at the multiplier events 25 in UK, ES, RO and PL, 40 in GER
- (6) Number of users on the website 500
- (6) Number of publications at least 5 per partner country
- (7) Number of printed /published IDEAL-GAME handbooks at least 350
- (8) Number of on-line newsletters produced during the project life-cycle 4
- (9) Distribution of research report 250 recipients
- (10) Distribution of policy paper 300 recipients
- (11) Posters at least 2 per country
- (12) Flyer at least 2 per country







Please follow the link to access the online survey after the Kick-Off meeting:

https://umfragen.uni-paderborn.de/index.php/468878?lang=en

- Please take 5 minutes to fill in the questionnaire.
 - The questionnaire is anonymous.









Contact

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Thank you very much for your attention!

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