

## PROJECT EXECUTIVE SUMMARY

**Project Title: STRATAGAME**

**Project Number: 2018-1-RO01-KA202-049112 National Agency: Romania**

**Project Duration: 24 months**

**Partner: MKV Consulting**

**Contact Person for the Report: Dilek Volkan**

**Progress Report Duration: 12 months**

### Contents

|                                                  |   |
|--------------------------------------------------|---|
| Project Implementation .....                     | 2 |
| Project Management.....                          | 3 |
| Transnational Project Meetings .....             | 3 |
| Intellectual Outputs .....                       | 3 |
| Multiplier Events .....                          | 4 |
| Learning/Teaching/Training Activities .....      | 4 |
| Dissemination and Use of Projects' Results ..... | 4 |

## Project Implementation

1. A contract between the project coordinator and each partner was signed
2. The Management plan was done by CDA and agreed by all partners
3. Management reports were provided after 6 months and 1 year
4. Two Transnational Management meeting were held, accordingly to the planed schedule.

December 2018 – Arad Romania

May 2019 – Catania Italy

All partners were participated actively during these meetings.

Monthly Skype meeting were held, all of them with Meeting agenda and Meeting minutes.

The Project Quality Plan was provided by MKV, agreed by all partners.

A Risk Analysis was conducted by MKV and all partner contribution. Mitigation actions were proposed. An External Advisory Committee and a Quality Control Board was proposed. Working methodology is detailed in internal procedure.

After each Transnational Management Meeting, a quality evaluation was made, using AdminProject Survey, 2 quality reports were made.

After each 6 months, internal quality evaluation was done using AdminProject survey instrument.

Quality Control Board, an internal instrument for quality assessment, issued three reports, one after 6 months and 1 year

An External Advisory Committee issued one reports.

A Communication – Dissemination Plan was provided by MEDORO, all partners agreed. Stakeholders' evaluations were conducted by MEDORO in collaborations with all partners. The results were included in Communication Dissemination Plan. More that contract agreed, all partner agreed to develop an Editorial plan, each two weeks partner will provide a short article that is published on project web site a project Facebook page. This plan was continuously updated, now the third version of the plan is available.

Project web site was realised by DANMAR, <https://stratagame.erasmus.site/>

Facebook STATAGAME account was made by DANMAR, all partners contribute on content.

<https://www.facebook.com/stratagame>

The site is available in English and in each of the partner languages, therefore also in Romanian, Polish, Spanish, Italian and Turkish. At the end of September 2019, Stratagame web site has registered 428 users and 10700 page views.

The partner DANMAR has opened the Facebook page of the project that is also fed directly by the partners. At the end of September 2019, Stratagame Facebook page has 57 followers. We expect that after the beginning of dissemination activities the number of followers will increase.

Two press releases were done by MEDORO, one concerning the project starting and the other about the 2<sup>nd</sup> transnational meeting. They were 15 publications on Stratagame website and FB page and all partners translated them in their own languages and published them on local newspapers, their websites, their Facebook pages, and Tweeter account.

The foreseen leaflet of the project presentation has been designed and realized by MEDORO. It contains the essential elements of the project (objectives, activities, expected results, duration, and partnership). It was being done in English and each partner produced a version in its own language.

Two newsletters (periods Jan-Mar and Apr-Jun 2019) were designed and realized by MEDORO, with the contribution of the other partners publishes. They were 14 publications on Stratagame website and FB page and each partner produced a version in its own language and published it on local newspapers, their web sites, their Facebook and Tweeter account. A 3rd newsletter concerning the period Jul-Oct

2019 is in preparation.

All partners have posted a total of 46 different messages and communication elements (articles, press releases, newsletters, and others) on their own social media accounts.

The project was presented in other organization's events, accordingly to the plan.

A total of 81 different messages and other communication elements were done after the 1st year of project implementation.

### Project Management

During the project implementation a continuous communication is realised through AdminProject, all partners are demonstrating a professional and full commitment in the accomplished of proposed objectives.

The CDA is reporting to all partners during each Skype Meeting the project progress.

The 12 Months Report was checked and validated by the Quality Control Board and during the MM2 a quality control of project results and achieved objectives was provided by MKV partner, responsible for quality control.

A Risk Analysis was conducted by MKV and all partner contribution.

### Transnational Project Meetings

1st Management Meeting Arad December 2018 , all partners participations, agenda, minute, participants list signed, certification for participants issued In AdminProject

2nt Management Meeting Arad December 2018 , all partners participations, agenda, minute, participants list signed, certification for participants issued In AdminProject

The partnership is having a monthly Skype meeting for the project follow-up, those are a short meetings going directly to the point to solve specific issues. So far it was held 9 Skype meetings, for each of them at least one representative for each organization was involved, The agenda of the meeting was previously available and after the meeting, a minute of the meeting was released.

### Intellectual Outputs

#### **O1: An online diagnostic test assessing soft skills of young people**

The first intellectual output is managed by MEUS partner.

O1 - A1 - Design of test items. During the first management meeting the structure of the diagnostic tool was discussed and established. The aim of this output is to create an online diagnostic tool assessing the 5 key top soft skills of young people required by employers, exceeding the number of key soft skills that were established by contract.

Each partner is involved in elaboration of a part of diagnostic tool: Communication/Networking (CDA), Teamwork (MEUS-MKV), Flexibility/adaptability (AFIE), Creative thinking (MEDORO), Problem Solving (INNOHUB).

O1- A2 - Creation of the test versions. Each partner provided quizzes for the diagnostic test.

O1 - A3 - Creation of the feedback to provide to test sample, MEUS provided an internal quality report, conclusions and improvements were required. Partners made all necessary correction, quality test items were provided.

O1 - A4 - Creation of the feedback about the tool. DANMAR provided a first version of diagnostic tool. All partners gave feedback, for design, structure and content.

O1 - A5 - Creation of the diagnostic tool. DANMAR created the final version of diagnostic tool. It is available on STRATAGAME website

<https://stratagame.erasmus.site/test-homepage/>

O1 - A6 - Testing the diagnostic tool

Each partner test the designed diagnostic tool in their countries. 20 young people and their 10 VET teachers will be invited by each partner to complete the test and the feedback survey leading to a total sample of 140 young people and 70 educators. The diagnostic tool is available in English. The testing phase of the diagnostic tool was closed after 211 answers were collected.

- O1 - A7 - Improving the test items The main improvement performed were: general introduction to the test (made by CDA), reformulation of long questions (all partners), reduction of redundant questions (made by all partners), correction and simplification of English language (Made by AFIE).

O1 -A8 - Implementation of test changes All those changes were provided to DANMAR by the end of May to proceed to implementation on the online test. Then, DANMAR provided the final version of the test in English.

- O1 - A9 - Translation for the tool Each partner was responsible for the translation of the diagnostic tool in its respective national languages.

- O1-A10 - Final version Danmar was in charge of the final version of the test in all languages. All language versions have been added to the project website: Polish, Romanian, Spanish, Italian, Turkish and English. The test is available online at

## **O2 Interactive online game developing key soft skills of young people**

O2 - A1 Creating structured learning journey

AFIE in collaboration with all partners designed a guide skeleton outlining the structure and length of interactive scenarios.

O2 - A2 - Development of content and feedback forms

A template for each interactive scenario was created. Each partner developed and interactive scenarios following the provided template and assigned skills. In total 5 game scenarios were provided.

O2 - A3 – Preparing development roadmap and choosing appropriate game development framework. Under AFIE and DANMAR coordination, alongside with all partners, the game roadmap was designed.

O2 – A4 – Preparing game skeleton and database

The first step in the development of the game was created by DANMAR, a game skeleton with an underlying database.

## **Multiplier Events**

1. NA

## **Learning/Teaching/Training Activities**

- NA

## **Dissemination and Use of Projects' Results**

| <b>Partner</b> | <b>Number of actions</b> | <b>Number of participants</b> |
|----------------|--------------------------|-------------------------------|
| AFIE           | 1                        | 30                            |
| CDA            | 14                       | 519                           |
| DANMAR         | 16                       | 2811                          |

---

| Partner      | Number of actions | Number of participants |
|--------------|-------------------|------------------------|
| INNOHUB      | 15                | 1589                   |
| MEDORO       | 13                | 2306                   |
| MEUS         | 28                | 2843                   |
| MKV          | 7                 | 1563                   |
| <b>TOTAL</b> | <b>94</b>         | <b>11.661</b>          |

---