

PROJECT EXECUTIVE SUMMARY

Project Title: STRATAGAME

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

Project Duration: 24 months

Partner: MKV Consulting

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Progress Report Duration: 24 months

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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, 1 year and 18 months
4. Three Transnational Management meeting were held, accordingly to the planed schedule.

December 2018 – Arad Romania

May 2019 – Catania Italy

November 2019 – Rzeszow Poland

All partners were participated actively during these meetings.

Two Transnational Management Meeting were held as virtual:

4th MANAGEMENT MEETING- Online event 9th of September 2020

5th MANAGEMENT MEETING-Online event 30th of September 2020

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, 5 quality reports were made.

After each 6 moths, 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, 1 year and 18 months of project implementing a period of time.

An External Advisory Committee issued three 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>

- 5 press releases were issued, translated in all partners languages, posted on the project website, partners websites, project Facebook account and partners social media account.
- 5 newsletters were issued, translated in all partners languages, posted on the project website, partners websites, project Facebook account and partners social media account.
- A leaflet was issued, translated in all partners languages, available specially for dissemination events.
- 37 articles are available on project website, articles planed through a common Editorial plan, in order to increase the project visibility. The articles are posted on project website, project Facebook account and partners social media account. A new article is posted at each two weeks.

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.

Due to the COVID-19 events the project implementation suffers some changes, done the LTTA event in September as Virtual event in order to assure participants safety. A continuous communication between NA and CDA was kept. Project implementation was finished very successful on time without any time extension.

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

The 24 Months Report was checked and validated by the Quality Control Board and during the MM4 and also MM5 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

3rd Management Meeting Arad December 2018 , all partners participations, agenda, minute, participants list signed, certification for participants issued In AdminProject

4th Management Meeting was Online event 9TH of September 2020. The Transnational Project Meeting was organized using Skype platform. At least one representative of all partners was attending the meeting.

5th Management Meeting was Online event 30TH of September 2020. The Transnational Project Meeting was organized using Zoom platform. At least one representative of all partners was attending the meeting

19 Skype meetings, agenda and minutes of the meetings provided In Admin project

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.

O2 – A5 – Programming English version of all interactions

Based on the structural learning journey and content created earlier, all partners prepared the English version of the game. DANMAR uploaded the content.

O2 – A6 –Internal testing and translating

In pilot testing took part partners of the STRATAGAME project, in total 21 participants from all partners' organisations. There were prepared 12 questions regarding e.g.: fitting the content of IO2 to the project need or satisfaction with the coordination and instruction given for the implementation of this IO. Translations and testing were done with all partners' collaboration. An internal testing survey was done and DANMAR implemented all necessary changes. <https://stratagame.erasmus.site/game-intro/>

O2 - A7 - Testing the online game . The duration of the external piloting of the STRATAGAME was 1st July – 23rd September 2020. The dates established in the application were not possible to fulfil due to the effects of the COVID-19 pandemic on Erasmus + mobilities within the strategic partnership projects.

In general responders saw the STRATAGAME result as enhancing the learning process and definitively a worthwhile educational resource to be used. Furthermore, teachers stated that this resource does not require previous knowledge to be used, which makes it an easy tool that could be applied in any ongoing

vocational programmes for the soft skills acquiring or improvement.

Pilot testing received the following quantitative indicators in IO2:

- 130 Youth
- 74 VET teachers
- 3 Unemployed
- 6 Entrepreneurs
- 5 Other

O2 - A8 - Creation of the final version

The collected feedback from the focus group in 5 countries was discussed among the partnership and remarks were implemented within game, provided that it is justified, reasonable and doable within given time frame. All improvements introduced led to the release of its final version.

After pilot implementation and including feedback, the online game was translated into national languages of the partners. It is available in 6 versions:

- English <https://stratagame.erasmus.site/game-intro/>
- Italian <https://stratagame.erasmus.site/it/qame-intro/>
- Polish <https://stratagame.erasmus.site/pl/qame-intro/>
- Romanian <https://stratagame.erasmus.site/ro/qame-intro/>
- Spanish <https://stratagame.erasmus.site/es/qame-intro/>
- Turkish <https://stratagame.erasmus.site/tr/qame-intro/>

O2-A9 - Europass description of the course

The document can be created through the Europass Mobility On-Line (EMOL) system.

O3. Electronic guides on didactic methods for incorporating the diagnostic test and an online game on soft skills within wider classroom activities

The partnership carried out a series of focus groups in which the content on the guidelines was evaluated. In addition, it was expected that the LTTA to be carried out according to the Application Form would serve to finalise the testing of the IO3 products. Unfortunately, the LTTA had to be carried out online instead of face-to-face due to the COVID-19 crisis, so partners adapted the exercises to perform them online.

O3/A1 Creating structured learning journey- All partners provided their comments and suggestions in the creation of the skeletons, turning out into an agreed document.

O3/A2 Development of modules content and feedback forms- the working structure of the previous Intellectual Output, each project partner worked in a specific competence to create the five guides, which would finally be turned into a unique Guideline for VET Teachers. Each guide followed the skeleton and template provided in the first activity of the output, and partners made sure to produce content that was attractive, interesting and informative. All content included in the guides was double checked through a peer revision, to make sure of its effectiveness.

O3/A3 Focus groups - It should be noted that, unfortunately, the activity was carried out just when the COVID-19 crisis started, making it impossible in most countries of the consortium to carry out any face-to-face activities or dissemination. This forces the consortium to rely on online tools, which proved to be useful although they also required longer time than face-to-face engagement.

O3/A4 Creation of the final version- From the national reports created in the previous task, MKV as

quality leader produced a summary report including the feedback and recommendations provided by testers. It is quite satisfactory to say that all testers were very satisfied with the products created, with no major comments on modifications required. This means there was no need to change neither the guidelines nor the classroom scenario. The summary report confirmed the versions of the products could be considered as final, DANMAR uploaded the English version to the website, to ensure they could be accessed publicly.

O3/A5 Europass support tool - Following the Europass template provided by the Romanian National Agency, a template on the Europass was created for the production of an Europass Mobility. This assured that the Europass Mobility to be created after the LTTA also followed the same line for all trainees, regardless of their sending organisation.

O3/A6 Translation of the guides - each partner translated the guidelines and the classroom scenarios to their national languages.

O3/A7 Final multilingual version - this was indeed carried out.

Although the initial idea of the IO was to develop only one document (the guidelines) the partnership decided to divide the content in two documents: the guidelines and the classroom scenarios. The guidelines included also teaching notes about the classroom scenarios, but the separation of both documents was aimed to facilitate the use of the classroom scenarios by the VET teachers when necessary. Both documents are available for download on the project website in all partner languages, following [this link](#).

The testing of IO3 was carried out in Romania by CDA, in Spain by MEUS and INNOHUB, in Italy by MEDORO, in Poland by AFIE & Danmar, in Turkey by MKV partners of the consortium. Each partner contacted a total of 20 testers for the activity, which means the following report evaluates the responses provided by a total of 148 testers.

The testing of IO3 began on July 10th, 2020 and it finished on August 10th, 2020. All partners contacted professors, trainers and teachers as main testers of the guidelines and the skill test, in order to gather the opinion of the main target group of the project. The majority of these teachers worked on VET education and, although some of them worked on higher education, they had previous experience working on VET education.

Due to the current situation lived with COVID-19, all feedback and activities carried out were made through online and distant communication.

The main conclusion gathered after the analysis of the surveys is that all testers are satisfied with the project guidelines and the classroom scenarios. The main comments obtained from the national testers were very positive, and it can be concluded that the guidelines have the required quality, in their opinion.

Multiplier Events

Five multiplier events were held in;

- ✓ Romania, 30 of November 2019
- ✓ Spain, 29/10/2019
- ✓ Italy, 20.11.2019
- ✓ Poland, 28.11.2019 and
- ✓ Turkey, 30.10.2019

to promote the project, the first IO, to get a first impression on the second IO.
All partners reached at least minimum 40 participants per meeting.

The last multiplier events were held online due to Covid 19.

1. in Spain on 24.09.2020 online event, 40 participants
2. Final Conference in Romania was held online during 15 and 18th of September 2020, 80 participants

Learning/Teaching/Training Activities

STRATAGAME project implementation organised a short-term blended activity for learners, which lasted 5 days. The training took place on virtual space, using Zoom platform, into the last month of project implementation, between 21st and 25th of September 2020, and was delivered in English. This training activity brought 31 participants, 10 trainers and 21 learners from Romania, Spain, Italy, Poland and Turkey. Target group was VET teachers and VET learners

Into the first day of the event, the learners, students and teachers as well, passed through an online test for soft skills evaluation. The same test was performed at the end of the training period, in order to evaluate their evolution.

After the training the participants received a Europass Mobility certificate attesting their participation into this training, with the description of accomplished competences, as well as a certificate issued by the project consortium.

Training was very successful. In order to ensure the LTTA had reached the expected quality, at the end of the training week all participants were asked to carry out a short evaluation survey. The survey counted with the following responses:

- 9 from Romania
- 3 from Italy
- 3 from Poland
- 2 from Spain
- 2 from Turkey

Dissemination and Use of Projects' Results

Partner	Number of actions	Number of participants	Report
AFIE	1	30	download
CDA	30	4040	download
DANMAR	29	4033	download
INNOHUB	68	7713	download
MedORO	32	5020	download
MEUS	70	6678	download
MKV	15	11413	download