



IDEAL-GAME

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

M1 – Kick-Off Meeting

08th to 10th of December 2020

Meeting Evaluation

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

Acronym: IDEAL-GAME

Reference number: 2020-1-DE01-KA203-005682

Project partners:

P1	University Paderborn (UPB), DE
P2	Ingenious Knowledge GmbH (IK), DE
P3	Universitatea din Pitesti (UPIT), RO
P4	Wyzsza Szkola Ekonomii i Innowacji w Lublinie (WSEI), PL
P5	University of Dundee (UoD), UK
P6	Universidad a Distancia de Madrid SA (UDIMA), ES

IDEAL GAME Kick-Off Meeting – Meeting Evaluation

The meeting evaluation of the 1st IDEAL GAME project meeting shall give an overview of the feedback about the online partner meeting, hosted by IK via Zoom (online).

This questionnaire will be handed out as an online survey after the meeting to evaluate the meetings content, the meetings design, the coordination and the results of the meeting.

The Kick-Off meeting, although held online via Zoom, went very well and none of the partners has anything of urgent matter to declare at this stage of the project. The project team suggest to conduct several short Meet Ups between the transnational meetings.

Moreover, all participants want to do dissemination activities, e.g. posts on social media channels and website, online articles, posters and flyers, etc. Additionally, the project participants are looking forward to further project work.

Even so, each partner has a clear picture of the meeting objectives and next project steps. Moreover they considered the meeting as interesting and helpful.

Please find below the summarised evaluation data:

Question 1:

	Totally disagree	Partly disagree	Partly agree	Totally Agree	I don't know	Σ
The conference lived up to my expectations.				9 (100%)		n=9
The conference objectives were clear to me.				9 (100%)		n=9
The difficulty level of this conference was appropriate.				9 (100%)		n=9
The conference contents were presented in an engaging way.				9 (100%)		n=9
The conference was interesting.				9 (100%)		n=9
The coordination was well prepared.				9 (100%)		n=9
The coordination was helpful.				9 (100%)		n=9
Overall, I am happy with the conference results.			1 (11,11%)	8 (88,88%)		n=9
I have a clear picture now of the projects' next steps.				9 (100%)		n=9
I know what my tasks for the upcoming period are.			1 (11,11%)	8 (88,88%)		n=9

Question 2:

<p>Do you have any concerns regarding the development process in IDEAL GAME so far? (n=9)</p>
<p><input type="radio"/> Yes, please be specific: x No (n=9)</p> <ul style="list-style-type: none"> - I do not have any concerns. The meeting was presented in a good manner, taking into account that online work is difficult. All presentations were interesting, participants were active, all doubts discussed during the meeting to have a clear of the following works! Thanks! - Many thanks for organizing the meeting. Everything went fine. Kind regards. - I have no concerns so far, everything was clearly explained at the kick-off meeting.
<p>Do you have any concerns with the quality of the management or collaboration of the project so far? (n=9)</p>
<p><input type="radio"/> Yes, please be specific: x No (n=9)</p> <ul style="list-style-type: none"> - No 😊 - No concerns

Question 3:

<p>What would you like to suggest for the future cooperation / communication in the IDEAL GAME project? (n=5)</p>
<ul style="list-style-type: none"> - I am looking forward to the project activities! - Thank you for the fruitful cooperation at the meeting and within the project. - The project leader has a good plan for project coordination, so we are waiting for more details and materials to work on! - None so far - I think we have a good/efficient communication style so far! Just to keep it just until now!

Question 4:

<p>Please describe any Dissemination & Exploitation activities or measures you undertook so far related to the IDEAL GAME project. (n=7)</p>
<ul style="list-style-type: none"> - Facebook, Twitter, Newsletters, flyer, Online articles, presentations within lectures at University, IDEAL GAME Website - Social Media, In-house conferences, Conferences (when allowed) - website, poster, internet information - Social media and university website



- We have already prepared website news on WSEI main page. FB and LinkedIn profiles will be used for further dissemination, printing materials in the Polish language as well as the online presentation of the project for WSEI staff.
- Recording a promotional video which will be uploaded in <https://www.udima.es/es/innovacion/proyectivos.html>. Using University Social Media actively. Publishing a scientific article. As well as follow all instructions related to dissemination in the work plan.
- We planned for a varied and combined set of dissemination actions, that include online and f2f actions with a large variety of materials (leaflet, posters, newsletters, scientific article, news on social media, etc.)

Question 5:

What else would you like to pass on? Are there any other issues for discussion?

(n=7)

- No. Everything is clear to me.
- Nothing.
- Thank you for the nice meeting.
- Thanks for organising everything so well.
- No, thanks.
- No other issues for discussion so far.
- No other issues, for the moment.