

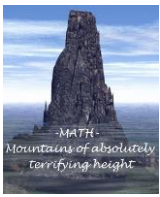
**MATH**  
**Mountains of Absolutely Terrifying Height**  
**2017-1-DE03-KA201-035644**  
**VG-IN-NW-17-24-035644**

# **Evaluation Report – Feedback of the 5<sup>th</sup> Meeting**

## **The MATH-Implementation Conference in Cologne, Germany**

### **9<sup>th</sup> – 11<sup>th</sup> of July 2019**

<i>Project title</i>	<i>Mountains of Absolutely Terrifying Height</i>
<i>Acronym</i>	<i>MATH</i>
<i>Reference number</i>	<i>2017-1-DE03-KA201-035644</i>
<i>Project partner</i>	<i>P2 Ingenious Knowledge (IK)</i>



## Setting of the testing and target group

This report presents the results of the MATH-Implementation Conference in Cologne within the European Erasmus+ - project “MATH (Mountains of absolutely terrifying height)”.

This evaluation document shall give an overview of the feedback about the 5<sup>th</sup> Project Meeting. This questionnaire evaluates the workshops content, the workshops design, the meeting facilitator/ coordination and the results of the workshops. The sample size is 8.

Please find below the summarized evaluation feedback data:

## Quantitative data

### Meeting Content

In table 1, we can observe that most of the participants were satisfied with the meeting content in general. This is also shown by the results that most participants agree that the whole content corresponded to their needs and expectations.

Furthermore, 62,5 % total agree that the topics of the MATH meeting were interesting and 87,5 % think that the MATH serious game approach is important for learning math in an innovative way (see figure 1).

### Meeting Content

Evaluated aspect	1 I totally disagree	2 I disagree	3 Neutral	4 I agree	5 I totally agree	I don't know	Σ
1. I was interested in the topics of this MATH meeting.	0	0	1 (12,5%)	2 (25%)	5 (62,5%)	0	8
2. This MATH meeting lived up to my expectations.	0	0	0	3 (37,5%)	5 (62,5%)	0	8
3. The MATH serious game approach is important for learning math in an innovative way.	0	0	0	1 (12,5%)	7 (87,5%)	0	8

Table 1: Evaluation meeting content

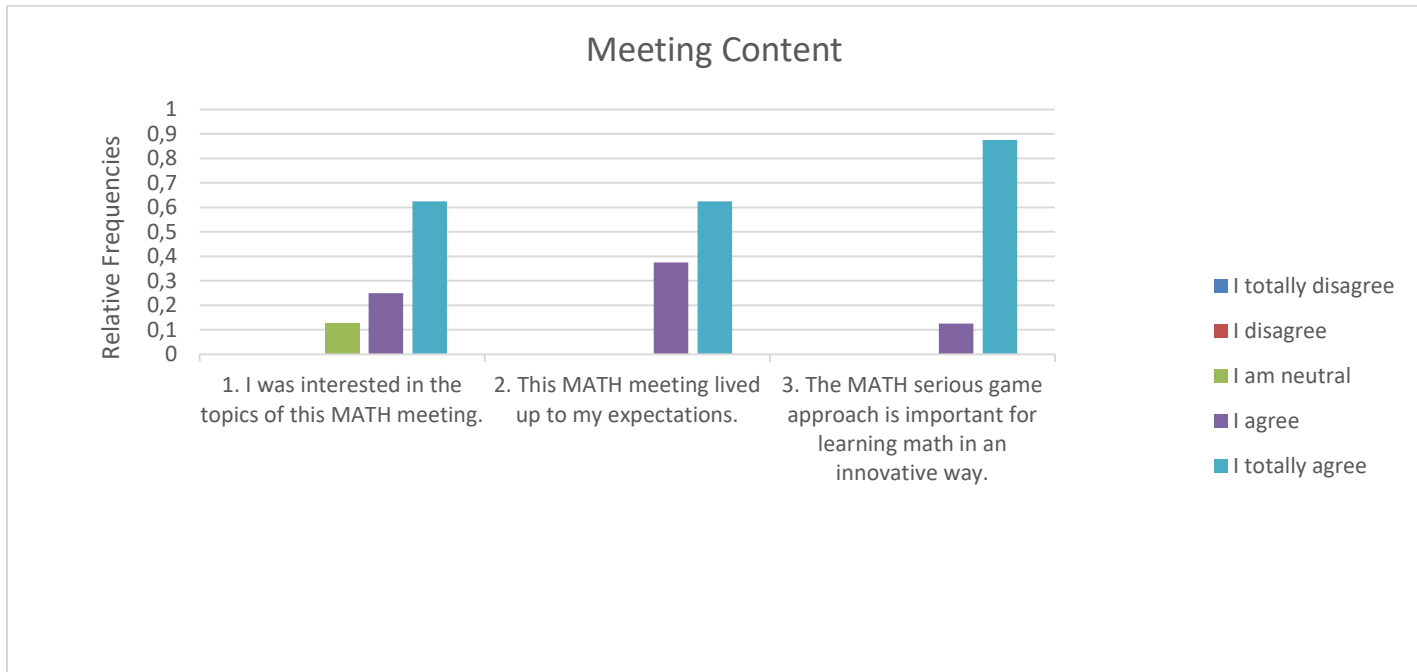
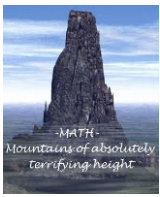


Figure 1: Results of meeting content

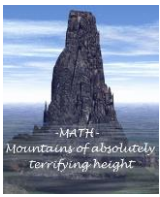
### Meeting Design

Overall, the participants evaluate meeting design very positive. The meeting objectives became very clear to 62,5 % of the participants (see figure 2). As table 2 shows, 62,5 % total agree that the difficulty level of MATH meeting was appropriate, and either 62,5 % think that the MATH meeting was helpful.

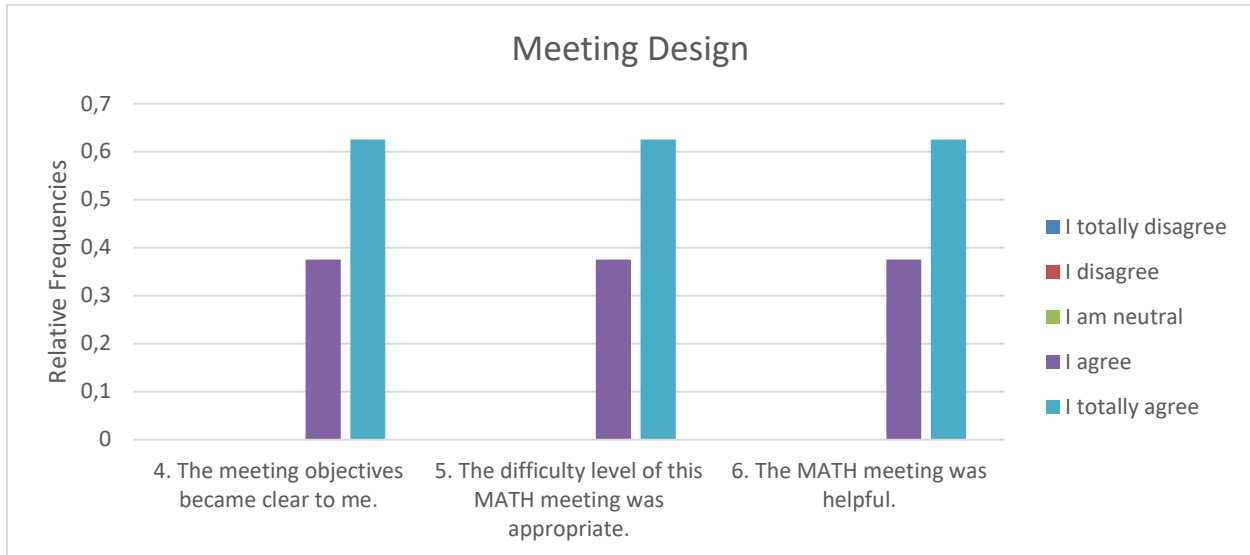
### Meeting Design

Evaluated aspect	1 I totally disagree	2 I disagree	3 Neutral	4 I agree	5 I totally agree	I don't know	Σ
4. The meeting objectives became clear to me.	0	0	0	3 (37,5%)	5 (62,5%)	0	8
5. The difficulty level of this MATH meeting was appropriate.	0	0	0	3 (37,5%)	5 (62,5%)	0	8
6. The MATH meeting was helpful.	0	0	0	3 (37,5%)	5 (62,5%)	0	8





**Table 2: Evaluation meeting design**



**Figure 2: Results of meeting design**

### Meeting Facilitator/ Coordination

Most participants were positive regarding the meeting facilitator and coordination (see table 3). Besides over 60% of the participants were total agree with the coordination and preparation of the meeting (see figure 3).

### Meeting Facilitator/ Coordination

Evaluated aspect	1 I totally disagree	2 I disagree	3 Neutral	4 I agree	5 I totally agree	I don't know	Σ
7. The coordination of the MATH meeting was well prepared.	0	0	1 (12,5%)	2 (25%)	5 (62,5%)	0	8
8. The coordination of the meeting was helpful.	0	0	0	2 (28,5%)	5 (71,5%)	0	7

**Table 3: Evaluation meeting facilitator/ coordination**



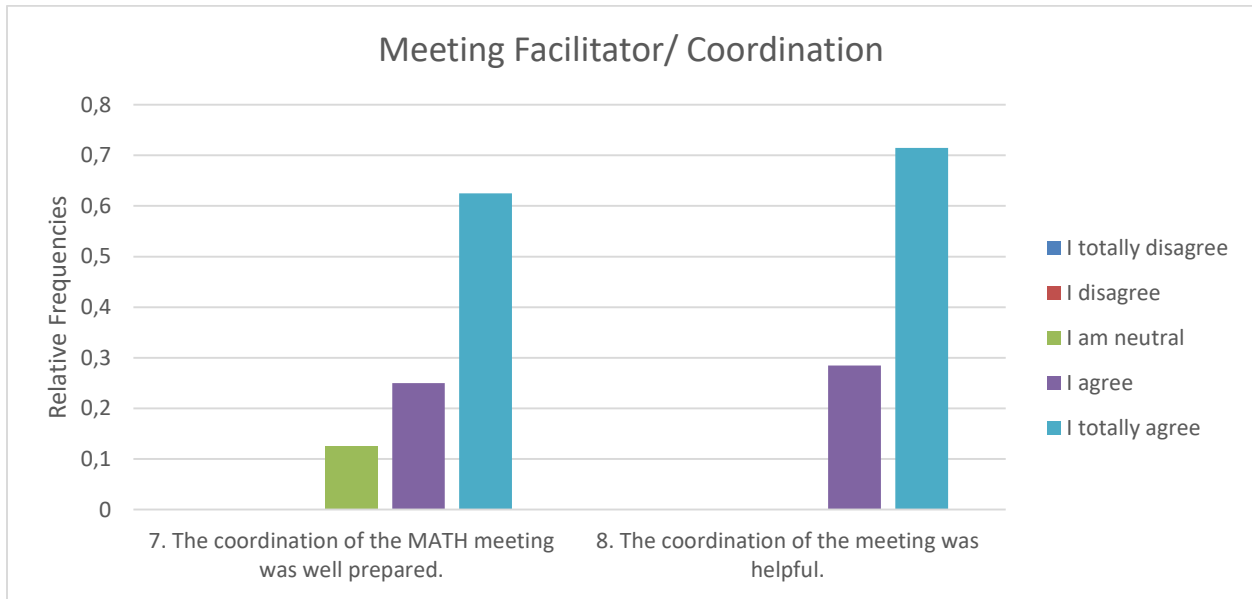
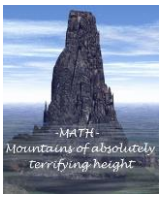


Figure 3: Results of meeting facilitator/ coordination

## Meeting Results

As you can see in table 4, over 60% of the participants were total agree with the meeting results. Besides, 12,5% total disagree regarding aspect “I learned several interesting things about MATH and Serious Game”, but over 25 % agree with this point (see figure 4).

## Meeting Results

Evaluated aspect	1 I totally disagree	2 I disagree	3 Neutral	4 I agree	5 I totally agree	I don't know	Σ
9. I am happy with the meeting results.	0	0	1 (12,5%)	2 (25%)	5 (62,5%)	0	8
10. I learned several interesting things about MATH and Serious Game.	1 (12,5%)	0	0	2 (25%)	5 (62,5%)	0	8

Table 4: Evaluation meeting results

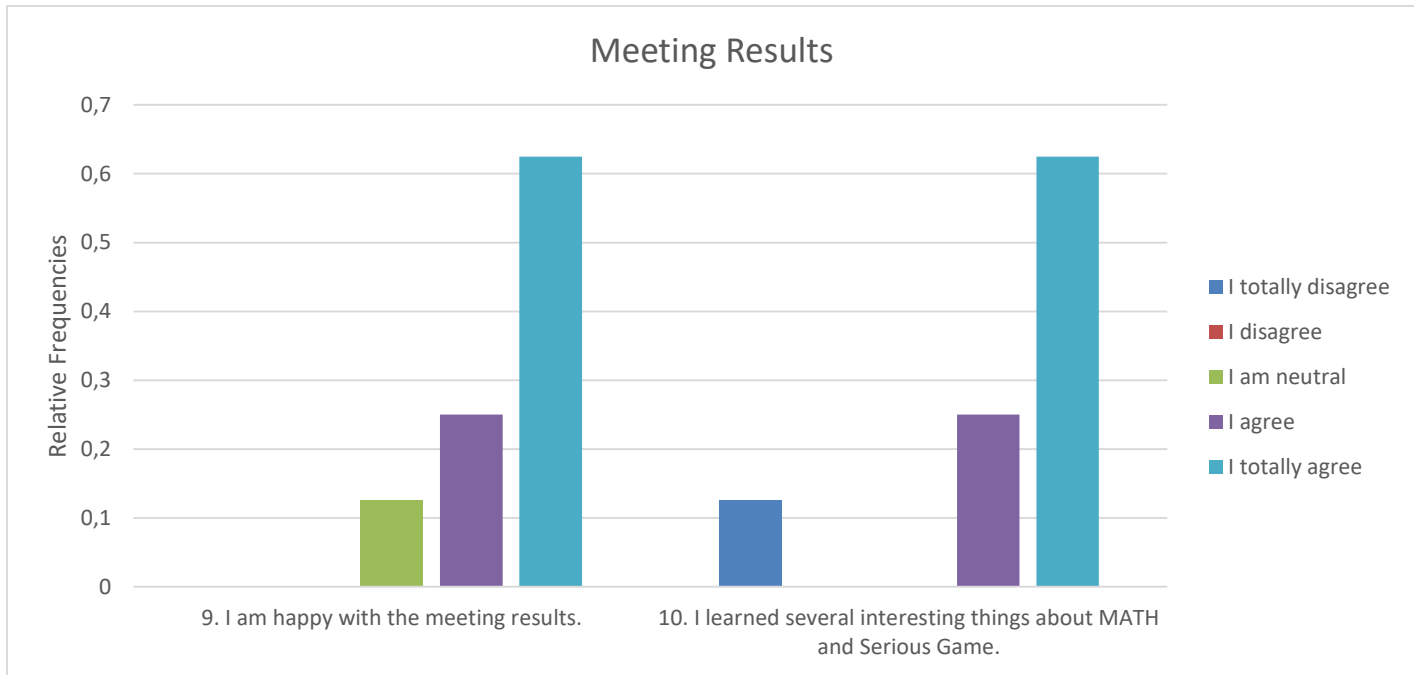
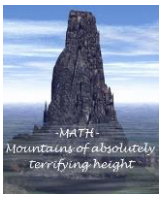


Figure 4: Results of meeting results

### Qualitative data:

No available results.

N=0

Question	Answer
What other improvements would you recommend in the workshop?	

Table 5: Results of qualitative data

### Summary

In summary the target group is very satisfied regarding the meeting content, design, facilitator/ coordination and results which is also underlined by the results in this evaluation.

