



## IDEAL-GAME

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

### M3 – Tool Development Meeting

03<sup>rd</sup> to 04<sup>th</sup> of March 2022

### 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 Tool Development Meeting – Meeting Evaluation

The meeting evaluation of the 3<sup>rd</sup> IDEAL Game project meeting shall give an overview of the feedback about the online partner meeting, hosted by WSEI 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 project team got to know the prototype of the IDEAL-GAME Creator and the learning games. Agreements were made on the handbook and additional open project questions were clarified.

Moreover, all participants have already carried out dissemination activities such as writing social media posts, writing short articles on websites and talking to other colleagues and staff about the project. Nevertheless, all partners wish to further develop their dissemination activities as well.

Even so, each partner has a clear picture of the meeting objectives and next project steps.

Please find below the summarised evaluation data:

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Question 1:

How do you agree with the following statements?

	Totally agree	Partly agree	Partly disagree	Totally disagree	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.	8 (87,5%)	1 (12,5%)				n=9
The conference was interesting.	8 (87,5%)	1 (12,5%)				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.	9 (100%)					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.	8 (87,5%)	1 (12,5%)				n=9

Question 2:

Do you have any concerns regarding the development process in IDEAL GAME so far?



(n=12)
<p>x Yes (n=0),</p> <p>comments:</p> <ul style="list-style-type: none"> <li>• Everything is well prepared</li> <li>• No concerns – very clear presentations and very systematic approach to the project</li> <li>• It's ok</li> </ul> <p>X No (n=9)</p>
<p>Do you have any concerns with the quality of the management or collaboration of the project so far?</p> <p>(n=9)</p>
<p><input type="radio"/> Yes, please be specific:</p> <p>Comments: Absolutely not – very efficient and clear</p> <p>x No (n=9)</p>

Question 3:

<p>What would you like to suggest for the future cooperation / communication in the IDEAL GAME project?</p> <p>(n=4)</p>
<ul style="list-style-type: none"> <li>• I hope to have a face-to-face meeting soon</li> <li>• Please send us the materials presented on the conferences</li> <li>• It's ok. Could you send us the presentation (or upload it in the Drive folder) to be clear about the next steps</li> <li>• I have no suggestions. The communication and cooperation are both very good! Keep up the good work</li> </ul>

Question 4:

<p>Please describe any Dissemination &amp; Exploitation activities or measures you undertook so far related to the IDEAL GAME project.</p> <p>(n=6)</p>
<ul style="list-style-type: none"> <li>• This activities are described in the dissemination log! In short, we presented the project in press articles, on Facebook, at face-to-face meetings, etc.</li> <li>• -Publication of the project description on the udimia website. -Publication in the news section of the udimia website. Post publication on: Facebook (1 post, 19 likes, 6 share) Linkedin (1 post, 23 likes) Twitter (2 tweets, 18 likes, 4rt) Poster in notice boards. News post about project status updates on the UDIMA website. Link to project website. (Publication: 24/02/22) Newsletter for the UDIMA community (Publication: 01/03/22) Image design about the IDEAL GAME project for</li> </ul>



interactive panels at the university entrance. Presentation video recording of general information about the project (in progress)

- Poster, Publication, Website
- Via Internet by sharing in our groups by Facebook – sharing the news
- Discussion with colleagues on different programmes, Twitter dissemination
- News post about project status updates on the university website and link to the project website – Newsletter for the university community. – Image design about the IDEAL GAME project for interactive panels at the university entrance. – Informative video recording of general information about the project (in progress).

Question 5:

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

(n=3)

- No! Thank you 😊
- Thanks for hosting us
- No other discussion

**Thank you for participating in the survey!**