



D2.1 Interim assessment of the project



Document Information

Issued by	ESTIA (Organization)
Issue Date	20/01/2025
Authors	Chelza Inzouddine (ESTIA) Juhane Dascon (ESTIA)
Reviewers	External Quality Reviewer and Quality Assurance Team
Dissemination level	Public

Document History

Version	Date	Comments and modifications
01	20/01/2025	First draft
02	18/02/2025	Deliverable shared with EQR
03	26/02/2025	Modification of the deliverable with the feedback of the EQR and QA team.

Funding information and disclaimer

The TEAMIT+ project is funded by the European Union (Grant Agreement Nr. 101111560). Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



**Co-funded by
the European Union**



Co-funded by
the European Union

Funded by the European Union (Grant agreement No 101111560). Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA

Table of Contents

Document Information.....	2
Document History.....	2
Overview of progress	5
Summary of work performed and achievements.....	5
<i>TEAMIT+ training first edition</i>	5
Impact.....	10
<i>Short term (Results)</i>	10
<i>Long term Impacts</i>	12
Communication, dissemination and visibility	13
<i>Social Media Presence</i>	14
<i>Social Media Metrics</i>	14
<i>Activity Overview</i>	15
Quality objectives.....	17
TEAMIT+ Work Plan Progress Summary	20
Work Package 1: Project Management.....	21
Work Package 2: Initial Analysis.....	21
Work Package 3: Learning model development.....	22
Work Package 4: Module Design	22
Work Package 5: Training Implementation.....	23
Work Package 6: Dissemination and Communication.....	23



KPI Scoreboard	24
<i>Analysis of the KPI.....</i>	<i>32</i>
ANNEXES.....	34
[1] Carbon Footprint Tracking Table and Graphs.....	34
[2] Self-evaluation assessment before participating in M1	37
[3] Self-evaluation assessment after participating in M1	41
[4] Satisfaction questionnaire M1	47
[5] Satisfaction questionnaire M2	55
[6] Interviews of M1 and M2 participants.....	67



Overview of progress

Summary of work performed and achievements

The TEAMIT+ project has made significant progress, with all activities proceeding according to schedule. Each work package (WP) is advancing as planned, maintaining a steady and productive pace.

Key achievements so far include:

- ⊕ Submission of 21 deliverables due from the beginning of the project until 28/02/2025, including 8 deliverables due in February 2025.
- ⊕ Establishment of a strong brand identity, ensuring that the project's image is clear and recognizable.
- ⊕ Establishment of the External Advisory Board (EAB) and recruitment of the External Quality Reviewer (EQR).
- ⊕ Creation of a dedicated task force team from the consortium group to address recruitment-related issues, as well as the implementation and organization of project modules.
- ⊕ Finalization of promotional materials, including roll-up banners, brochures, website, and registration forms.
- ⊕ Presentation of TEAMIT+ at notable events such as the Valencia Conference ([link here](#)) and the Second Euroregion Conference in Biarritz ([link here](#)).
- ⊕ Launch of the first edition of the TEAMIT+ training program with: completion of Modules 1 and 2, with Module 3 currently underway.
- ⊕ Organization of four consortium meetings In France, Finland, Greece and Spain
- ⊕ Design and delivery of the TEAMIT+ badges (referred to as passport in the Grant Agreement) to participants of Modules 1 and 2.
- ⊕ Collection of participant feedback for Modules 1 and 2 [\[2\]\[3\]](#).
- ⊕ Conducting participant interviews for Modules 1 and 2, facilitated by the EQR.
- ⊕ EQR's review and feedback on 11 deliverables.

TEAMIT+ training first edition



The TEAMIT+ training program officially launched in October 2024 with Module 1, followed by Module 2 in December 2024. Two articles summarizing the events have been published on the TEAMIT+ website:

- ⊕ [TEAMIT+: Module 1](#)
- ⊕ [TEAMIT+: Module 2](#)

A total of 40 young participants have been selected and enrolled for Module 3. In January 2025, before their meeting physically in Finland, they followed 4 workshops to prepare them on the work they'll need to do collectively. Indeed, in February 2025, they will gather together in multicultural teams to collaborate on company projects with a strong emphasis on social and environmental impact.

The analysis of the satisfaction and self-evaluation forms and additional feedback of participants in the TEAMIT+ modules 1 and 2 shows that:

- ⊕ Modules 1 and 2 have successfully achieved their objectives. Participant feedback indicates a high level of satisfaction, with a significant percentage reporting an increase in knowledge and skills [2][3].
- ⊕ Participants consistently reported increased knowledge across key thematic areas of Module 1. Based on self-evaluation questionnaires, 99% of participants confirmed that their knowledge improved after completing Module 1.
- ⊕ The training has fostered multicultural collaboration, with participants working together on innovative, impact-driven solutions.

Module 1: Highlights, Challenges, Satisfaction and Lesson learned

Module 1 of TEAMIT+ began on October 12, 2024, engaging 237 participants, including TEAMIT+ ambassadors and facilitators, with attendance exceeding the 200 originally targeted in the KPI, excluding these groups (see KPI scoreboard below). The module was met with overwhelmingly positive feedback, with 99% of respondents expressing satisfaction.

- ⊕ **General Enjoyment:** Most participants reported enjoying the event, with "Pitching" highlighted as a favorite activity and "The food" noted as the least favorable aspect.
- ⊕ **Organization:** Participants were generally satisfied.
- ⊕ **Skill Development:** Popular skills developed included teamwork, problem-solving, and innovative thinking.



- ⊕ Engagement: A strong majority felt that their opinions were listened to during the event.
- ⊕ Knowledge Increase: On average, participants rated their post-event knowledge of environmental and climate change topics as 7.4/10, indicating a significant perceived improvement.
- ⊕ Awareness and Impact:
 - 89 participants (64%) felt slightly more aware of environmental policies.
 - 73 participants (52%) rated human activities' impact on the environment as "extremely strong."
 - Personal behavior's impact was often rated as "moderate."
- ⊕ Behavioral Change: 80 participants (58%) expressed a strong desire to reduce their own environmental impact.
- ⊕ Learning Outcomes: Many participants acknowledged gaining new insights into the environment and solidarity, with topics like global information and international impact frequently mentioned.

After the event, a structured debrief using the post-Motorola tool was organized with all partners in a Microsoft teams meeting. The 'post-Motorola tool' is a reflective practice used after the completion of a project or event to evaluate its outcomes and processes. This method helps to identify areas of success and opportunities for improvement. The table below focuses on key areas for improvement and lessons learned:

What went well?	Challenges
<p>High level of participation and positive feedback, with many participants expressing interest in future modules.</p> <p>Ambassadors and facilitators effectively engaged with younger participants, enhancing motivation and connection across countries.</p>	<p>Recruitment issues: Last-minute registrations and participant dropouts created logistical challenges.</p> <p>Connectivity issues at the event's start led to small delays and short periods of disconnection between the 4 countries.</p>



Diversity among participants, creating a multicultural learning environment.	Some workshops, especially the climate justice workshop, did not fully engage participants.
<p>Improvements suggested</p> <p>Begin recruitment earlier to ensure consistent attendance and reduce last-minute adjustments.</p> <p>Enhance the connection experience between participants across the 4 countries (so that they really feel they are participating in an international project).</p> <p>Schedule Module 1 later in the calendar (end of October or early November) to align better with participant availability.</p>	

Module 2: Highlights, Challenges, Satisfaction and Lesson learned

Module 2 of TEAMIT+ was held on December 3-4, 2024, across Spain, Finland and Greece. The target was to engage 400 participants, but ultimately 284 participants have been managed to be brought together. This shortfall was primarily due to challenges in Greece, where both participants and companies providing the challenges were unfamiliar with the 24-hour innovation challenge format, making it difficult to generate motivation. However, those who did participate were positively surprised, and some even requested that similar events be organized in the future. Despite these challenges, the event was a success in Western Macedonia, and the high-quality photos and video footage captured during the event will support recruitment efforts for the second edition. Additionally, severe weather conditions, including storm warnings, led several partners to cancel their travel to Kozani for safety reasons.

The satisfaction form [5] highlights that 90% of respondents enjoyed the event and 96% expressed that they felt that their opinion would be listened to. Additionally, working in a group was the favorite part for most of them.

Similarly, after the event, a structured debrief using the post-Motorola tool was organized with all partners in a Microsoft teams meeting.



The module garnered positive feedback regarding teamwork and logistical arrangements but also highlighted areas for improvement, such as participant diversity, technical infrastructure, and coordination among sites. These insights will guide improvements for future modules and the second edition of TEAMIT+.

What went well?	Challenges
<p>Event Organization: All required challenges were proposed by diverse organizations, meeting project objectives.</p> <p>Team and Leader Commitment: Challenge leaders and participants demonstrated high levels of dedication.</p> <p>Teamwork: Teams collaborated effectively across most locations.</p> <p>Credible Evaluation: The presence of an external jury added depth to the assessment process.</p> <p>Participant Retention: Strong commitment was observed among participants transitioning from Module 1 to Module 2.</p>	<p>Technical Issues: Sound and video quality during international sessions were poor.</p> <p>Logistical Inconsistencies: The event in Greece was not conducted as a full 24-hour session, creating disparities in execution.</p> <p>Participant Diversity: There was insufficient representation of underrepresented groups such as migrants and unemployed people.</p> <p>Coach Availability: A lack of team coaches, particularly in Bilbao, limited participant support.</p>
Lessons learned	Improvements suggested
<p>Unified Planning: Holding a full-team meeting before the event is essential for aligning goals and roles.</p> <p>Diversity Efforts: Greater effort is needed to attract and engage diverse participant profiles.</p>	<p>Initiate recruitment earlier and clarify selection criteria.</p> <p>Strengthen logistical arrangements, including catering and prototyping support.</p> <p>Actively involve and prepare team coaches to provide better guidance.</p>



Expert Support: Team coaches should have expertise in climate crisis topics to better support teams.	Enhance external communication and capture more visual material for outreach.
--	---

Impact

The TEAMIT+ project aims to create significant societal, educational, and economic impacts. These impacts are categorized into short-term effects, observed during the project's execution with primarily local reach, and long-term impacts associated with the sustainability of the course and the application of acquired skills by students, extending to national and European levels.

Short term (Results)

Social & Educational Impacts

Expected results	Planned Outputs	Current Status
Creation of a novel methodology and training programme “ <i>teampreneurship</i> ” based on learning by creating and collaboration.	TEAMIT+ training programme pedagogical guidelines and TEAMIT+ Innovation and Impact teampreneurship passport.	Deliverables D3.4, D3.5, D3.6, D4.1, D4.2 and D4.3, explaining the TEAMIT+ training programme, have been created and submitted and the teampreneurship passports have been distributed to the participants.
Mobilize youth and increase their awareness about climate change and green economy.	>600 young people mobilized, 16 facilitators trained to lead climate-awareness raising Modules in their regions.	Two of the three Modules of the first edition of the TEAMIT+ programme have been conducted so far, mobilizing ~300 youth. Satisfaction questionnaires [2][3] indicate increased awareness of climate change and a green economy.



		Ambassadors' commitment booklets are under development and will be ready by Module 3.
Students from different HE and VET centres trained during the project in digital, green and entrepreneurial skills with the support and involvement of companies to facilitate their integration in the labour market.	> 1000 students, >5 HE, >4 VET & > 4 companies.	To be assessed by project end. The KPI scoreboard below provides interim results.
Commitment Booklets with environmental and climate issues from the different regions where the students come from, contributing to and fostering the green transition at local level.	2 commitment booklets.	Booklets are under development and will be ready for the first TEAMIT+ edition.
Policy recommendations to enable the creation of multinational cooperatives from the countries involved in the project to pave the way for the creation of new European companies and foster cross-border relations of younger generations.	1 orientation paper (D2.2).	The paper has been completed and is publicly available on the TEAMIT+ website (https://teamit.plus/wp-content/uploads/2024/10/D.2.2-common-challenges-v.Final_.pdf)
Develop Innovation ecosystem locally and at European level	Alliances among HE, VET and the enterprises	To be fully measured at project end.
TEAMIT+ Whitebook will explore the lessons learnt	1 whitebook (D6.5)	The white book will be written at the end of the project.



and best practices on the support and creation of sustainable businesses among international and interdisciplinary teams.		
---	--	--

Economic Impact

The economic impact includes the creation of business projects resulting from Module 3 and the establishment of a network of impact entrepreneurs. This network aims to facilitate new business opportunities and enhance participants' labor market integration. As Module 3 is ongoing, this impact cannot yet be fully evaluated. However, the digital platform is nearing completion, and Module 3 teams are both interdisciplinary and intercultural.

Environmental Impact

The consortium is mindful of the environmental footprint generated by the program. Efforts have been made to prioritize environmentally conscious choices:

- The bootcamps have been organized and conducted in person to maximize the impact of collaborative climate-change mitigation projects, despite the travel footprint.
- The consortium meetings had also been organized and held face-to-face using as much as possible environmentally friendly transportation options.
- Sustainability measures have been taken and will be taken. The program's carbon footprint is being tracked [1]. At the end of each edition, the consortium will plant trees via a certified organization to offset emissions. Additionally, local, vegetarian food options and zero-plastic policies have been prioritized for events.

Long term Impacts

The project remains on track to achieve its anticipated long-term societal and economic impacts, which will be evaluated at the end of the project in August 2026. TEAMIT+ aims to reshape entrepreneurship and innovation education by moving away from the traditional "individual entrepreneur" approach and fostering collaboration among diverse individuals.



This shift aligns with UN Sustainable Development Goals (SDGs) and EU policy priorities, particularly the Green Deal, European Education Area, and Recovery Plan.

By equipping young people with green, digital, and entrepreneurial skills, TEAMIT+ is preparing the next generation of entrepreneurs, consumers, and educators to drive sustainable change. Additionally, the program integrates "learning by creating" methodologies, where students take an active role in their learning process through practical experience and interdisciplinary teamwork.

To maximize impact and ensure sustainability, the consortium has developed a Communication, Dissemination, and Exploitation Plan, updated at M3, M18, and M36, which outlines target audiences, key messages, and strategic outreach efforts. Engaging educational institutions, policymakers, businesses, and incubators is essential for securing the long-term adoption and transferability of TEAMIT+ methodologies. These efforts will facilitate the creation of cooperative business models, increase R&D investments, and accelerate the adoption of innovative technologies in Europe.

In the next section, we provide a summary of the Communication, Dissemination, and visibility initiatives.

Communication, dissemination and visibility

Since the start of the TEAMIT+ project, the TEAMIT+ project has achieved significant results in communication and dissemination, particularly on social media, where it exceeded its follower target by 152%. The production of learning tools, coaching guidelines, and videos also met the expected goals, demonstrating strong progress in delivering tangible outputs. Press releases were another area of success, surpassing the initial target by 260%, with thirteen press releases published so far to announce major project milestones and events. These have been distributed via local newspapers, stakeholders, and partner organizations' websites to ensure broad dissemination. Notably, key partners such as ESTIA, KONFEKOOP, JAMK, and CluBE have contributed to press coverage in multiple languages, reinforcing the project's visibility. Press releases are accessible on the **TEAMIT+ website** under the [Communication Materials - Press Releases](#) section. This success extends to the



number of interactions and shares in social media and the number of followers. They demonstrate respectively a performance of 142% and 153% of the original target numbers. Challenges remain though in the engagement with companies and administrative bodies, and the publication of scientific papers. To address that, the project will focus on enhancing website visibility, increasing stakeholder engagement, and accelerating the organization of pending events and campaigns. TEAMIT+ will in consequence further maximize its impact and achieve its overall objectives.

Finally, key deliverables, such as the TEAMIT+ white book, scientific papers, replicability guidelines, and final event, are pending as they are due at the end of the project.

The key communication and dissemination initiatives have been as follows:

Social Media Presence

- ⊕ [TEAMIT+ Website](#)
- ⊕ [TEAMIT+ Instagram](#)
- ⊕ [TEAMIT+ LinkedIn](#)
- ⊕ [TEAMIT+ Facebook](#)
- ⊕ [TEAMIT+ YouTube](#)
- ⊕ [TEAMIT+ TikTok](#)

Social Media Metrics

The following social media metrics have been last updated on February 26, 2025, reflecting TEAMIT+'s growing online presence and engagement:

- ⊕ LinkedIn: 458 followers
- ⊕ Instagram: 194 followers
- ⊕ Facebook: 125 followers
- ⊕ YouTube: 28 subscribers and 5 videos uploaded



Activity Overview

Activity	Units of Measurements	Target Value	Achievement	Performance (%)
To promote the project and its results				
Establish a recognizable brand identity	1 logo and visual identity, 1 word template, 1 powerpoint template, 1 generic roll-up, 1 generic brochure	5	5	100%
Create a website and keep it up to date	Number of views	25000	7745	31%
Production of e-newsletters (One every three months)	Number of e-newsletters	12	5	42%
Communicate through social media	Number of followers	500	777	155%
	Number of interactions and shares in social media	2000	3168	158%
Create a Youtube channel and Youtube videos	Number of videos	5	5	100%
	Average number of views	250	152,4	61%
Press conference and releases	Press conference	1	0	0%
	Press releases	5	13	262%
Communicate the impact of TEAMIT+ outcomes	Number of presentations at local, regional, national and international events	20	7	35%
Hold national promotional campaigns to disseminate the project results and	Number of national promotional campaigns	3	0	0%



achievements to the wider public				
Publish scientific papers based on the project activities and results	Number scientific papers	2	0	0%
To create a network of impact entrepreneurs				
Set up a digital network on D4E coworking platform allowing trained entrepreneurs to exchange	Number of digital platform	1	1	100%
Set up a LinkedIn group to facilitate networking between trained entrepreneurs	Number of LinkedIn group	1	0	0%
To engage with relevant stakeholders				
Organize presentation days with educational institutions	Number of presentation days	12	13	108%
Organize presentation days with companies and entrepreneurs	Number of presentation days	4	2	50%
Organize presentation days with the different administrative levels	Number of presentation days	4	2	50%
Organize 1 Final event	Number of final events	1	0	0%
Develop climate commitments booklets	Number of commitments booklets	8	0	0%
To position the project at the European level				
Participate in external European events	Number of participations	3	2	67%



To ensure the exploitation of project results during and/or after the project				
Produce TEAMIT+ replicability guideline	Number of replicability guidelines	1	0	0%
Produce coaching guidelines for a successful learning by creating pedagogy	Number of coaching guidelines	1	1	100%
Produce learning tools for each module	Number of sets of learning tools	3	3	100%
Produce TEAMIT+ white book	Number of white books	1	0	0%
Reach out HE institutions and VET centres	Number of HE institutions	25	0	0%
	Number of VET centres	20	0	0%
Sign agreements with other institutions for their involvement in future editions	Number of agreements with HE institutions	5	0	5%
	Number of agreements with VET institutions	5	0	0%
	Number of agreements with business entities, cooperatives, associations or NGOs	10	0	0%

Quality objectives

During the consortium meeting held in Greece on December 3rd and 4th 2024, an updated assessment of the quality metrics for the TEAMIT+ project was conducted. These quality objectives serve to evaluate the project's performance and ensure adherence to the desired standards. The table below presents the updated quality metrics, along with their corresponding evaluations (rated on a 5-point scale).



Metric or Specification	Measure	Evaluation
Delivery on time	Baseline schedule compared to actual dates.	4/5. Four deliverables out of the 21 submitted (that is, 19% of deliverables) were delayed, but the delays did not affect at all the project progress and the Project Officer (PO) was always informed.
Delivery on budget	Actual costs compared to budget.	5/5: The project has remained within budget, with no changes.
Adherence to target value of the project objectives	Comparison of project objectives to deliverables achieved.	4/5: Minor issues have caused that some objectives have not been precisely met as outlined in the Grant Agreement (GA). Details in the next section.
Adherence to number of participants per module	Targeted versus actual number of participants per training edition.	Module 1: 237 participants (119% of target). Module 2: 284 participants (71% of target).
Participants feedback on the modules	Satisfaction rate based on post-module questionnaires.	92% of participants reported being satisfied or very satisfied.
Diversity of the profile of the applicants	Comparison of targeted versus actual diversity in participant profiles.	HE: 73% (122% of target) VET: 8% (32% of target) Others: 19% (127% of target) Men: 53% (106% of target) Women: 46% (92 % of target)



		Immigrants: 4% (20 % of target).
On-Time Completion Percentage	Percentage of tasks completed in accordance with timeline established during the design of the Modules.	90%: Most tasks were completed on time, but delays occurred in distributing the TEAMIT+ passports.
Adherence to the number of coaches that will be trained and will have access to the methodology developed in TEAMIT+	Targeted number trained coaches per edition versus actual number of coaches per edition.	100%: All 10 targeted coaches were successfully trained.
Green, digital and resilience skills taught	Targeted number of green, digital and resilience skills included in the training program versus actual number of green, digital and resilience skills included in the training program.	100%: All targeted skills were included in the program.
Green, digital and resilience skills acquisition	Targeted number of TEAMIT+ Innovation and Impact Teampreneurship Passports granted versus actual number of TEAMIT+ Innovation and Impact Teampreneurship Passports granted.	100%: All participants acquired their passport.
Increase in environmental awareness	Percentage of the participants who consider that their knowledge on climate change and environmental issues have improved after the event after Module 1.	99%: Self-evaluation questionnaires after Module 1 indicated a high level of awareness improvement.



Number of new local initiatives to address environmental climate or societal issues	Targeted minimum number of new local initiatives versus actual number of new local initiatives.	In Progress: This metric cannot be measured yet as Module 3 is ongoing.
Adherence to the number of real business challenges overcome in Module 2	Targeted number of real business challenges overcome in Module 2 versus actual number of real business challenges overcome.	100%: All business challenges were successfully addressed by participants.

Summary of the table:

In short, the project has excelled in budget adherence, participant satisfaction, skill acquisition, and solving business challenges.

Nevertheless, some delays occurred in task delivery; of the 21 deliverables submitted, **four (19%)** were delayed, but these delays had no impact on the project's progress, and the Project Officer was consistently kept informed.

Module 2 saw a lower participation rate (71%). Diversity of profiles shows mixed results:

- **Higher Education (HE):** Achieved **122%** of the target, higher than expectations.
- **Others (e.g., job seekers):** Exceeded the target with **127%** participation.
- **Immigrants:** Underperformed at **20%**.
- **VET participants:** Significantly lagged behind at **32%** of the target, indicating a gap in outreach to this group.
- Gender balance showed **92%** for women and **106%** for men, highlighting slight underrepresentation of women.

Finally, metrics like local initiatives and final deliveries are still in progress and will be evaluated after the completion of Module 3.

TEAMIT+ Work Plan Progress Summary

Timeline: 01/09/2024 - 28/02/2025

Progress: 21 deliverables submitted out of 31 planned until 31/08/2026.



Work Package 1: Project Management

Leader: ESTIA

Tasks Completed:

- ⊕ **Project Management Procedures (T1.1):** Developed the management handbook, structured monitoring tools, and communication plans, established the code of conduct.
- ⊕ **Administration (T1.2):** Managed and provided financial/administrative support, processed cost statements, and prepared meeting agendas.
- ⊕ **Consortium Meetings (T1.3):** Organized the kick-off meeting and two Consortium Meetings (Finland, Greece); next planned in March in Pamplona.
- ⊕ **Reporting (T1.4):** Prepared activity reports, ensured sound financial management, ensured completion of project deliverables and communicated with the EC.
- ⊕ **Risk Management (T1.5):** Identified, evaluated, and mitigated project risks.
- ⊕ **Quality Assurance (T1.6 & T1.7):** Recruited QA team and external reviewer; reviewed deliverables to ensure quality.
- ⊕ **Advisory Board (T1.8):** Established an 8-member External Advisory Board with representation from each partner country.

The deliverables submitted are:

- ⊕ Project Management Handbook (D1.1) - submitted the 13/12/2023.
- ⊕ Interim Project Assessment (D1.2) - submitted the 26/02/2025.
- ⊕ Quality Assurance Plan (D1.4) - submitted the 16/12/2023.

Work Package 2: Initial Analysis

Leader: UPNA

Tasks Completed:



- ⊕ Conducted territorial analyses of societal/economic challenges, vocational education & training (VET)-higher education (HE) connections, cross-border worker difficulties, and cooperative creation barriers.
- ⊕ Researched plausible EU legislative solutions to incentivize multinational and virtual cooperatives.

The deliverables submitted are:

- ⊕ Initial Territorial Analysis (D2.1) - submitted the 28/02/2024
- ⊕ Common Challenges Report (D2.2) - submitted the 27/09/2024

Work Package 3: Learning model development

Leader: JAMK

Tasks Completed :

- ⊕ Defined the “Learning by Creating” methodology (JAMK) and developed conceptual/methodological frameworks for modules on climate change (ID), creativity (ESTIA), and teampreneurship (D4E).

The deliverables submitted are:

- ⊕ Definition of the scientific background of “learning by creating” methodology and its evaluation (D3.1) - submitted the 08/03/2024.
- ⊕ Conceptual notes of Modules on Climate Change (D3.4), Creativity (D3.5), and Teampreneurship (D3.6) - submitted the 30/01/2025.

Work Package 4: Module Design

Leader: ESTIA

Tasks Completed :

- ⊕ Designed and implemented three training modules:
 - Module 1 (Climate Change): Delivered on 12/10/2024.
 - Module 2 (Creativity) : Delivered on 03-04/12/2024.



- Module 3 (Teampreneurship) : Started on 09/01/2025.

The deliverables submitted are:

- ⊕ Learning tools and contents on environmental issues and climate change (D4.1) - submitted the 26/02/2025.
- ⊕ Learning Tools on Creativity/Innovation (D4.2) - submitted the 26/02/2025.
- ⊕ Learning Tools on Intercultural Teampreneurship (D4.3) - submitted the 26/02/2025.

Work Package 5: Training Implementation

Lead: MUE

Tasks Completed:

- ⊕ Coordinated learning objectives and recruitment strategies for diverse participants.
- ⊕ Training implementation.

Work Package 6: Dissemination and Communication

Leaders: CLUBE, ESTIA

Tasks Completed:

- ⊕ Launched project website and social media campaigns.
- ⊕ Designed communication and promotional materials, newsletters, and events reports.

The deliverables submitted are:

- ⊕ Project Website (D6.1) - submitted the 13/12/2023.
- ⊕ Dissemination and Exploitation Plan (D6.2) - submitted the 24/01/2024.
- ⊕ Communication Materials (D6.3) - submitted the 29/03/2024.
- ⊕ Events Report (D6.4) - submitted the 29/03/2024.
- ⊕ Dissemination and Exploitation Plan Update M18 (D6.3) - submitted the 26/02/2025.
- ⊕ Communication Materials Update M18 (D6.6) - submitted the 26/02/2025.
- ⊕ Events Report Update M18 (D6.9) - submitted the 26/02/2025.



KPI Scoreboard

The table below highlights the actual and expected outcomes, alongside the performance metrics, for the TEAMIT+ project so far.

KPI	Units of Measurements	Target Value per year	Lead Partner	Target	Achievement	Performance
People trained per TEAMIT+ training edition	Nº of participants per module	Module 1 (200)	ID	200	237	119%
		Module 2 (400)	ESTIA	400	284	71%
		Module 3 (40)	D4E	40	40	100%
Students' feedback on the modules	Satisfaction Rate measured in the questionnaires completed after the modules	At least 80% of students are satisfied or very satisfied	NA	80%	92%	92%
Profile of the applicants	Type of profile of the applicants	60% HE	NA	60%	73%	122%
		25% VET	NA	25%	8%	32%
		15% Others (job seekers, etc.)	NA	15%	19%	127%
		50% men	NA	50%	53%	106%
		50% women	NA	50%	46%	92%



		20% immigrants	NA	20%	4%	20%
On-Time Completion Percentage	% of tasks completed in accordance with timeline established during the design of the Modules	90%	NA	90%	90%	100%
Replicability of the TEAMIT + training programme	TEAMIT+ replication guideline	1 TEAMIT+ replication guideline	ESTIA	1	0	0%
	TEAMIT+ white book	1 TEAMIT+ white book	KAYA	1	0	0%
	Nº of coaches that will be trained and will have access to the methodology developed in TEAMIT+	10 coaches per edition	To be distributed among partners .	10	10	100%
Green, digital and resilience skills taught	Nº of green, digital and resilience skills included in the training programme	Green skills = 8	5 by ID in Module 1, 4 by ESTIA in	8	8	100%



			Module 2, 2 by D4E in Module 3			
		Digital skills = 4	3 by ID in Modules 1,4 by ESTIA in Module 2, 4 by D4E in Module 3	4	4	100%
		Resilience skills = 6	1 by ID in Modules 1, 3 by ESTIA in Module 2, 6 by D4E in Module 3	6	6	100%
Green, digital and resilience skills	Nº of TEAMIT+ Innovation and Impact Teampreneurs	Module 1 (200)	ID	200	237	119%
		Module 2 (400)	ESTIA	400	284	71%
		Module 3 (40)	D4E	40	0	0%



acquisition	hip Passports granted					
Increase d environm ental awarene ss	% of the participants who consider that their knowledge on climate change and environmental issues have improved after the event after Module 1	At least 80% of the participants	ID	80	99%	99%
Boost of local initiatives to address environm ental climate or societal issues	Commitment Booklets developed	4 Commitme nt Booklets per edition (1 per country involved) / 8 in total	ID	8	0	0%
	Nº of local initiatives derived from Module 1 are visualized through short presentations	At least 10 local initiatives	ID	10	5	50%
Increase collabora tion	Real business challenges	30 to 40 real challenges	ESTIA	70	0	0%



between participants and businesses	overcome in Module 2	(60 to 80 in total)				
	Nº of actors (enterprises, associations, local authorities) attending to Module 1 event	At least 10 actors per edition (--> 20)	ID	20	10	50%
Cooperative business projects arising from TEAMIT +	Nº of cooperative business projects involving people from different backgrounds	In Module 3, 10 business projects per edition (10 teams in each edition, and since there will be 2 editions 20 in total)	D4E	20	0	0%
Increase the sustainability and transferability of the TEAMIT	Nº of HE and VET centres reached	25 HE and 20 VET centres in total	ESTIA, UPNA, MUE, JAMK, ORAMA : 5 HE & 4 VET	45	0	0%



+ training program me			centers each.			
	Nº of agreements closed with other institutions for their involvement in future editions	Around 20 agreement s: 5 HE institutions ; 5 VET institutions ; 10 business entities, cooperativ es, associatio ns or NGOs	ESTIA, UPNA, MUE, JAMK, ORAMA : 1 HE & 1 VET center each. All partners : 1 other	20	0	0%
	Nº of volunteers trained for the replication of Module 1 in different countries	About 12 young volunteers from New Aquitaine per edition (24 in total)	ID	24	12	50%
Commun icate the impact of project outcome s	Number of local, regional, national and international venues where TEAMIT+ results are presented	20 approxima tely in total	All partners : 2	20	4	20%



	Project website views	25 000 views	CLUBE	25000	7845	30%
	Number of brochures and newsletters	1 Brochure	CLUBE	1	1	100%
		1 generic poster	CLUBE	1	1	100%
		12 newsletters (one every 3 months)	CLUBE	12	5	42%
	Number of followers, number of interactions and shares in social media	Facebook, Twitter, LinkedIn: >500 followers	CLUBE	500	777	155%
		Facebook, Twitter, LinkedIn: >2,000 interactions and shared in social media.	CLUBE	2000	3168	158%
	Number of Press Conferences and Press Releases	1 Press Conference	CLUBE	1	0	0%
		5 press releases	ESTIA, UPNA, JAMK, CLUBE,	5	13	260%



			KKOOP: 1 each			
Number of presentation days	12 presentation days with educational institutions (3 per country)			12	13	108%
	> 4 for companies and entrepreneurs (1 per country)			4	2	50%
	> 4 for the different administrative levels (1 per country)			4	2	50%
Number of final events	Mixed Final Event and 3 national promotional campaigns led by MUE, ESTIA and JAMK	MUE, ESTIA, JAMK		1	0	0%
Number of external European Events attended	3 events	ESTIA, MUE, JAMK:	1 each	3	2	67%
Number of scientific publications	2 papers	UPNA (WP2)		2	0	0%



Analysis of the KPI

The KPI table highlights several key achievements:

- ⊕ Excellent performance in the number of training participants in Module 1 (119%) and Module 3 (100%).
- ⊕ High student satisfaction rates (92%) exceed the 80% target, indicating the modules' quality and impact.
- ⊕ Climate awareness initiatives had strong results (99% of participants improved their knowledge).
- ⊕ The participation rate from Higher education institutions reached 122%, surpassing the objective. This demonstrates strong engagement from HE participants. Regarding the "Others" Category (job seekers...) performance exceeded expectations, with 127% achievement, indicate effective outreach to this group.

Nonetheless, there are underperforming areas:

- ⊕ Module 2 training participants (71%) are below target. There were challenges in participant reach and engagement.
- ⊕ Only 32% of the vocational education and training participants were achieved. This is signaling a significant gap in attracting participants in that category. Immigrants are notably underrepresented too with only 20% achievement.

Therefore, diverse measures will be taken for the next edition:

- ⊕ Intensify efforts to promote and monitor Module 2 participation to align with target numbers.
- ⊕ Accelerate engagement with businesses and local actors to ensure collaboration and impactful results.
- ⊕ Focus on communication and dissemination activities to enhance visibility and reach broader audiences.
- ⊕ Strengthen recruitment strategies for VET participants through targeted presentation days, partnerships with VET institutions, and explaining how the TEAMIT+ program will be relevant to their career paths.
- ⊕ Enhance efforts to achieve gender balance.



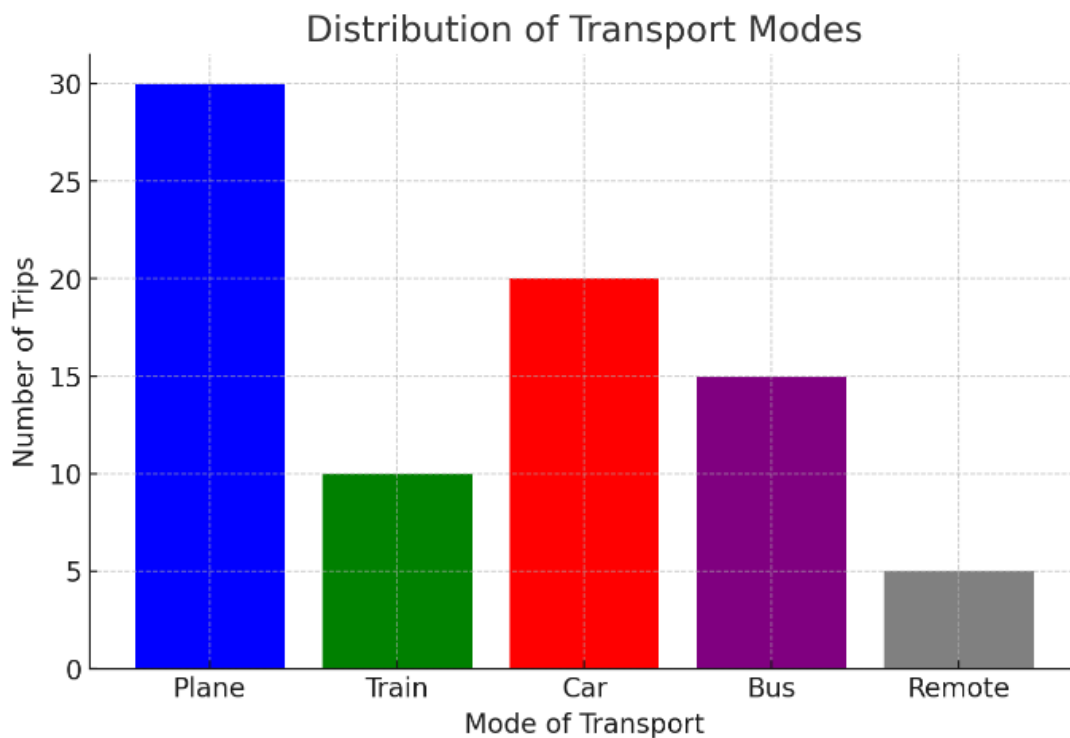
- ⊕ Focus on immigrant inclusion by collaborating with relevant organizations. Additionally, ensure that data collection methods capture overlaps between categories, such as immigrants in HE, to provide a more accurate reflection of diversity.



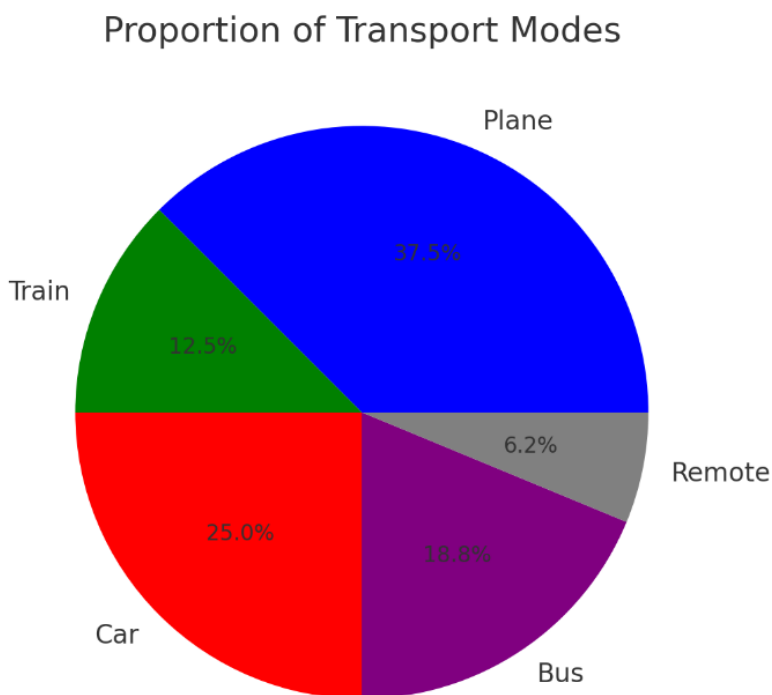
ANNEXES

[1] Carbon Footprint Tracking Table and Graphs

Table with columns: Meeting, Name, Organization, Where did you travel from, What mode of transport did you use, Did you connect with out travelling? Where from? Rows list various meetings and travel details.

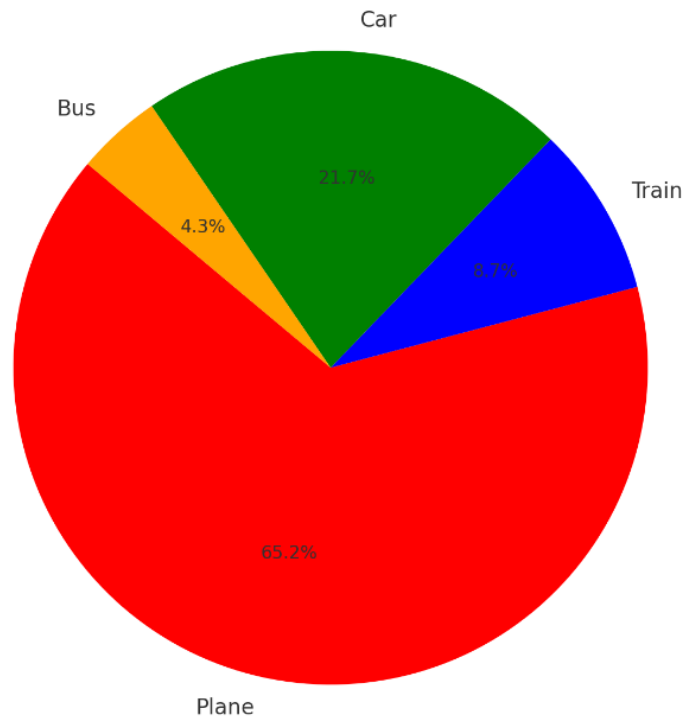


Distribution of Transport Modes: Displays the number of trips taken by each mode of transport.

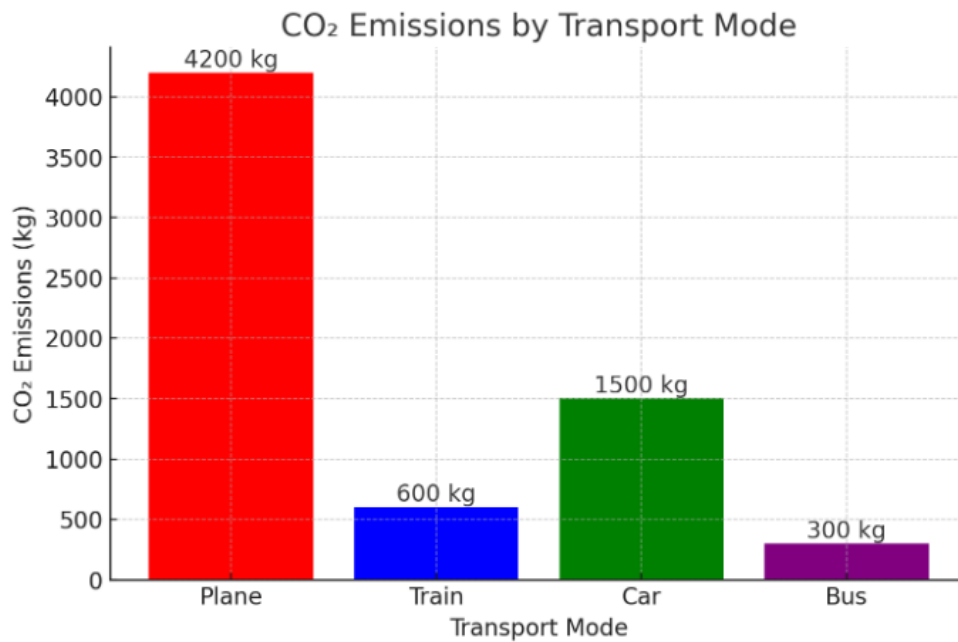


Proportion of Transport Modes: Shows the percentage distribution of different modes of transport.

CO₂ Emissions by Transport Mode



CO₂ Emissions by Transport Mode: Shows the percentage distribution of different transport modes



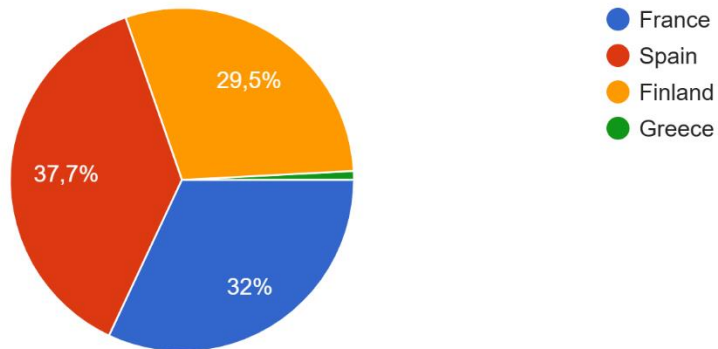
This graph displays CO₂ emissions in kilograms for each transport mode.



[2] Self-evaluation assessment before participating in M1

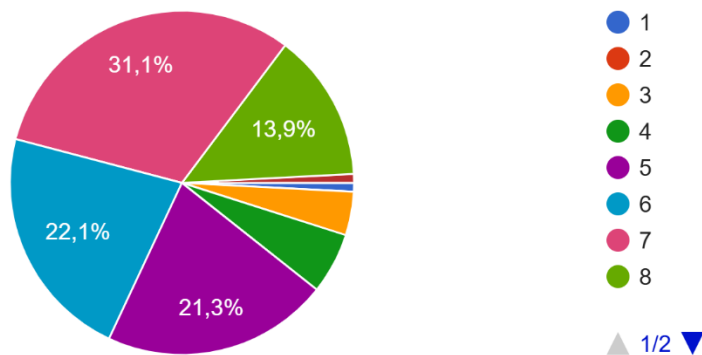
In which country will you be participating?

122 réponses



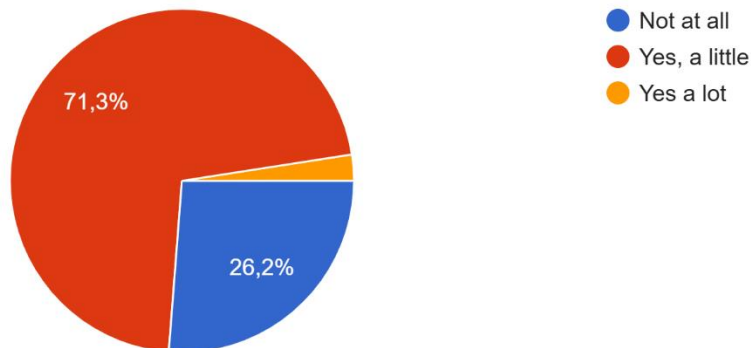
1. If you had to rate your general knowledge of the environment and climate change out of 10 (1 very poor, 10 expert)

122 réponses



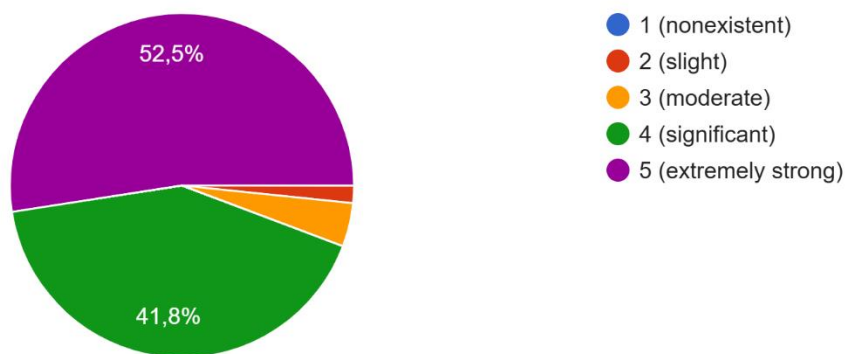
2. Do you feel that you have a good awareness of environmental legislation and policies?

122 réponses



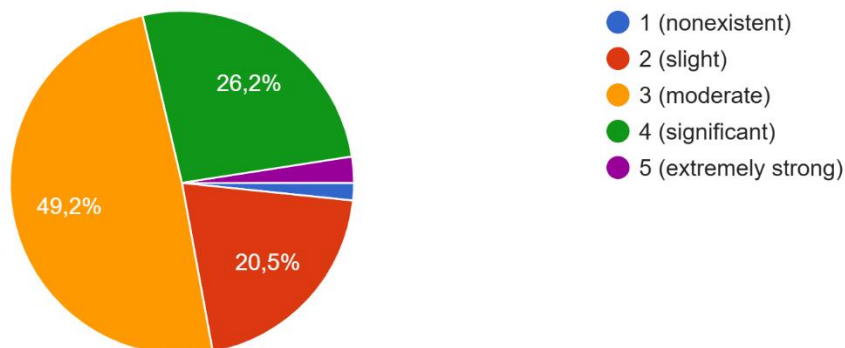
3. What impact do you think human activities have on the environment?

122 réponses



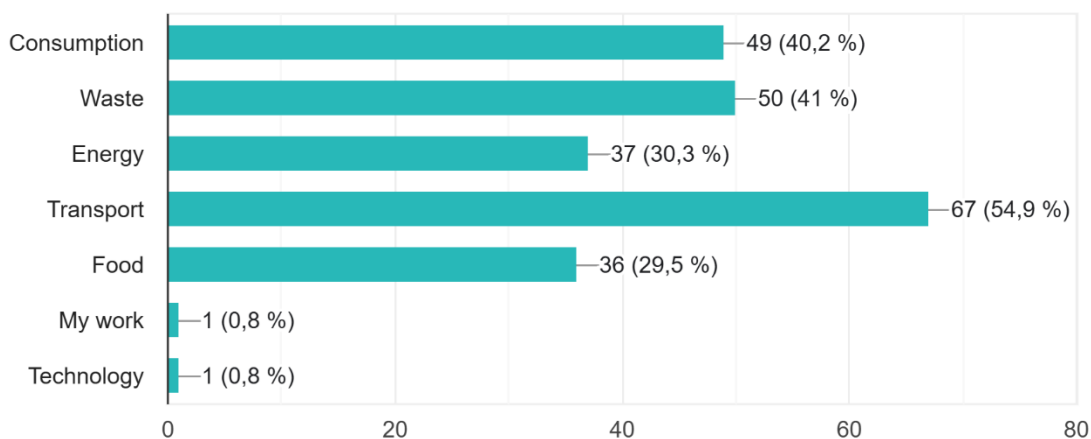
4. In your opinion, what impact does your personal behaviour have on the environment?

122 réponses



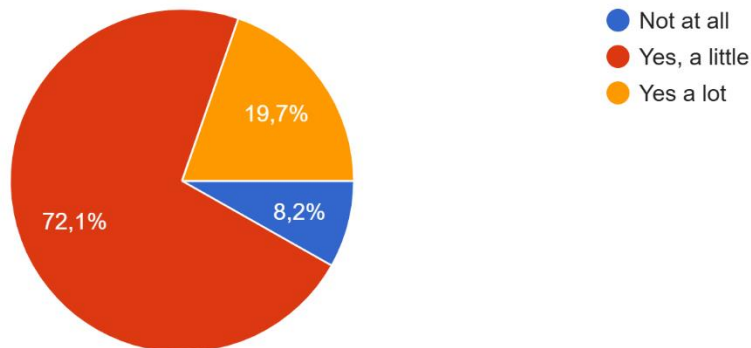
5. In which areas do you think you have the greatest negative impact on the environment?

122 réponses



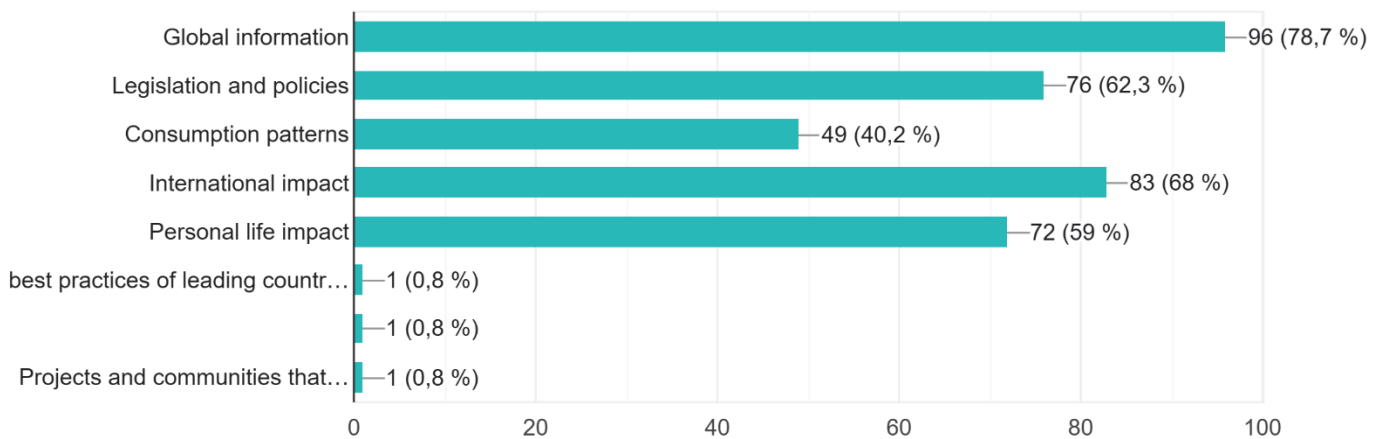
6. Do you think you are making an effort to reduce your negative impact on the environment?

122 réponses



7. What do you expect to learn about the environment at this event?

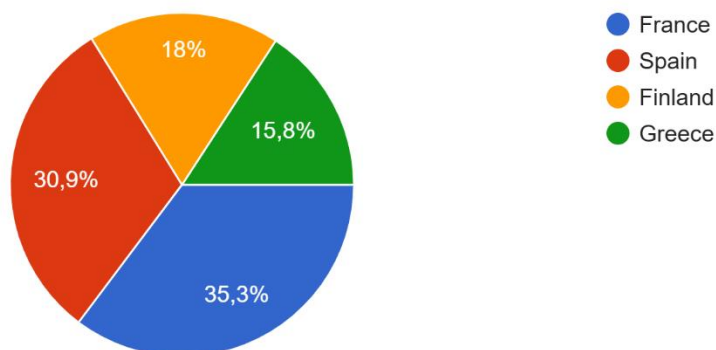
122 réponses



[3] Self-evaluation assessment after participating in M1

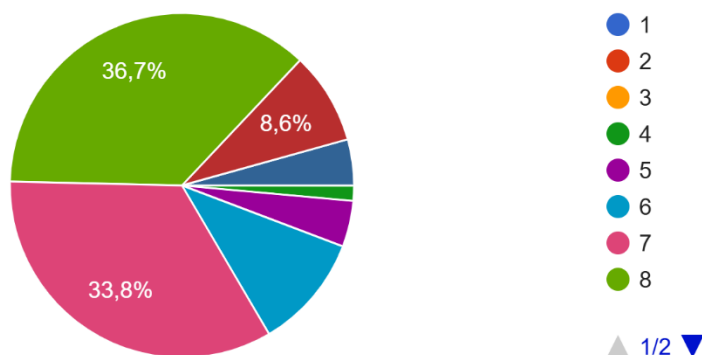
In which country did you attend?

139 réponses



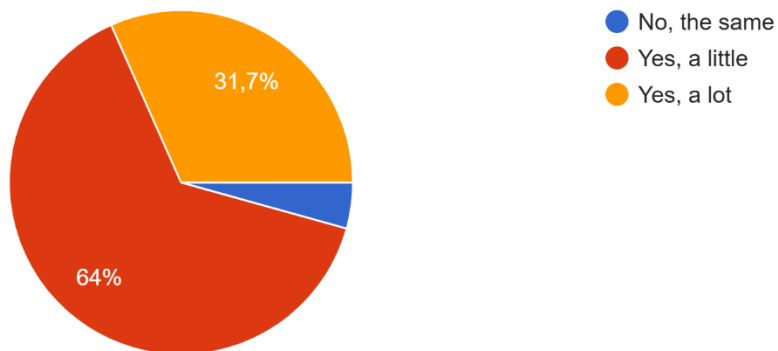
1. After the event, if you had to rate your general knowledge of the environment and climate change out of 10 (1 very poor, 10 expert)

139 réponses



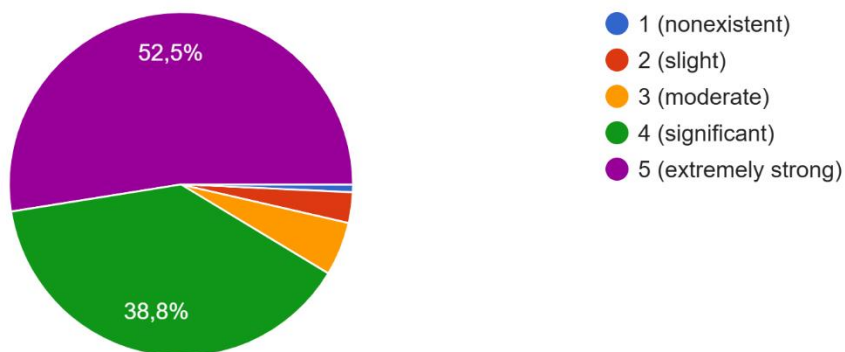
2. Do you feel that you have a better awareness of environmental legislation and policies after the event ?

139 réponses



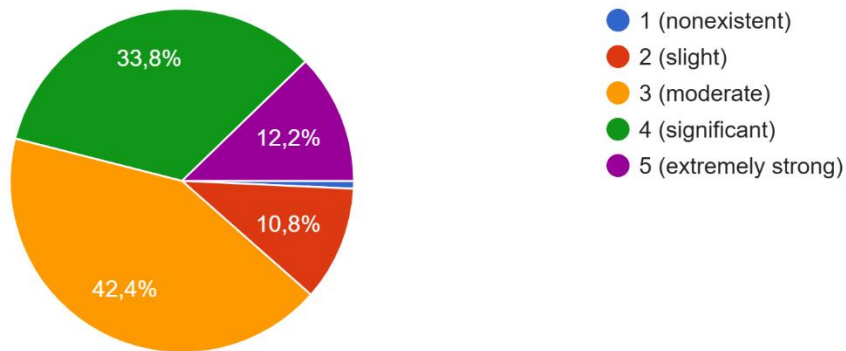
3. After the event, what impact do you think human activities have on the environment?

139 réponses



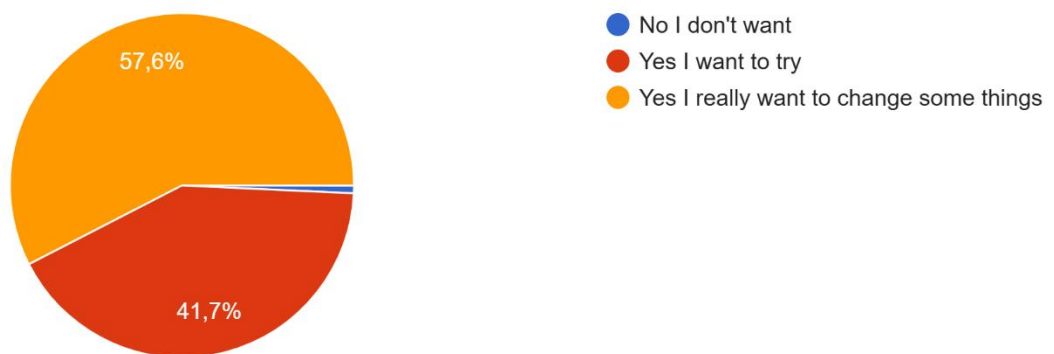
4. Now, in your opinion, what impact does your personal behaviour have on the environment?

139 réponses



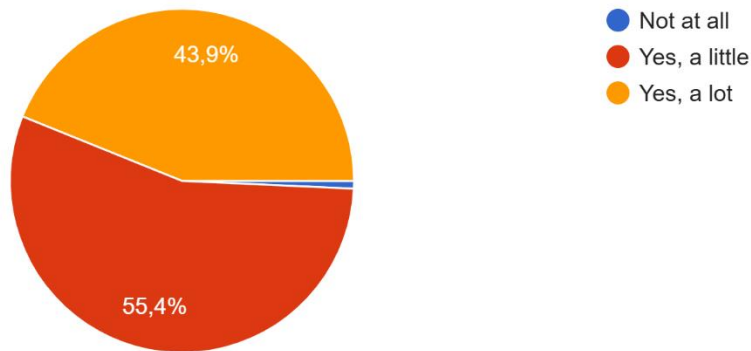
5. Do you want to make more efforts to reduce your negative impact on the environment?

139 réponses



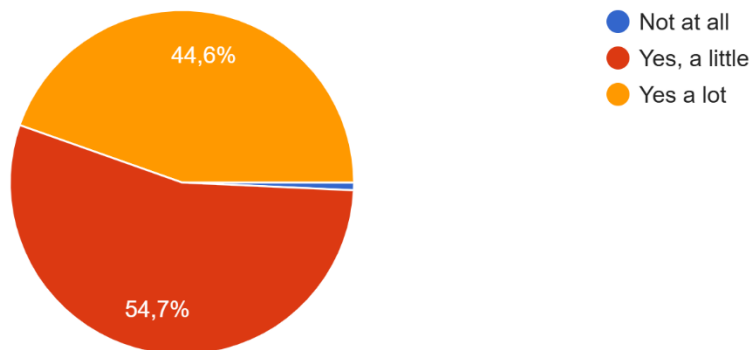
6. Has this event taught you things you didn't know about the environment and solidarity?

139 réponses



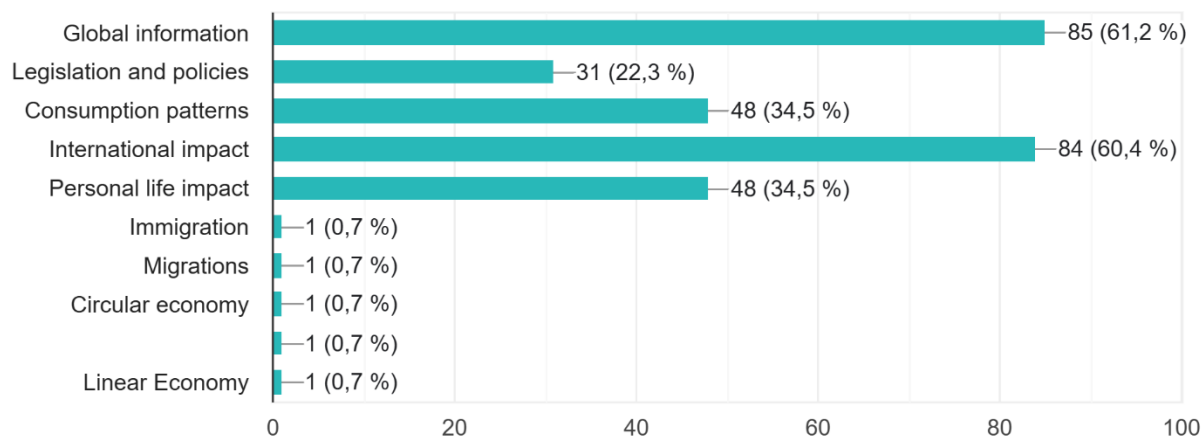
7. Do you feel that you have improved your knowledge about the environment and solidarity thanks to the event?

139 réponses



8. What subject(s) did you learn most about at this event?

139 réponses



10. Do you have any comments to add about the evolution of your knowledge about climate (or its expectation) ?

29 réponses

The activities helped to reinforce previous knowledge I had and even more to help me understand better other topics

Can't wait to participate to the 2nd module !

No

Certainly! Over time, my understanding of climate issues has deepened significantly. Initially, I viewed climate change primarily through the lens of individual actions, like recycling and reducing waste. However, I've come to recognize the complex interplay between local and global factors, such as policy decisions, economic systems, and social behaviors.

I really enjoyed the M1 and I met a lot of interesting people who also taught me new things.

Before coming to the event I thought I had a great amount of knowledge regarding to climate change and sustainability, and now I realise I have so much to learn about.

It was really dynamic which helped to understand the concepts better.



i would like to be implicate well

I have become aware of the magnitude and urgency of climate challenges, including the interconnectedness between climate and biodiversity.

I'm glad to be with you to learn more

I learned a lot about the environmental impact and how to calculate it to know if a solution is significant or not

J'ai appris que nous devons tous mutuliser nos efforts pour converger vers un développement plus responsable afin d'assurer la survie des générations futures.

my knowledge has improved with respect to my arrival at the event, as I have been able to learn about the real impact of our actions and that it is possible if we make a global effort to avoid major consequences, so I would like to be able to contribute ideas and knowledge to promote these actions.

None

I've learned a lot about peoples different points of view

Thank you ! I learned a lot and can't wait for the next modules !

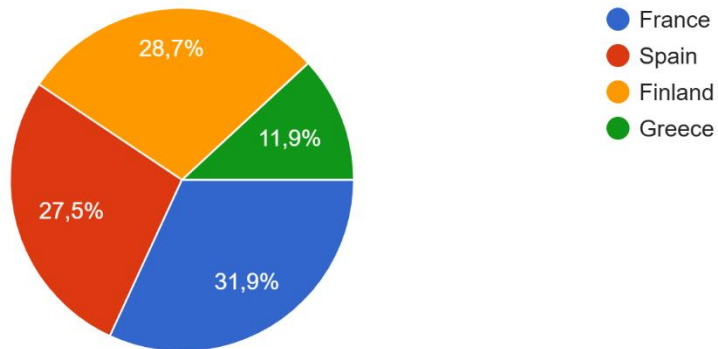
it was very informant and i learnt many things. Also i would like to try to make more efforts to reduce your negative impact on the environment



[4] Satisfaction questionnaire M1

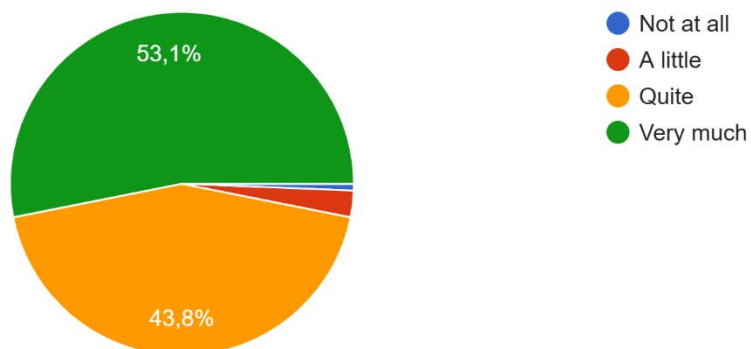
In which country did you participate ?

160 réponses



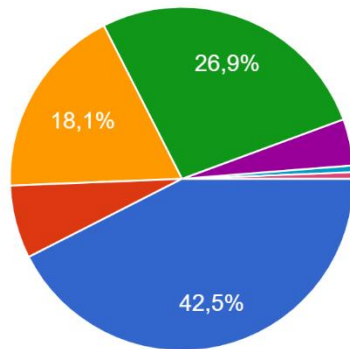
Overall, did you enjoy the event ?

160 réponses



What was your favorite part ?

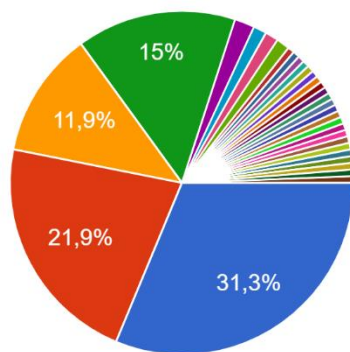
160 réponses



- The climate negociation simulation (morning)
- The circular economy collage
- The climate justice roleplay
- The migrations game
- The presentation of local inspiring projects
- Food
- Keynote speaker Hanna Liimatainen

What did you like least?

160 réponses



- The climate negociation simulation (m...
- The circular economy collage
- The climate justice roleplay
- The migrations game
- Nothing
- nothing
- -
- I liked everything

▲ 1/4 ▼

- Presentation of the projects were not...
- neither
- Lunch time
- I liked them both but I didn't participat...
- The vegetarian lunch
- I would have liked to discover the diffe...
- The videos
- The presentation of local inspiring proj...

▲ 2/4 ▼

- The lunch
- everything was interesting to me
- Entiiä
- None
- we did not have time to do the 3 game...
- I liked all the activities
- I liked al the activities
- .

▲ 3/4 ▼

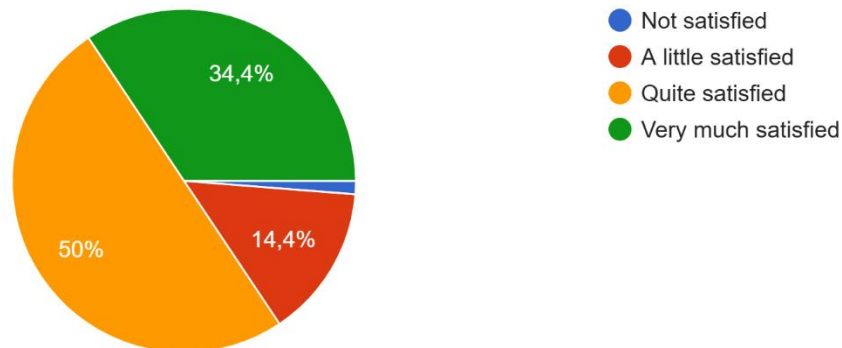
- I loved everything from the beginning to the end
- The presentation of local inspiring proj...
- Everything was good
- Selecting the videos of different projects
- Nothing was bad
- The frist part of the event
- N/A

▲ 4/4 ▼



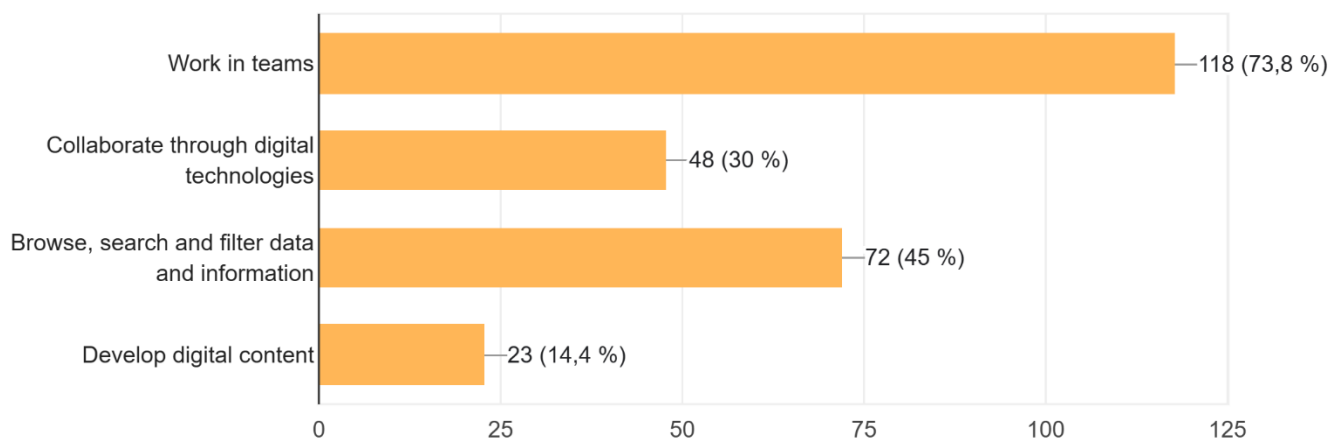
What did you think of the logistics?

160 réponses



Select the skills you think you developed/improved during this event :

160 réponses



Do you have any feedbacks or remarks of improvement ?

160 réponses

NO

No, I don't have any feedback for improvement. I was very satisfied with the event; it was well organized and comprehensive. Thank you for such a well-prepared experience.

Nothing that comes in mind.

Very nice event

Good food

Por ahora no

Perfect, I learned a lot during the day. Especially in the morning, it was very interesting to see the different sliders we'll have to modify to achieve the greatest impact.

Have more time in the morning to know each other

séparer les ateliers dans différentes salles afin de mieux s'entendre et profiter du débat pleinement

Je pense que les ateliers n'étaient pas assez animés

Nothing, it was great

a shorter day

I really liked seeing the outcome of the environment solutions that we proposed

More interaction

Allow all afternoon activities to be pooled and that each team gives feedback on its activity to the other participants of other activities.

I don't have.



Enjoy it

No, that was very good

Good event

find a better place

It would be better if they were better organised

EN-ROADS was a really good exercise to raise the different critical points/indicators to enhance the global environmental situation. However (for the french session), it's a shame we didn't give any perspective to the figures we were talking about (e.g. carbon tax >240€/ton which is not realistic), I guess it would have been better to be less binary while using indicators (it's obvious that nobody will agree on 100% electrification of transports.) and to emphasize that the only achievement from the last COPs has been to reduce coal consumption only... Maybe it would have been better to do the EN-ROADS simulation the whole day.

Very good

I really liked the M1 and I met a lot of new people.

Wonderful day

Thank youuu

The organisation of the lunch, there was not enough room for everyone to be seated at a table

I learn a Lot about this topic , it was grate to meet people who know diferente information about it.

More previous information about the activities

Was fun!

Morning could have had more breaks in my opinion

Perhaps more time to interact with all the participants



The migration game resulted a little bit short, more time would have been very interesting to continue talking about the topic a discussing our opinions

The morning was quite large

The food was amazing too!!

Ça aurait été bien de faire une synthèse à la fin avec toutes les activités faites entres les groupes pour voir les différents points en commun en fonction des thèmes

Just to find it in the morning it wasn't clearly signed but it was fine

The only thing is the time, I would liked to have more time in the roleplay, it was so amusing

Good day!

None

The organization was very good. Everything ran smoothly, and the flow of activities was excellent. The spaces were comfortable, and the atmosphere was positive. Additionally, the speakers were great, and the information provided was very helpful. Overall, it was an excellent experience!

I think that a full day of the EN ROADS game could have been great, we could go further in each indicators and have a better comprehension of the stakes. Otherwise the afternoon games were great and it wasn't déjà vu.

I would like the simulations to be more accurate, something that can actually be done.

The afternoon room was small for 3 workshop

Make an effort for the lunch

maybe yes



Maybe little more time for the first task.

It was wonderfully organized, specially for being the first time for this event. I answered that I liked the least the "Climate Negotiation Simulation" but it's because it's a very broad activity for such a short time, but it was very well organized for the available time. Kudos to the organizers and helpers both nationally and internationally, it was great :)

It was a really nice day, and I'm sure it has been impactful for many people

was very cool

More time for working in the group in the morning. The subject is very hard to talk about and present it in english, which needs a lot more time for preparations

durant le déjeuner, essayer de mettre plus de tables

No, it was okay

The opening of the day was not really interactive, we were not told a lot about the videos we watched, so I would improve the welcoming and the opening of the event.

Maybe More even little breaks

No, from my point of view was good organized and I enjoy it a lot , I was fascinated of the things that I learned

The time to begin

Roleplay game felt "halfway" done.

Schedule would be more flexible together

I liked the form of learning new things and the different games

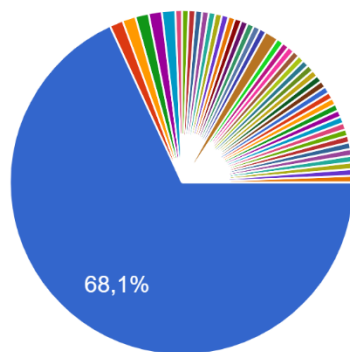
Everything has been fine



- Everything was okay :)
- Work in teams was pretty nice
- To have the ice breaker after the lunch was good to awake people
- No I don't have
- It was everything okey
- No, everything was good
- idk
- No, I haven't
- I learned a lot today and it was good reminder that we can change things starting from ourselves.

Can we include you on a focus group that will be interviewed to review the module later? If yes, please write your email adress on "other"

160 réponses



- No
- angelagoru13@gmail.com
- tanguy.galliffet@etu.estia.fr
- gogarsanma@gmail.com
- miren.pascual@alumni.mondragon.edu
- nidingpierrelus973@gmail.com
- lou-anh.vecchiali@etu.estia.fr
- julien.cocquet.18@gmail.com

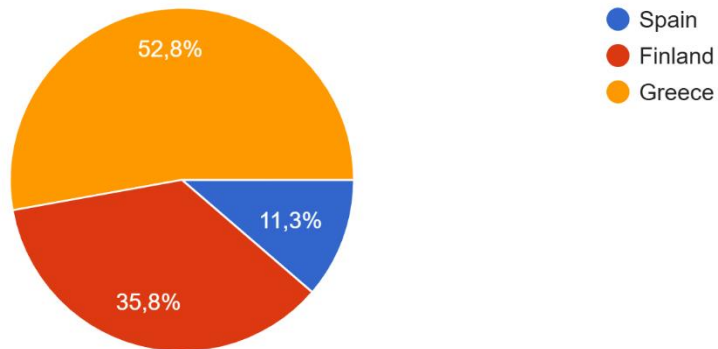
▲ 1/6 ▼



[5] Satisfaction questionnaire M2

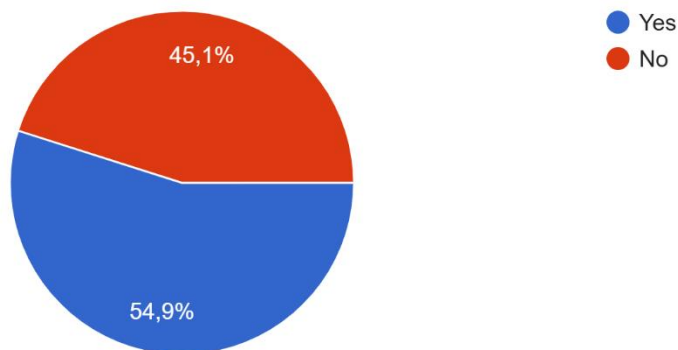
In which country did you participate ?

53 réponses



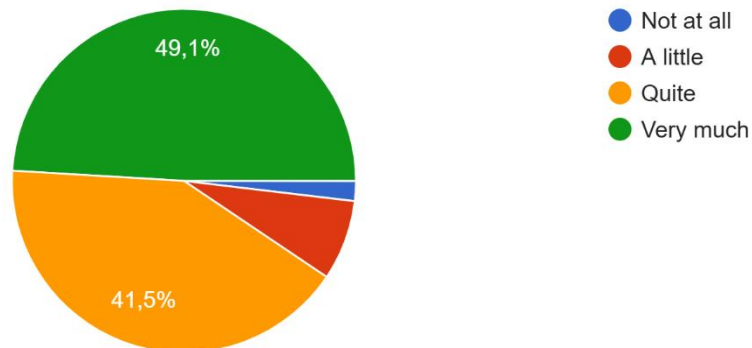
Did you participate on the Module 1 of TEAMIT+ ?

51 réponses



Overall, did you enjoy the 24h of innovation event ?

53 réponses



- Not at all
- A little
- Quite
- Very much

What was your favorite part ?

53 réponses

Pitching

The cases were very good

Getting in touch with real companies

The event had a clever layout and was a good opportunity to work with people I wouldn't normally do.

Working in teams

my favorite thing was getting to know new people.

The work phase and the award ceremony

Solving the problem and working in teams.

Communicating with my team in order to provide a coherent plan. Based on real life data with a twist of creativity and innovation



Co-funded by
the European Union

Funded by the European Union (Grant agreement No 101111560). Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA

Innovating with a new team

Pitching and food

Project presentation

i like to work with new people

Working with different people than normally

Choosing Company

My favorite moment was when we managed to pass the task and the fact that the coach herself liked it very much

Working with the team

The whole amazing experience at the competition

Innovation

The enjoy and the team spirit that we have acquired.

Working on your teams challenge

It's hard to pick just one, but definitely the best part was the discussions and idea exchanges with so many interesting people!

Getting to explore the topic given to us

The end

presenting our project

Meet participants from different parts



The group work

Comming together with the team and working towards a shared idea

doing our own project planing

The knowledge

Conversing with the company representatives about the problems and coming up with the solution

I met new people and I cooperate with them

Working in groups with new people

The interaction with the company

The ending show

None

The presentaton

The part where we discussed the problem with the company's representative

The presentation

The brainstorming so we can show a wholesome idea

Working in teams

Eating, food was good. And participating with others

η ομαδικη δουλεια η συνεργασια με νεα ατομα

Working on a team and thinking inovvatively



My favorite part was the award time because it was a moment of celebration and recognition for all the hard work and dedication throughout the event. Seeing the participants' accomplishments being acknowledged made the experience even more rewarding and memorable.

1. Our "case" was just right for me and because we didn't have limitations . 2. We have a mixed team throughout the yearly courses

I enjoyed working with my team on a topic that interest me, with the guidance of the business. We learned new things and expanded our knowledge of the culture of Western Macedonia

What did you like least?

53 réponses

The food

The food

The beginning show was really confusing and it was hard to follow

The presenter that was impolite and was talking about innovation like philosophy. He made the opening boring and the closing embarassing. The way he was cutting the teams presentations was unacceptable. (Not Marios, the other one)

I didn't like the short time we had for our presentation

When we had to wait for the teams call

the assignments were also interesting

It was very tiring



There's nothing i didn't like

The fact that the jury didn't examine the actual work of each team. On the contrary they focused mainly on the Marketing.

The instructions for our project were a tad bit unclear

The start, terribly organized

I had anticipated greater interaction with the other participating countries.

Our client did not want to or bother to talk to us, which I think was a bad thing.

We didn't get enough information for our assignment

The start because the audio and the video were so bad

All the teams in the same room

It was the 24 hours that was difficult because time was short, but that's the game

Our final result

Nothing bothered me enough to give me a bad impression.

There is nothing I didn't like.

Event introduction

Presentation time was very soon.

The beginning

Honestly, there wasn't much to dislike, but if I had to choose something, it would probably be the limited time .there was so much to explore and discuss!



The final result of our presentation

sleeping in sleepingbags

the beginning

don't have

The beginning was boring

Food

in the start of the event the audio in teams did not work well

The fact that my team did not win

We didn't have any help and the man from the company we choose showed up at the end of the first day for 5 minutes, and the winners of the competition was a team witch had a completed idea 1.5 years ago and had help from teachers

I think you should have made teams yourselves so there is diversity and no small groups inside the workgroups.

Sleeping in the flor

The way assignments were distributed, problems with the case companies (didn't get the connection with them), the kick-off show was a bit confusing

The challenge's there wasn't any good variation of challenges

Everything was nice



Hard to relate cases

I loved everything

Technical difficulties

Organisation of the event. It Was good that we didn't have to spend the night at tiimiakatemia

η οχι τοσο καλη οργανωση

It was only for 24 hours!

The Presentation

there was nothing that I didnt enjoy

Organisation of the event. It Was good that we didn't have to spend the night at tiimiakatemia

η οχι τοσο καλη οργανωση

It was only for 24 hours!

The Presentation

there was nothing that I didnt enjoy

Honestly, I liked everything about the event. From the organization to the activities, every aspect was well-planned and engaging. There wasn't a single part that felt unnecessary or unappealing, which made the overall experience very positive for me.

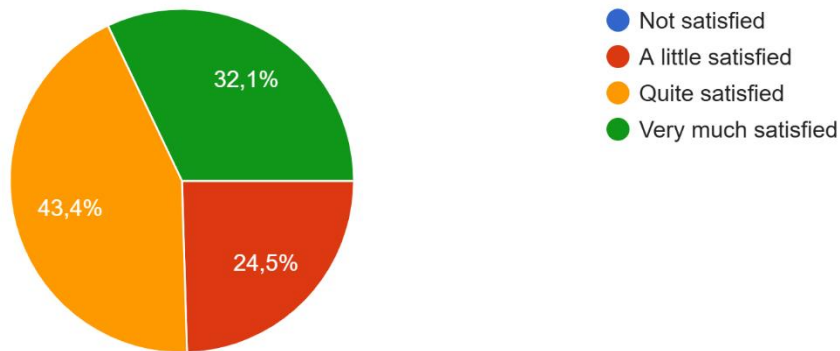
The food unfortunately didn't keep me full and on the second day it made my stomach hurt..

I was very overwhelmed and developed a substantial headache due to the number of participants, all in the same room for hours on end



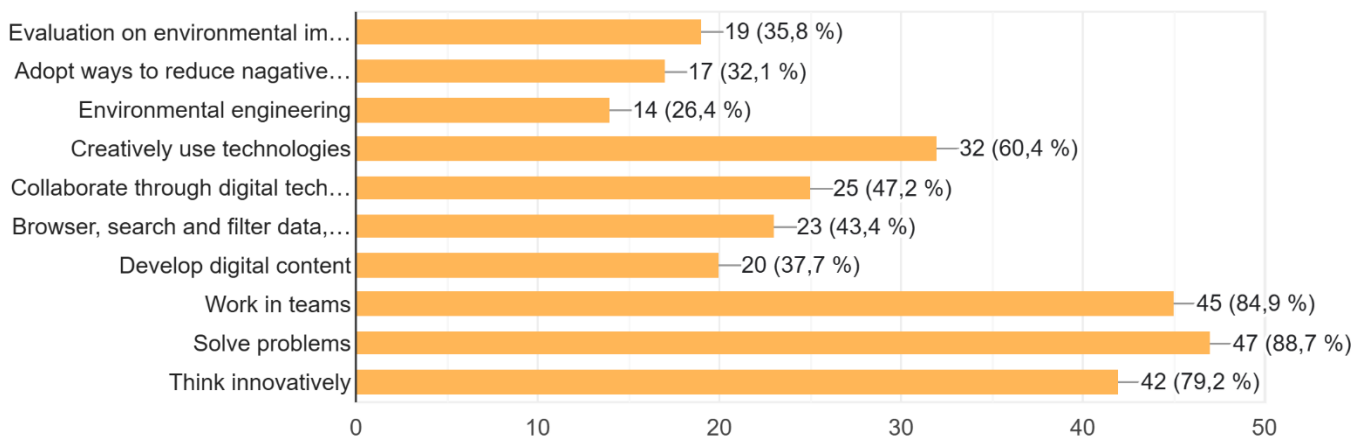
What did you think of the logistics and organisation ?

53 réponses



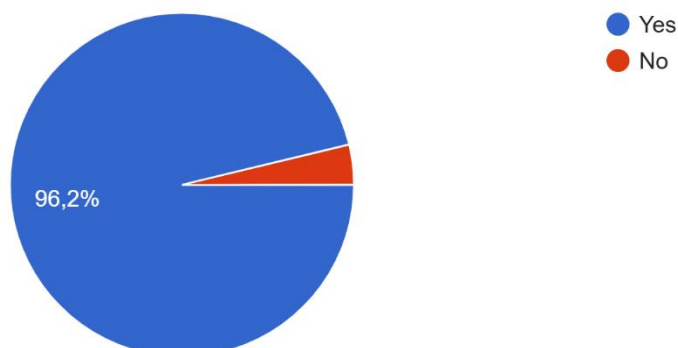
Select the skills you think you developed/improved during this event :

53 réponses



Do you feel that during the event your opinions would be listened ?

53 réponses



The start should have been more professional

First of all, I think that the event was successful. I was really disappointed by one of the presenters and his presenting behaviour. The teams were uneven, so some of them with fewer members were favoured at the awards. I also realised that the challenges given were not all real challenges of the companies; some of them were so general that they could be a whole thematic. The judging panel was obviously not informed of what they should do and came unprepared, favouring teams that just created a qr online or were just 2 members.

The positive part of the competition was the networking. After the competition, the company with the challenge that I was working on reached out to my team for further collaboration. That was the most important.

Also, asking for email addresses on this form for the next modules does not keep the anonymity of the form.

Thank you everyone who was part of this.

There was little to no innovation in most of the answers of the teams. The 3 minute presentation window, limits the extent of the innovative things you can do. It gives advantage to those who work epidermically and not those who actually put on the work. A 5 or 7 minute threshold would be optimal in my opinion!



Please think the case gives more globally, it was difficult to do anything with a case giver that doesn't even speak the same language.

our client was very bad. because he didn't even want to talk with us.

no

I didn't get the participation receipt yet, look into it.

There should be more questions that have a practical component rather than a theoretical one.

Overall, it was a well-organized and engaging event. If I had to suggest anything, it would be to allow more time for discussions or networking opportunities, as there was so much to share and learn!

I didn't get the participation receipt yet, while my teammates got it over a week ago.

Thanks for tapu

i liked the event

It was an unfair contest, the subjects weren't secret for all of the teams and some of them came with pre-designs ideas and the judges knew.

Overall good experience!

The event was based on innovation an idea that is abstract and something one find innovative another doesn't, some teams that had done a great work and deserved to win they didn't come in top 3.

Not really it was quite nice



Please better host, less jokes and better articulation in the virtual part! It has to be thought as a tv broadcast starting the world's most important hackathon.

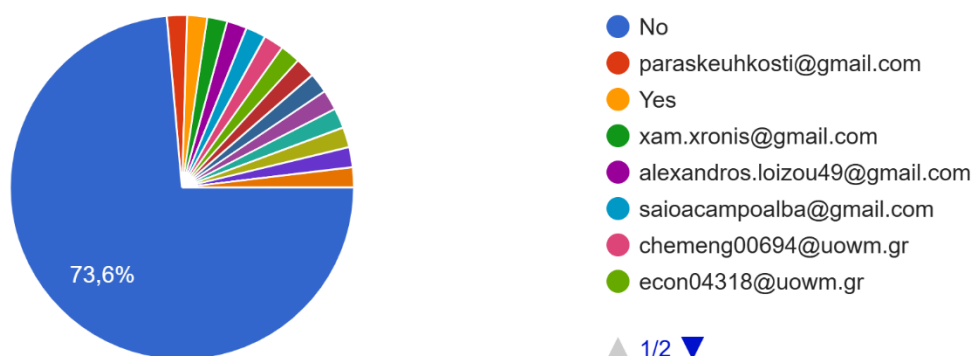
The organization aspect was lacking. There were very few outlets, requiring us to stop work to charge our devices. On the same vein, there was a lot of noise in the area and not adequate ventilation, which made me concerned for my health and wellbeing. The noise level also made communication across our team challenging. Of note is that the participants were not equally distributed among the teams, resulting in one overflowing and one with only 2 participants!

There were organizing difficulties with the catering, resulting in a bit of miscommunication and delays, especially in the lunch of the final day.

Finally I was a bit disappointed in the lack of accessibility to those with processing difficulties. The first come first serve aspect in the selection of topic and the need to understand all the different sections and make a choice were in such quick succession, that it was near impossible to absorb and process all of it.

Can we include you on a focus group that will be interviewed to review the module later? If yes, please write your email address on "other".

53 réponses



[6] Interviews of M1 and M2 participants

Two focus groups are scheduled to take place on 26 and/or 27 February, depending on the availability of participants.

Copyright Notice

This content has been reproduced and shared with you by or on behalf of the TEAMIT+ Project (ID: 101111560) in compliance with applicable copyright laws.

The content referenced herein may be protected by copyright laws. Any further reproduction or communication of this material by you may be subject to copyright protection under relevant laws.

Do not remove this notice.

TEAMIT+ Project (ID: 101111560) is committed to respecting and upholding copyright laws and regulations.

