

Output Quality Report

Output title:	
WP3 - O.T.1	
Workshops for ILS concept definition/development	
Type of output:	<input checked="" type="checkbox"/> Documented learning interaction <input type="checkbox"/> Strategy/ Action Plan <input type="checkbox"/> Tool <input type="checkbox"/> Pilot action
Contribution to PO indicator:	P07: No. of documented learning interactions in finalised operations

Summary of the output (max. 1500 characters)

Presented output summarizes feedback from WP3 Internal and virtual workshops:

- WP3 Internal workshop: ILS concept definition, Act. T1.2 – “STEP 3” serious game design concept 1st Project and Steering Committee Meeting, March 19, 2019, Vienna, Austria
- WP3 Internal workshop: Development of ILS, Act. T1.3 – “STEP 3” serious game content development 1st Project and Steering Committee Meeting, March 19, 2019, Vienna, Austria
- WP3 Internal workshop - ILS concept definition, Act. T1.2 2nd Project and Steering Committee Meeting, September 17, 2019, Košice, Slovakia
- WP3 Internal workshop: Development of ILS, Act T1.3 2nd Project and Steering Committee Meeting, September 17, 2019, Košice, Slovakia
- WP3 Internal workshop - ILS concept definition, Act. T1.2 (all PPs), 3rd Project and Steering Committee Meeting, February 19, 2020, Belgrade, Serbia (morning session)
- WP3 Internal workshop: Development of ILS, Act T1.3 (all PPs), 3rd Project and Steering Committee Meeting, February 19, 2020, Belgrade, Serbia (afternoon session)
- WP3 Virtual workshop: ILS concept definition, Act. T1.2, Virtual meeting of Working Group leaders
- WP3 Virtual workshop: ILS Development, Act. T1.3, Virtual meeting of Working Group leaders (via GoToMeeting)
- WP3 Virtual workshop: ILS Concept definition, Act. T1.2 - Serious Game, WG Game, October 1st, 2019 09:30 – 11:15, (via GoToMeeting)
- WP3 Virtual workshop: ILS Concept definition, Act. T1.2, Serious Game, WG Game, October 3rd, 2019 09:30 – 11:30 (via GoToMeeting)
- WP3 Virtual workshop: ILS Development, Act. T1.3, Serious Game Development, WG Game, October 14th, 2019 09:30 – 11:30 (via GoToMeeting)
- WP3 Virtual workshop: ILS Development, Act. T1.3, Serious Game Development, WG Game, October 21st, 2019 10:00 – 11:30 (via GoToMeeting)
- WP3 Virtual workshop: ILS Development, Act. T1.3, Serious Game Development, WG Game, November 4th, 2019 09:30 – 11:00 (via GoToMeeting)“
- WP3 Virtual workshop: ILS development, Act. T1.3, virtual meeting of WG leaders
- WP3 Virtual workshop: ILS development, Act. T1.3, virtual meeting of WG leaders
- WP3 Virtual workshop: ILS concept definition and development, Act. T1.2-3, Virtual meeting of Working Group Education

Output of the workshops is feedback for two areas namely ILS concept definition and ILS Development. The game was presented at the workshops and the feedback was recorded and comments incorporated into the serious game. There were several virtual meetings where feedback was incorporated each time and results discussed resulting into the new set of feedback which needs to be incorporated again.

Added value (max. 1500 characters)

Scope and content:

The output covers two areas:

ILS concept definition

Development of ILS

All project partners were involved.

Added value:

Due to international cooperation the transnational feedback reflecting the local specifics was created.

Applicability and replicability (max. 1500 characters)

This output was regarding the ILS concept definition and Development of ILS, therefore is replicable only for the similar projects. The output is not intended to be applied in real life and to be replicated in other geographical and sectorial areas.

Suggestions for improvement, if applicable (max. 1500 characters)

Evaluated output title: WP3 - O.T.1.1

The output was summarisation of feedbacks during first stage of development and concept definition of ILS. The possible improvement should be a list of comments and a record of whether or not they have been incorporated and how exactly.

The analysis of received feedback and summary extracted from the learning process should be accomplished, too.

Output Quality Level

- Low
- Average
- Good
- Excellent

Name of the Quality Manager

Ing, Martin Januška, Ph.D.

Signature of the Quality Manager

