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TPM - Poland.

On the 19th August 2021 the first international meeting of partners involved in the implementation of the ISafetyApp: Teaching Students Internet Safety Through an Artificial Intelligence Mobile Application project took place. The meeting was held at Casimir Jagiellon Secondary School in Toruń, Poland. The purpose of the meeting was to get to know the partners in person, discuss the assumptions and goals of the project, as well as assign detailed tasks for the upcoming months to individual partners.

At 9:00 a.m., the partners were officially welcomed by the Principal, Piotr Drażkowski, and then each organisation was presented by their representatives.

The second part of the meeting was strictly devoted to the project – Panagiotis Psomos (Innovation Frontiers) presented and described thoroughly its purpose, main goals, objectives and aims, and partners' tasks:

Main purpose:

- to teach students Internet safety (based on the following context: European Strategy for a Better Internet for Children which aims at giving children the digital skills and tools needed to benefit from the Internet fully and safely)

Goals:

- to stimulate the production of creative and educational online content for children and promote positive online experiences

- to scale up awareness and empowerment including teaching of digital literacy
- to create a safe environment through age-appropriate privacy settings; wider use of parental control
- to combat child abuse material online and child sexual exploitation

Objective:

- to spread the learning of Internet Safety Skills

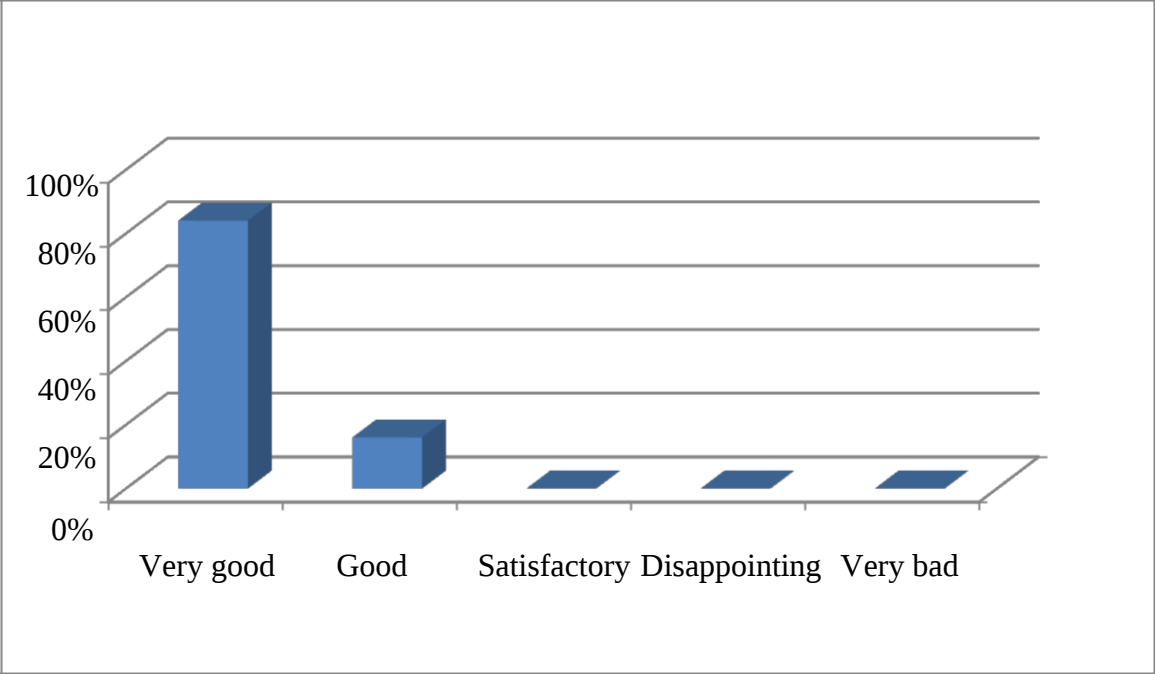
Aims:

- A State of the Art on Serious Gaming and Internet Safety
- The Design, Implementation and Evaluation of a Mobile Serious Game in Internet Safety (IsafetyApp) based on Artificial Intelligence
- Teacher Training Courses and Materials development on using IsafetyApp mobile game (i.e. Handbooks and instructive videos)

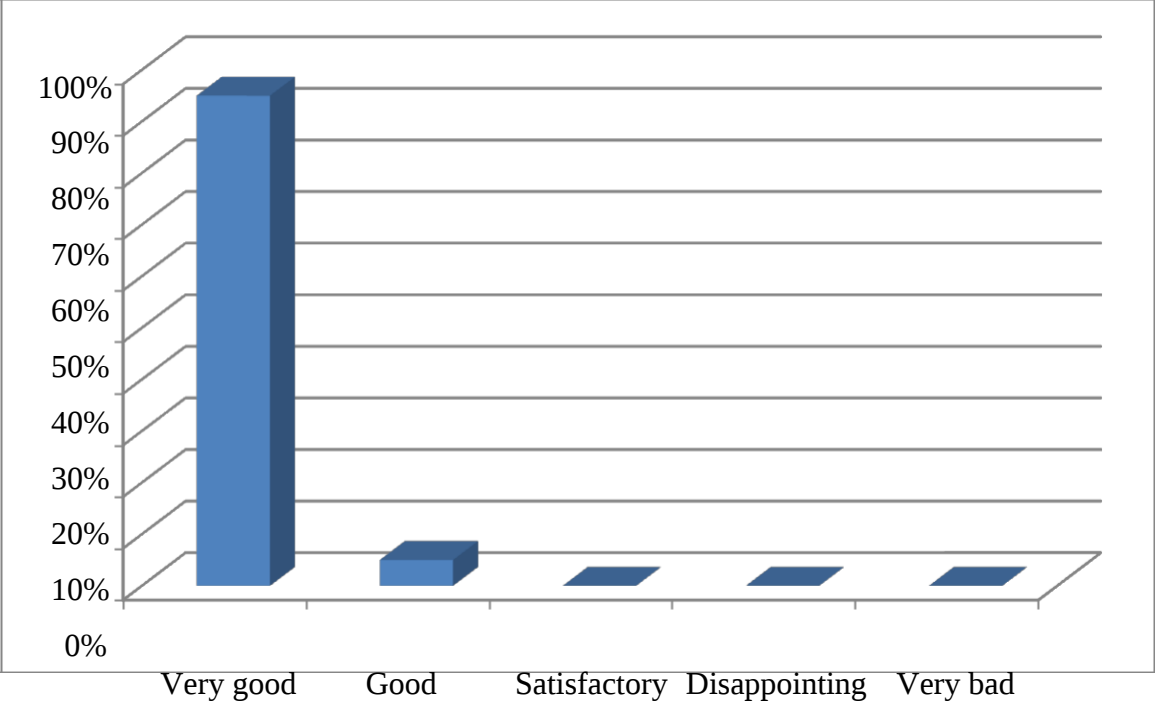
The official part of the meeting finalised with Aneta Dobrzyńska (Casimir Jagiellon Secondary School) presenting and describing important documents that need to be handed to her throughout the project realisation :

- calculations of hours of work on intellectual results (every 6 months)
- a document certifying people employed by the partner organisations
- a list confirming participation in the meeting, and other important documents used in the meeting
- a partial report on the project implementation
- a final report on the realisation of the project

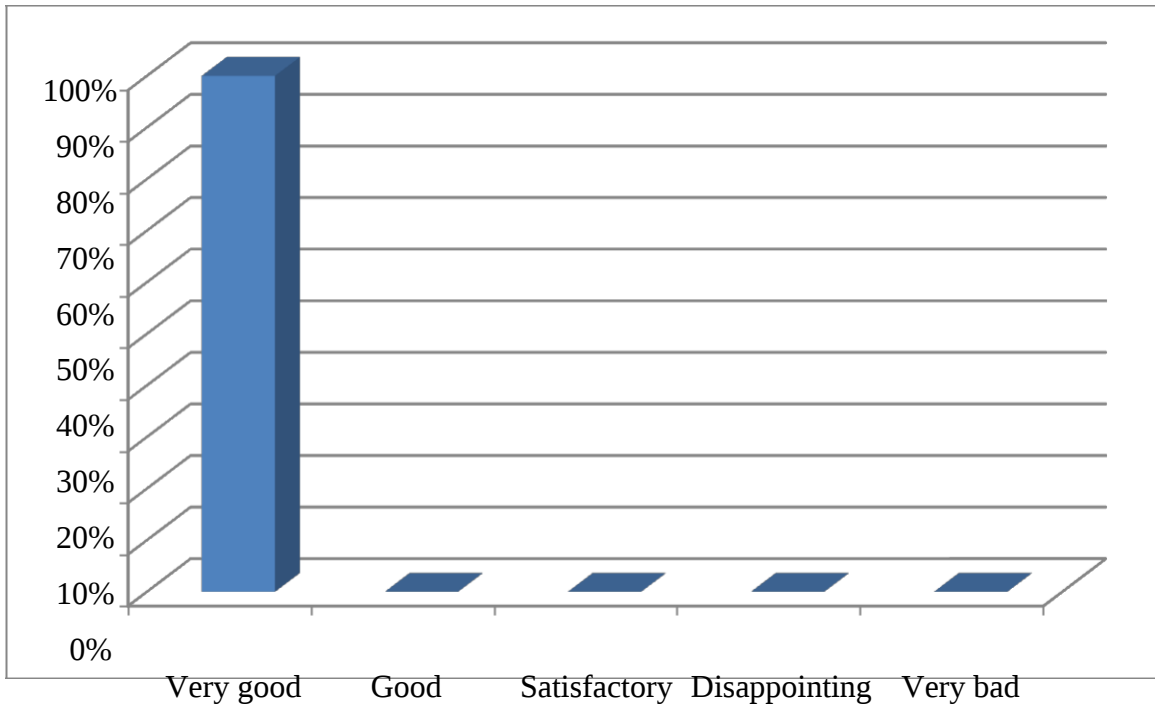
1. How do you assess communication between partners?



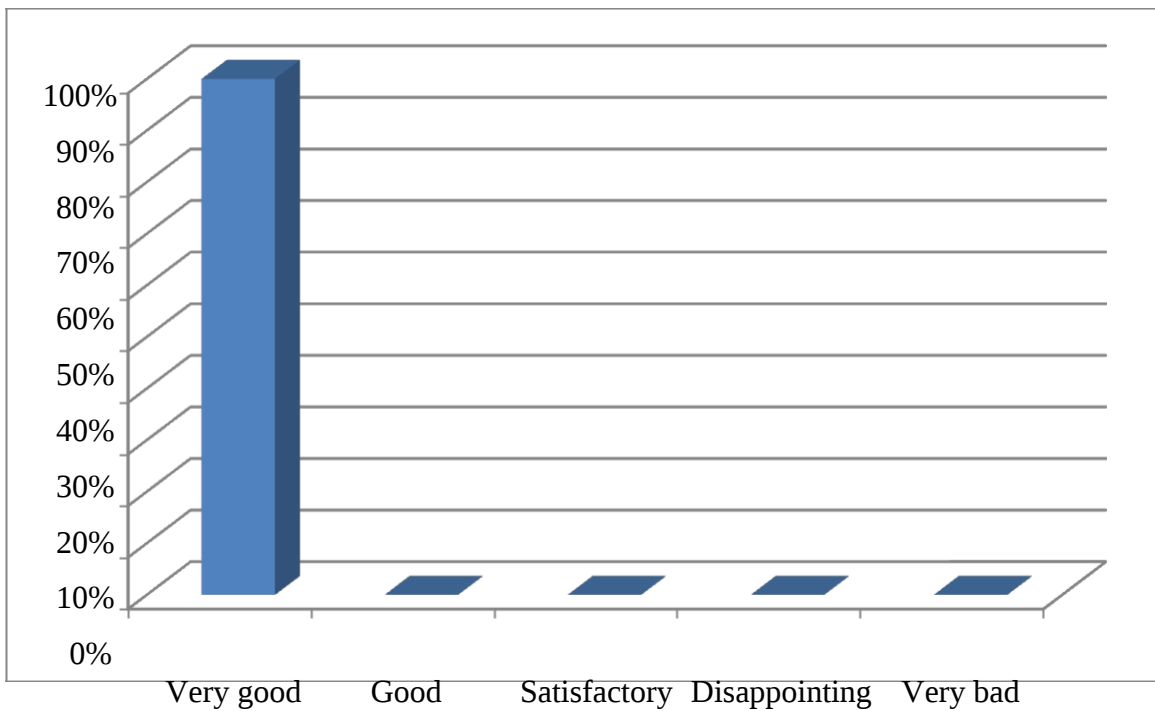
2. How do you rate cooperation between partners?



3. How would you rate the level of implementation of the objectives of the meeting?



4. How would you rate the level of dissemination of information about the project?



The conclusions.

The participants of the meeting highly appreciated the level of communication and cooperation during the meeting. The level of satisfaction with the meeting's goals was very high - discussion of the details of the project, tasks and work schedule.

Information about the meeting was disseminated on the project website, Facebook and Instagram. Other ways of promoting the project and disseminating its results were discussed.

TPM - Greece.

Minutes TPM Athens 5th -6th July 2022

Discussion on IOs

Change topic “sexting” to “Fake news”

App:

4 Questions in the beginning (out of the room) and 16 questions (in the rooms)

There will be touching objects related to each category (e.g. Fake news: newspaper/TV- ideal place “living room” → Each partner chooses **4 touching objects** connected to their topic and send them to Innovation Frontiers as soon as possible (deadline 31st August).

20 Questions for all categories, 4 Questions for each category

The system finds the level of the user and adapts to this level.

To escape the room all the questions must be answered right, if not, the user enters again the room and plays until 100% success (there will be also a timer).

In the end, there will be a final report.

Questions:

20 questions for students aged 14-18, True or False

10 easy questions and 10 difficult questions- involvement of students to choose the level of difficulty

After each question there will be a note/hint/lesson with scientific explanation.

Languages: English and each partner's language.

Division of topics:

Grooming- T.R.I Technologos Research and Innovation Services LTD

Fake news- T.R.I Technologos Research and Innovation Services LTD

Phising- WYZSZA SZKOLA EKONOMII I INNOWACJI W LUBLINIE

Cyber bullying- Innovation Frontiers

Addiction- IX Liceum Ogólnokształcące im. Kazimierza Jagiellończyka w Toruniu

Videos:

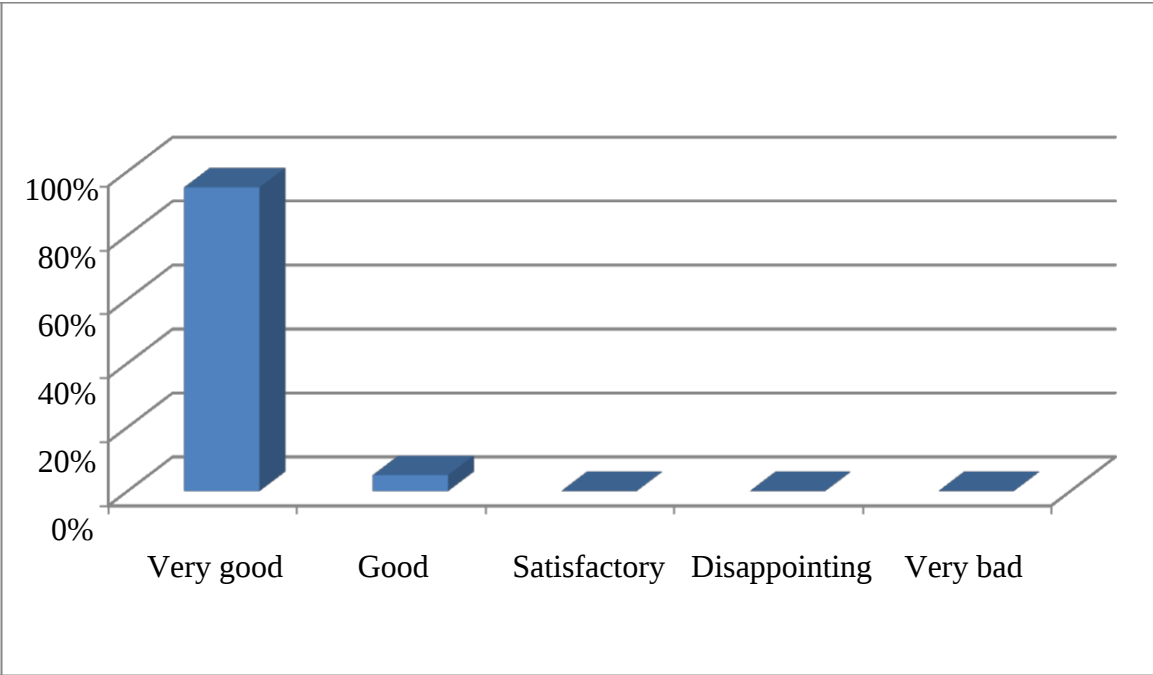
T.R.I Technologos Research and Innovation Services LTD presented the videos they have made. The videos will be placed before the start of the game in the room. The Partners from Cyprus will send the scripts for translations. Videos will have voice over in each language.

Innovation Frontiers will send a template (questions/answers/hints).

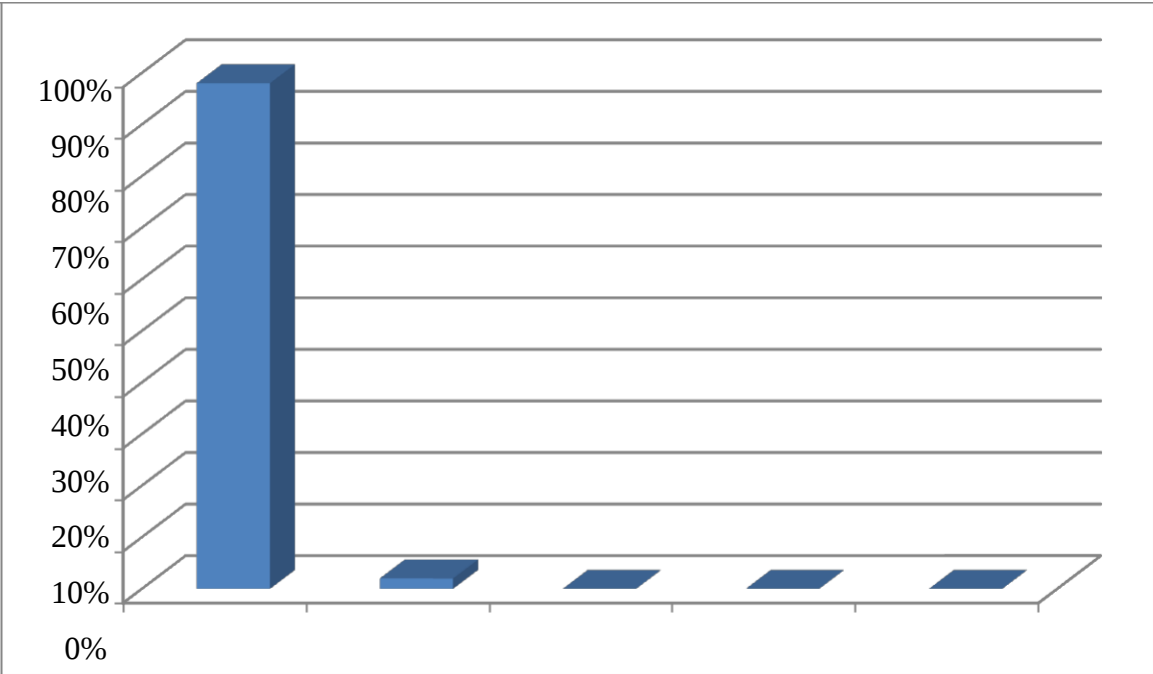
Deadlines:

- **31st August:** 4 touching objects for each category
- **30th September:** Questions (national language + English)
- **16th October:** translations

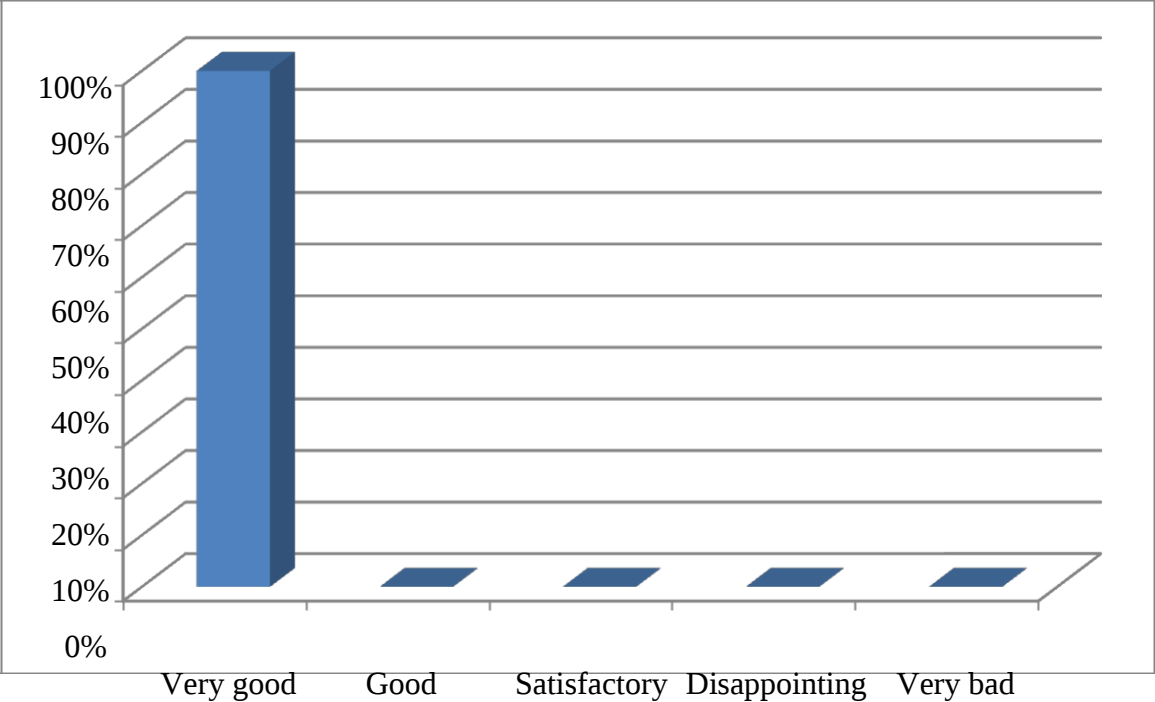
1. How do you assess communication between partners?



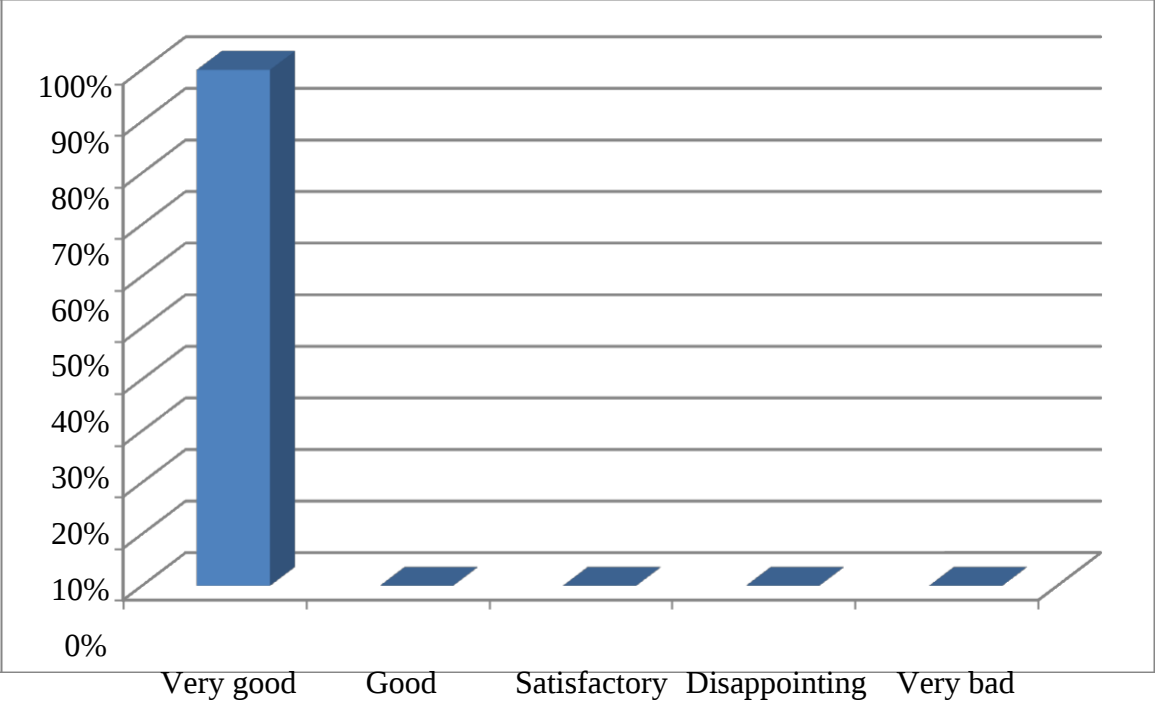
2. How do you rate cooperation between partners?



3. How would you rate the level of implementation of the objectives of the meeting?



4. How would you rate the level of dissemination of information about the project's results?



The conclusions.

The meeting was devoted to refining the details of work on IO2 and IO3. The participants got acquainted with the game matrix - the application that will be the main product of the project. Individual project teams were assigned tasks related to the substantive development of the content of the application. A schedule of further activities has been developed. A year of cooperation have had a positive impact on the level of communication and cooperation between partners. They all very well evaluated the organization of the meeting, accomplished the tasks and disseminated the results of the project.