

## PEOPLE

### Evaluation of meeting in Porsgrunn, Norway, 2 – 3 June 2014

#### 1. Description of meeting

The final meeting of the PEOPLE Grundtvig partnership was held in Porsgrunn, Norway, on 2 – 3 June 2014. The purpose of the meeting was to evaluate the results of the PLE courses, discuss good practices and challenges, evaluate the success of the project, and prepare a draft of the final report. Also, two workshops were held, entitled “Gamification Part II” and “Communicative presentations”.

#### 2. Purpose and method of evaluation

The purpose of the evaluation process is to monitor the meetings and make any necessary adjustments for future partnership meetings.

The main areas of evaluation were:

- goals: whether the meeting achieved the goals set for it in the agenda
- relevance: whether the meeting was useful and relevant for the partnership as a whole
- quality of presentations, seminars, lectures, treatment of difficulties, overall cooperation and outcomes of the meeting
- practical arrangements of the meeting

An overall rating was also requested in order to get a general impression of the success of the meeting.

An online questionnaire was sent to all meeting participants directly following the meeting. The participants were instructed to fill in the questionnaire on the basis of their personal impression of the meeting. The questionnaire was anonymous. Participating learners were not required to respond to the questionnaire.

There were 20 staff participants in the meeting. A total of 11 responses were received, bringing the response rate to 55 %. The total number of participants does not include the participating learners and interpreters. The response rate is low compared with previous evaluations. This should be kept in mind when analysing the results.

### 3. Evaluation results

#### 3.1. Goals

	5 - Excellent	4	3	2	1 - Poor	Yhteensä
Reporting results of PLE experiments in partner organisations	63,64% 7	36,36% 4	0,00% 0	0,00% 0	0,00% 0	11
Learning more about the pedagogical concept of "gamification"	18,18% 2	72,73% 8	9,09% 1	0,00% 0	0,00% 0	11
Learning about communicative presentations (PowerPoint)	45,45% 5	54,55% 6	0,00% 0	0,00% 0	0,00% 0	11
Discussing project outcomes	54,55% 6	45,45% 5	0,00% 0	0,00% 0	0,00% 0	11
Discussing final report	72,73% 8	27,27% 3	0,00% 0	0,00% 0	0,00% 0	11

#### Comments:

Happy to hear that we had good and successful experiments in our organisations. It is clear that we look at the concept of PLE from different points of view

### 3.2. Usefulness and relevance for the project

	5 - Excellent	4	3	2	1 - Poor	Yhteensä
Presentations	45,45% 5	54,55% 6	0,00% 0	0,00% 0	0,00% 0	11
Discussions	63,64% 7	36,36% 4	0,00% 0	0,00% 0	0,00% 0	11
Workshop on gamification	45,45% 5	54,55% 6	0,00% 0	0,00% 0	0,00% 0	11
Workshop on communicative presentations	54,55% 6	45,45% 5	0,00% 0	0,00% 0	0,00% 0	11

#### Comments:

Gamification gives a good base for a future project, so it was good to hear more about it.

### 3.3. Quality

	5 - Excellent	4	3	2	1 - Poor	Yhteensä
Quality of cooperation (the atmosphere of the meeting)	81,82% 9	18,18% 2	0,00% 0	0,00% 0	0,00% 0	11
Treatment of difficulties (problems were solved constructively and equally)	90,91% 10	9,09% 1	0,00% 0	0,00% 0	0,00% 0	11
Quality of my own participation (I/my organization contributed actively to the meeting)	63,64% 7	36,36% 4	0,00% 0	0,00% 0	0,00% 0	11
Quality of outcomes (We achieved good results)	90,91% 10	9,09% 1	0,00% 0	0,00% 0	0,00% 0	11

### 3.4. Practical arrangements

	5 - Excellent	4	3	2	1 - Poor	Yhteensä
Meeting facilities	27,27% 3	54,55% 6	9,09% 1	9,09% 1	0,00% 0	11
Timing	63,64% 7	27,27% 3	9,09% 1	0,00% 0	0,00% 0	11
Coordination	90,91% 10	9,09% 1	0,00% 0	0,00% 0	0,00% 0	11

#### Comments:

The surroundings were beautiful but the meeting equipment did not work.

### 3.5. General rating

	5 - Completely agree	4	3	2	1 - Completely disagree	Yhteensä
Overall, I am satisfied with the meeting	90,91% 10	9,09% 1	0,00% 0	0,00% 0	0,00% 0	11

#### 4. Conclusions and recommendations

The overall satisfaction with the meeting was very high, 4.91/5.00. It is therefore safe to say that the meeting was extremely successful in terms of both atmosphere and results.

Regarding the goals for the meeting, the most successful items were “Reporting the results of PLE experiments in partner organisations” (4.64/5.00) and “Discussing the final report” (4.73/5.00). “Learning more about gamification” received a score of 4.09/5.00, which is slightly lower than for the previous gamification workshop in Turkey. However, when the usefulness and relevance for the project was evaluated, the workshop on gamification scored 4.45/5.00. There was one comment in the section. “Gamification gives a good base for a future project, so it was good to hear more about it.” It seems that the concept of gamification aroused interest as a possible topic for a future project rather than as an aspect of the current one.

The quality aspects all scored very high, from 4.62 (“Quality of my own participation”) to 4.91 (“Treatment of difficulties” and “Quality of outcomes”). The meeting achieved a high quality score overall, which reflects not only the quality of materials and delivery but also the quality of the atmosphere and cooperation among the partnership.

There were some practical problems with the meeting facilities which is reflected in the score for practical arrangements (4.0 /5.0). There was also one comment concerning this: “The surroundings were beautiful but the meeting equipment did not work”. For future meetings, it would be advisable to always check that the facilities are suitable and function well for the purpose of the meetings.

Any item rated above 4.0 (good) must be considered successful, and since the lowest-rated items still remained above that mark, the meeting should be regarded as highly successful in its entirety.