Promoting Open Education through Gamification

OPENGAME

2019-1-ES01-KA203-065815

Dissemination & Impact Report

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	RE - Restricted to a group specified by the consortium (including the Commission Services)	
	CO - Confidential, only for members of the consortium (including EACEA and the Commission Services)	

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Abstract	This document is the Dissemination Report of the OPENGAME project
Project Coordinator	Prof. Dr. Daniel BURGOS (UNIR) Tel: (+34) 91 567 43 91 email: research.opi@unir.net; daniel.burgos@unir.net

Document history

Version	Contributors	Contribution	Date
V1	UNIR	ALL	31/10/2021

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I. INTRODUCTION

Started in October 2019 and running for 24 months, OPENGAME is an EU co-funded project that aims to contribute to the uptake of Open Education Resources and Open Education Practices among educators in Higher Education in an innovative and motivating way, by developing, testing and mainstreaming a gamified and situated learning experience on Open Education.

To achieve such objective, the OPENGAME project has developed several outputs, including an online game based on real life cases of application of open teaching approaches, where the educators have to make choices. All the outputs were implemented to have an impact.

As an essential part of every Erasmus + KA2 project, the dissemination and impact oriented- actions have played a key role in the activities carried out by the consortium.

To do so, the consortium set up a media presence and dissemination and exploitation strategy of the project. This included the drawing up of a dissemination and exploitation plan, and the implementation of the activities refereed on the plan over the project life cycle. It involved collaboration with other projects and networks in Open Education to share knowledge, ideas and expertise, including access to on-line platforms and databases. It also aimed to design a replication and sustainability toolkit (IO5) to reach the Open Education networks, building an EU-wide 'knowledge ecosystem' on Open Education.

The Strategy identified the tasks for the partners, and the Dissemination target groups:

- University educators (intended as professors, lecturers and tutors).
- Professors are the heads of research and academic programmes, who lead the strategy and the core activities of the university.
- Higher education managing staff.
- Policy makers.
- Other education related stakeholders (Schools, VET, LLL).

The Dissemination Strategy has been steadily implemented throughout the project cycle. In each semester the relevant goals were achieved:

First semester:

✓ Set up of the tools necessary for its implementation, and the development of the first activities aimed at spreading information on the OpenGame project and its activities.

In the <u>second semester</u> of the project, the Dissemination strategy realised four main objectives:

- ✓ Raised awareness and information about the project focus and objectives (ongoing);
- ✓ Raised awareness and information about the project activities (current and future);
- ✓ Dissemination and exploitation of the first year project results (IOs 1 & 2)
- ✓ Mapped and established a connection with other relevant initiatives, players and stakeholders;

<u>In the third semester</u>

- ✓ Dissemination and exploitation of the first year project results (IOs 2 & 3)
- ✓ Engaged other relevant stakeholders in the development and implementation of the project results at local/national and European levels.
- ✓ Participation in external events

<u>In the last semester</u>

- ✓ Dissemination and exploitation of the second year project results (IOs 2, 3, and 5)
- ✓ Realisation of the Multiplier events
- ✓ Participation in external events
- ✓ Realisation of press campaign in Spain

This report aims to expose and analyse the communication activities carried out during the two years of implementation of the OpenGame Project, following the initial action plan of activities set out (Annex 1).

During the second and third semester of the project, because of the pandemic, the partnership focused its efforts on adjusting and tailoring the dissemination and communication tools to continue with effective outreach activities. Therefore most of activities changed the way of communication from a face-to face or on-site channel to online and virtual ones.

The following goals for the whole project have been achieved:

- ✓ Regular dissemination of information about the project activities;
- ✓ Outreach activities to launch and promote OpenGame project;
- ✓ Expansion the OpenGame stakeholders; organization of joint online events (Multiplier events), supported by on-line information exchanges;
- ✓ Overall increase of the project impact.

II. USE OF COMMUNICATION TOOLS

This section presents the dissemination and communication tools used during the project lifecycle. These tools are the means whereby the project's main messages were transmitted and communicated outside the consortium.

Below is a comprehensive list of the tools implemented as described in detail in the Dissemination and Communication Plan, and finally put into action.

Project Corporate Identity	Project logo, project templates (*.doc, *.ppt)
Website	www.OpenGame-project.eu
Social media	Twitter, Partners own social media (LinkedIn, Facebook)
Articles & Posts	Scientific articles, posts
Press Media	General public dissemination
Other promotional materials	Videos, gifs
Multiplier events	Organised by Partners
Events	Mapping relevant conferences, public presentations, organisation of internal events

PROJECT CORPORATE IDENTITY

A visual identity and the logo of the project were developed at the beginning of the project. A common branding is used, throughout promotional materials with the intention of maintaining a consistent and distinctive identity in order to evoke a positive image and a favourable reputation for the project.

The EU funding disclaimer has been included in all the promotional and communication materials, including website and social media.

The project logo was applied to all public documents, publications, websites and promotional materials during the second semester of the project implementation, in order to increase the visibility of the project and to facilitate the branding of communication products.

All the corporative image, samples, logos and templates can be viewed in Annex 2.

WEBSITE

The website of the OpenGame project (www.OpenGame-project.eu) was launched at the end of February 2020 and continuously improved along project lifespan, following recommendations of the EC. The website is in English and provides general information about the project, the consortium partners, the project scientific and technological progress and updates on general, news and events. The OpenGame website is a major channel of information which encourages visitors to further explore and engage in the Open Education community.

It meets all Erasmus + Programme requisites in relation to European funding, National authority participation and other institutional requisites.

The website has been structured as follows:

HOME: General information about the project, and access to all the sections. In the main page, there are direct links to News, Events and opinions.

OPENGAME PROJECT: Objectives of the project and its outputs, explanation of the context of the project.

PARTNERS: Description of the partners, with their contact details and institutional websites.
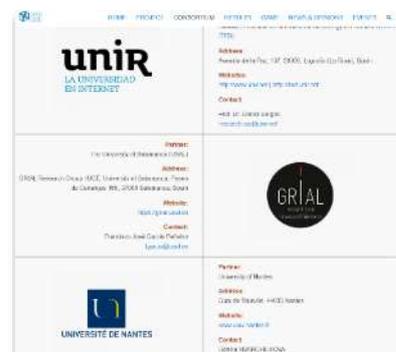
RESULTS: Direct and free access to all the project results, with special attention paid to the intellectual outputs descriptions and authors.

GAME: the "game" is probably the most important output of the project. A special site has been created to provide direct access for users. It also contains the game description, technical characteristics and tutorials for first-time participants (both in English and Spanish).
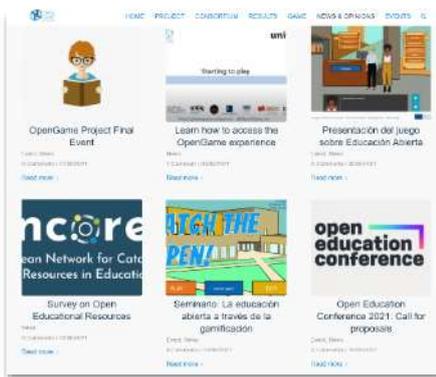
NEWS, OPINIONS & EVENTS: Repository with all the posts issued during project lifespan

The website is in compliance to the European Standard for accessible ICT products and services. It is also mobile-responsive and consistent with the corporate design to ensure longevity over the course of the project.

The OPENGAME website can be viewed at the URL: http://OpenGame-project.eu/

The website is a mean to convey all information pertaining to the project and a hook to catch the audience and to redirect them to the main outputs of the project. The website has been constantly updated with the news and events.

All the posts and articles published in website can be checked at Annex 3.

Additionally, partners published and created a dedicated page in their own websites, as for example:

grial.usal.es/OpenGame

www.univ-nantes.fr/projet-formation-erasmus-/partenariat-strategique-OpenGame-2596977.kjsp.

research.unir.net/blog/proyecto-OpenGame/?lang=es

nidl.blog/2021/09/08/invitation-to-OpenGame-online-event-for-ireland/

The tables below shows the analytics data of the OPENGAME website as of September 2021: **3.188** independent users have visited the OpenGame environment, with a total of **14.440** page views, in **4.424** different sessions (access).

www.opengame-project.eu	
Pages viewed	14440
New Users	3188
Sessions	4424

Breaking down the overall number of users by country, we can observe that the largest number of users comes from the USA and Spain. Other relevant countries are France, China, Germany and India.

In relation to the most visited pages, the **home** (main landing page) has received the highest number of visits, reaching the 54.45%, (7.862).

The **results and game** sites have also received an important share of the visits, the 18,9%, which is quite relevant to the overall impact of the project. In this sense, we observe than 1.381 has directly accessed to project results (IOs 1, 2, and 5), while another 1.349 has accessed the game environment (IO3).

Users breackdown by Countries

1.	🇺🇸	United States	13,94 %
2.	🇪🇸	Spain	13,75 %
3.	🇫🇷	France	5,70 %
4.	🇨🇳	China	5,26 %
5.	🇩🇪	Germany	4,60 %
6.	🇮🇳	India	4,04 %
7.	🇮🇪	Ireland	3,07 %
8.	🇧🇷	Brazil	3,04 %
9.	🇵🇹	Portugal	2,57 %
10.	🇵🇪	Peru	1,75 %

Most visited pages

1.	/	7862	54,45%
2.	/results/	1381	9,56%
3.	/game/	1349	9,34%
4.	/project/	1052	7,29%
5.	/consortium/	493	3,41%
6.	/presentacion-del-juego-sobre-educacion-abierta/	246	1,70%
7.	/seminario-la-educacion-abierta-a-traves-de-la-gamificacion/	180	1,25%
8.	/the-opengame-handbook-of-open-teaching-practices-is-out/	171	1,18%
9.	/opengame-project-final-event/	114	0,79%
10.	/project/_news/	114	0,79%

SOCIAL MEDIA

The main social network selected for the project was Twitter. The Twitter account address is @OpenGame_eu. Its activity began last January 2020, and it currently has almost a hundred followers, linked to the Open Education community.

All the activities originated by the project partners in this, and other social media channels, are collected in the Annex 3.

The Tweet having the highest impact was published in July 2020, promoting IO1 result, The Handbook of Open Teaching Practices. It reached **2.677 impressions** and **93 interactions**. That means that almost 2.700 people had direct access to the project result, while 93 reacted forwarding the information to others through their own accounts.

Partners have used their own social media accounts to enhance project results dissemination. For instance, project coordinator, UNIR, used their Twitter and Facebook institutional accounts to also disseminate project results. Unir Twitter account has **33.700 followers** while Facebook has **146.560 followers**.

As it is reflected in the previous image, a Facebook post reached **3.482 people** in just 1 day.

Other social media utilized in the project to disseminate the Project results are the partner's institutional accounts of Facebook and LinkedIn:
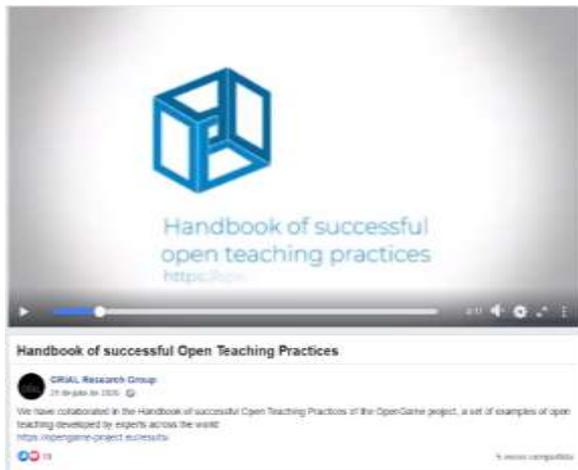
The project dissemination activities in Social Media have reached an amount of more than **95.000 impressions** and almost **2.700 interactions/reactions**, as it is reflected in the table below:

		Impressions	Interactions
Facebook	f	6.100	57
Twitter	🐦	88.911	2.622
		95.011	**2.679**

The table below shows the KPIs accomplished in Social Media dissemination activities:

	Description KPI	Achieved
Social media channels	Facebook, LinkedIn, Twitter	3
Social media items created	Items created and published on Twitter, Facebook & LinkedIn	84
Social media views	Pages viewed	95.011
Social media average	Pages viewed/item (i.e. Tweet)	1.131
Social media interactions	Interactions and reactions by viewers (retweets, videos download, messages)	2.679

ARTICLES & POSTS

Articles

In line with the academic character of the consortium members, two scientific articles have been drawn up, as well as numerous posts and opinion articles published on the project website and other channels.

In relation to the "**papers**", the objective was to reach higher education faculty through a more recognised way. Additionally, it allows a peer evaluation of project findings and results. Besides the different posts published by the consortium in the project website (see dissemination log), a scientific publishing strategy has been therefore scheduled and put into action.

Article nº 1

> **Title** "A competence framework for educators to boost Open Educational Practices in higher education". Fabio Nascimbeni, Daniel Burgos, James Brunton, Ulf-Daniel Ehlers
>
> **Journal**: Submitted to the journal *Interactive Learning Environments*: https://www.tandfonline.com/toc/nile20/current
>
> **Abstract**: This scientific paper has been written to present the competence framework that educators in higher education should develop in order to effectively engage in Open Education Practices.

Article nº 2

> **Title** "Catch the Open! A gamified interactive immersion into Open Educational Practices for Higher Education Educators. Teachers: Natalia Padilla-Zea, Daniel Burgos, Alicia García-Holgado, Francisco García-Peñalver, Mélanie Pauline Harquevaux, Colin de-la-Higuera, James Brunton, Ahmed Tlili
>
> **Journal:** Submitted to the journal *Frontiers in Psychology, section Human-Media Interaction*
>
> **Abstract**: Open Education (OE) provides learning opportunities to, potentially, every person in the world. Additionally, it allows teachers, researchers, and practitioners to find, share, reuse, and improve existing resources under a dependable legal framework. Aiming to spread and foster the introduction of open policies in Higher Education (HE) institutions, the gamified interactive learning experience Catch the Open! was developed. Catch the Open! targets HE educators who wish to learn, or who wish to deepen their existing knowledge, about OE and Open Educational Practices (OEP). Within the gamified learning experience, the user becomes an educator, Alex, who receives a task from the Rector: to investigate how to best include OE and OEP in teaching and learning practice within the institution. Alex proceeds to explore and gather information in a web-based 2D virtual HE

institution where students, colleagues, and guest researchers will help her to develop a comprehensive understanding of OE and the practical application of OEP. The educational content within Catch the Open! is underpinned by an OE competences framework for HE educators, developed in a previous phase of the Erasmus+ OpenGame project. In this paper, the design process to link pedagogical and technological approaches, which results in the Catch the Open! gamified web-based interactive application, is presented as well as the application itself. Moreover, three phases of piloting with 100+ HE educators from 6 different HE institutions are presented.

Posts

All members of the consortium have shown high productivity in the delivery of opinion and information articles. The objective of the posts has been to disseminate project findings, to promote quality events and increase the project impact among peers.

Several channels have been selected among partners social media and websites. However, the project website, www.OpenGame-project.eu has been the most widely used channel.

The overall number of posts, as of 30th September 2021, project final date, is **49**. That means a fortnightly publishing rate.

Publishings by media channel	
www.OpenGame-project.eu	27
www.univ-nantes.fr	4
DCU-National Institute for Digital Learning	3
Facebook	4
www.cdp.univ-nantes.fr	4
www.chaireunescorel.fr	7
	49

All the published posts can be reviewed in Annex 3.

All the OpenGame website posts can also be read here at OpenGame-project.eu/project/ news.

PRESS MEDIA

A large press release was issued in Spanish by the project coordinator, *Universidad Internacional de la Rioja – UNIR* last September 2021. It was aimed to regional and national general press media.

The objective of this media campaign is to reach a many people as possible, enhancing the overall project impact, not only within identified stakeholders but also to citizen all over the country.

The following table shows the media channels used together with their expected audience and their geographical scope:

Media outlet	Scope	Audience (avg.)
www.europapress.es	National	6.709.320
nuevecuatrouno.com/	Regional	533.944
www.larioja.com/	Regional	580.914
www.20minutos.es	National	20.208.633
www.eldiadelarioja.es	Regional	500
rioja2.com/	Regional	255.030
www.gentedigital.es	Local	54.422
www.eleconomista.es	National	9.672.208
www.noticiasde.es	Regional	8.754
		38.023.725

The media report made by UNIR can be viewed as Annex 4.

OTHER PROMOTIONAL ACTIONS

Scientific recognition: Despite this project is a **Strategic Partnership** focused on innovation, project results are mainly focused on higher education teachers. That means that a scientific approach must be envisaged to reach HE faculty, if we want to reach this quality audience:

Intellectual Outputs has been issued with both an **ISBN** number and **DOI**. This will allow the indexation of the outputs and therefore the finding by HE researchers all over the world.

ISBN: 978-84-18367-08-3; https://doi.org/10.5281/zenodo.4062528

ZENODO community: An open-access repository developed under European funding (and managed by the CERN). It allows researchers to deposit data sets, research software, reports, and any other research related digital artifacts. A persistent digital object identifier (DOI) is needed, which makes the stored items easily citable.

In this sense we have created a specific community for the project, where all project results are being uploaded and promoted.

 https://zenodo.org/communities/OpenGame

The project coordinator, UNIR, sent an **internal communication** to more than **2.500 teachers**, placed all over the world, mainly Spain, Colombia, Mexico, Peru and Ecuador. Sent thought the internal *Academic Space* system, all the teachers received a briefing about the project results.
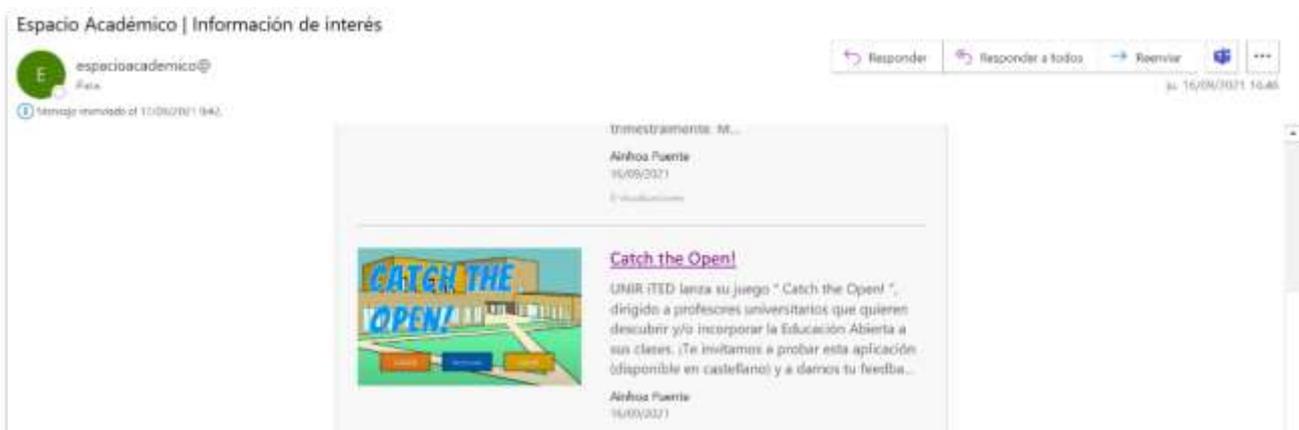
Other dissemination tools have also been implemented. Produced by the Universidad de Salamanca, with the collaboration of other partners, a **video presentation** of the Intellectual output to enhance the impact of the visual dissemination.

https://www.dropbox.com/s/cp0ckhe5uyah2qo/20200725_video_handbook_USAL.mp4?dl=0

Last but not least, the compulsory use of the **Erasmus + Project Results Platform** (E+ PRP) has been continuous, parametrizing the site, and uploading all the project results. This includes not only the funded intellectual outputs but other project results as the website or this dissemination report.

https://ec.europa.eu/programmes/erasmus-plus/projects/eplus-project-details/#project/2019-1-ES01-KA203-065815

MULTIPLIER EVENTS

Six **multiplier events** (ME) have been celebrated during the project lifespan, as planned at the project proposal. Because of the Covid -19 outbreak, five of them were held online. This required a modification of the contract concluded between the project coordinator, UNIR, and the Spanish National Authority, SEPIE.

The last scheduled event, the International Conference, was celebrated in a hybrid format. As the health situation improved along the year 2021, the consortium agreed to have both face-to-face and online format for the project last event. In this sense, only the kick-off meeting (Oct -19) and the last conference were not online in this project.

ME E1 Spanish Multiplier Event

Project coordinator, UNIR, celebrated online the Spanish Multiplier Event (E1) titled "*La Educación abierta a través de la Gamificación*" the 22nd of June 2021.

The objective of the event was the promotion of the project Intellectual outputs IO1, IO2, IO3.

54 people registered to the event. However, 30 people finally attended, of whom 10 were from institutions different from the organiser. To enhance the low number of external attendees, the event was uploaded to the UNIR YouTube Channel later. This allowed another 120 viewers.
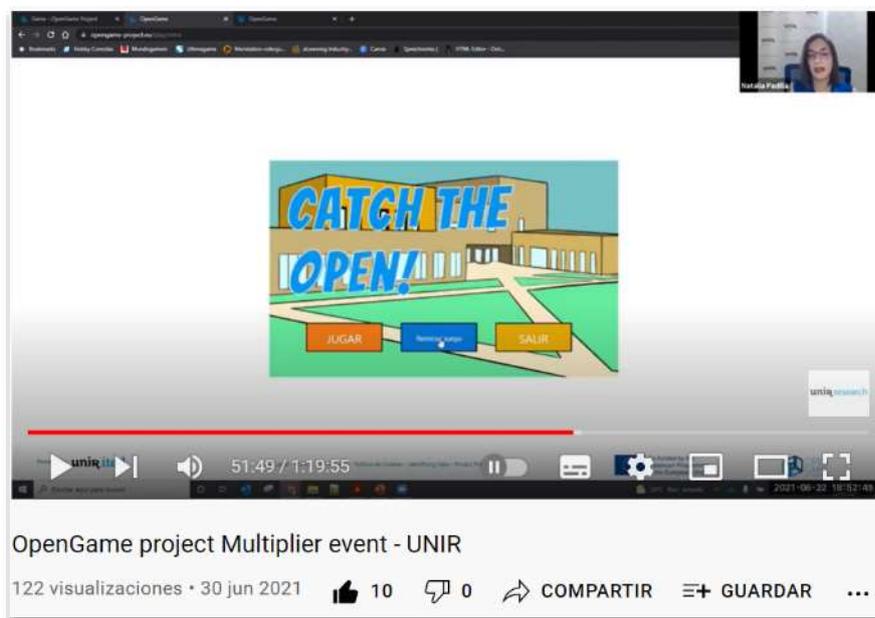
Click on the image to see the video

ME E2 French Multiplier Event

The French Multiplier Event was held by the *Universite de Nantes* last September the 23th. It was titled *"OpenGame, découvrez le serious game pour se former à l'Education Ouverte"*

60 people attended the event, and can be watched, prior registration, [here.](#)

ME E3 Portugal Multiplier Event

The Portuguese's Multiplier event took place the 21st September 2021. The event was titled Catch the 'Open Lx21: New open and gamified pedagogical approaches' and was organised by the Laboratory of Distance Education and eLearning (LE@D) of Universidade Aberta (UAb).

20 people attended the event. The presentations were focused not only in the project intellectual outputs but also in other specific Open Education approaches.

ME E4 German Multiplier Event

German Multiplier Event, titled *"OER in der Lehre"* was split in two different online sessions held the 17th June and 15th September 2021. The objective of the event was the promotion of the project Intellectual outputs IO1, IO2, IO3 and IO5.

35 people attended both events, mainly focused on Higher Education Teachers.

ME E5 Irish Multiplier Event

Irish Multiplier Event was held last 13th September 2021

The overall title of the OpenGame Project Irish Multiplier Event was **OpenGame National Event** (Ireland). The event was advertised as an event for those interested in promoting open education and adopting open educational practices (e.g. using OERs in teaching, open textbooks, 'non-disposable' assessments etc.).

The event explored on how open educational practices can solve problems for educators they encounter in their everyday teaching practice, and also discussed institutional capacity building for harnessing the potential of open education and open educational practices. The event was hosted by Dr Mark Glynn. The event began with a keynote presentation by Dr James Brunton from Dublin City University (DCU) on the transformative potential of open education practices.

16 people attended, however only three came from institutions other than the organising university.

ME E6 International Conference

The OpenGame International conference has been organised by Universidad de Salamanca. It was held last September, the 29th to mark the project end.

The aim of the event was to present all project results in an international environment. To do so, all project participated in the event. The event was held in hybrid format, with a face-to-face format host in Salamanca University premises and streamed online through the University YouTube channel.

24 people attended the event, with 88 more views trough the streaming page.
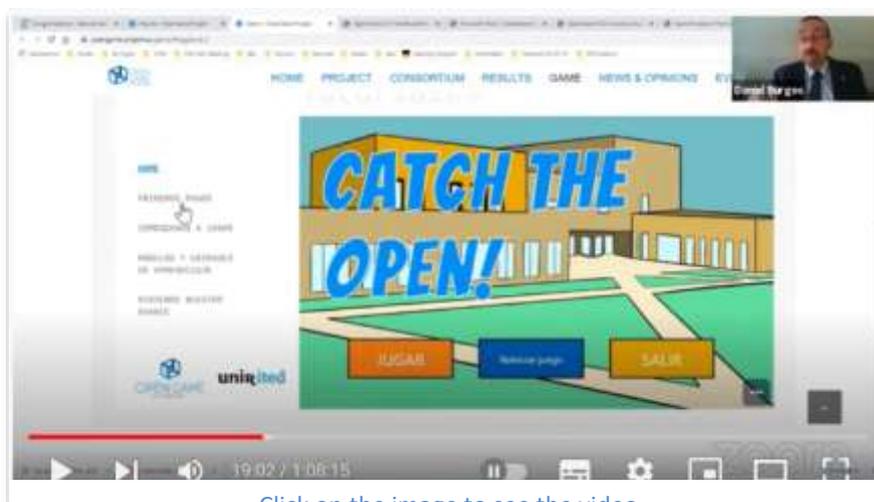
Click on the image to see the video

PUBLIC PRESENTATIONS AND EVENTS ATTENDED

Partners have participated in several events. Because of the pandemic all of them have been online, except the first and final ones. An estimated audience of over **8.200 people** attended the following events, seminars, and masterclasses.

Partners participates in 39 events worldwide. This includes Conferences, Congresses, workshops, PHd sessions, and any other kind of events addresses to HE teachers and students.

They aimed to further explain project results, enhancing in this sense the audience awareness about Open Education approaches.

All the information about the events, participants and dates can be seen at Annex 3.
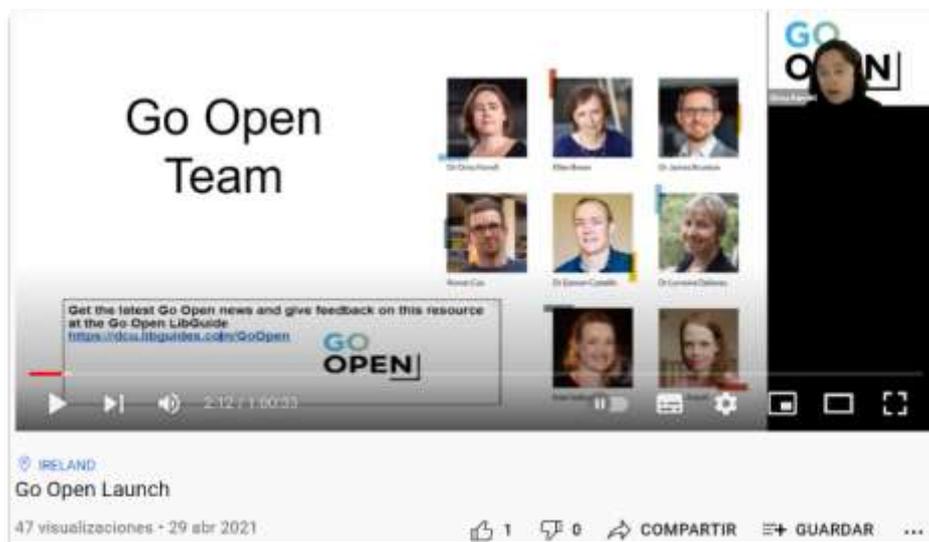
Click on the image to see the video

III. PROJECT IMPACT

INTRODUCTION

By impact we understand how our project results affect the people and institutions which it comes in contact with. By giving a project impact assessment we should define effects, both positive and negative, which the project is expected to produce upon organizations, communities and people more commonly known as stakeholders and citizens.

The impact of the OpenGame project results in the specific addressees highlighted in the proposal is something that will become more evident as the months go by, mainly after the end of the project. However, several indicators could allow us to appraise the effects of the results at the end of the project.

BENEFICIARIES

The impact addresses of the project have been defined as:

- **Project participants**: people directly taking part in project actions;

- Project **partner institutions**: teachers, students, managing staff, consortium staff;

- Other **educational** institutions: European Higher Education institutions, Schools and VET education sector;

- E-learning and **Open Education Communities**: actual networks where the consortium has been really active;

- **Overall society**: citizens, ONG, policy makers, public administrations, etc.

Project participants have got a direct knowledge of the Open Education basics through different approaches, a) through the collection of good educational practices, already tested and contrasted, b) through the access to educational contents on open education in their own language, and c) through the option of taking a course in a gamified way. More than **three thousand persons** have directly participated in the different project actions or benefited from its outputs.

The **six universities member of the consortium** have rooted the internal policies about Open education (OE). From an internal point of view, open educational policies have gained prominence

in each of the universities. UNIR, for example, has seen its internal policy on Open Education supported, reaching almost all of its teaching staff. The University of Nantes has seen its open education chair promoted internally, with a relevant scope in the French-speaking world. The Universidade Aberta has supported its open education policies with the organisation this year 20021 of the EDEN network conference on OE. Dublin City University has taken a step forward by joining the Irish Go-Open network. Finally, the open approaches of the University of Salamanca have been an important support in the hard days of the pandemic, facilitating the reconversion from face-to-face to online training.

From an external point of view, the role and predominance of these institutions in this area has multiplied. For example, Université de Nantes is going to organise the next Open Education Conference 2021, the biggest conference about OE in the world. Other partners, as UNIR, DHBW and DCU has joined the International Council for Open and Distance Education – UNESCO, in an awarded **Erasmus + Knowledge Alliance**, that will promote Open education globally until 2023 (ENCORE +).

Other educational institutions will also be benefiting from the project. For example, the programme La Rioja Games has allowed the consortium to disseminate the project results to K-12 teachers in this region. Hundreds of school teachers have received updated information and access to contents delivered by the project.

E-learning and Open Education Communities: the consortium has been really active contacting and engaging with Open Education networks. The alliance with the ICDE aforementioned, the co-organisation of international conferences as Open education Week, Open education Conference, EDEN conference, are proof of the effort of the partners to promote these networks, to get involved in them and to play a relevant role in their day-to-day work.

The **overall society** have been played a role in this impact strategy. Through the extensive dissemination campaign carried out, where page views exceed 100,000 hits, it is possible to observe a greater presence of Open Education in society, a big effort to increase their awareness and knowledge. For example, the press campaign launched by UNIR has an estimated audience of over 38 million potential recipients (the real impact of the campaign should be measured by the media involved).

PERFORMANCE INDICATORS

As described in the project proposal, qualitative and quantitative impact of the project can be measured through three overall indicators:

1. Reach of our Dissemination Activities

2. Adoption of our Outputs by Stakeholders

3. Concrete usage-levels of our outputs

Reach of Dissemination Activities

There are specific indicators given to evaluate the dissemination and communication activities. The results are based on numeric representation of deliverables for each activity to date, versus the final goal, due at the end of the project.

Summarizing, the project consortium has carried out 197 dissemination actions: this figure includes websites, social media content, events, mailing, presses releases etc…

Those dissemination actions have reached, at least, 121.072 views in the 24-month life of the project. However, this number does not allow us to individualise the number of people who have seen the content, but we can say that the actions have been seen by people from 134 countries in the five continents.
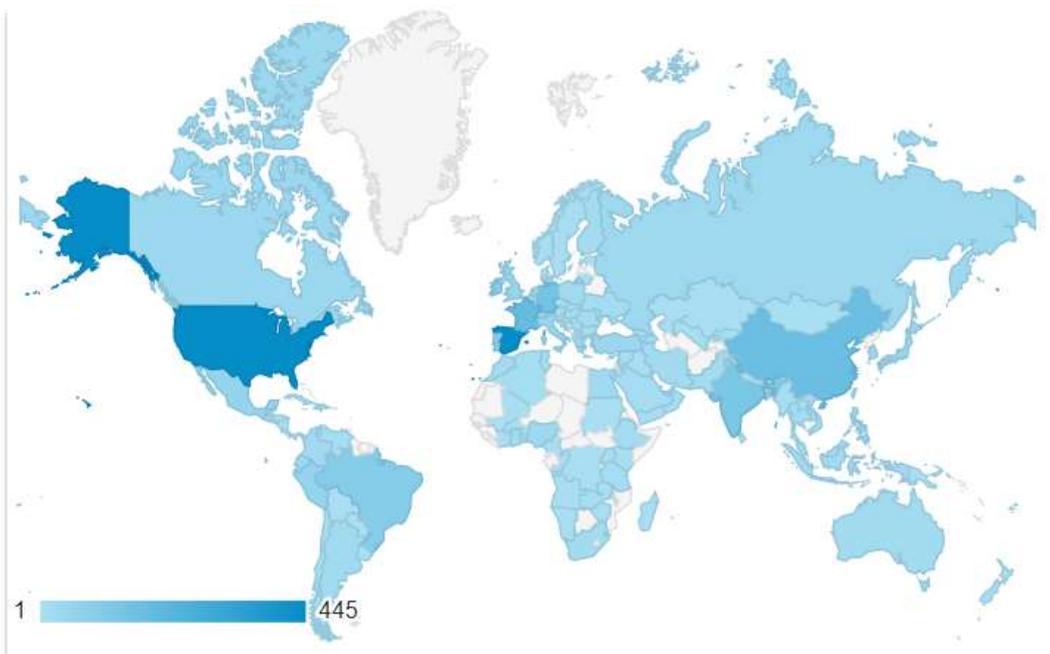

Image nº 1 Country of origin of dissemination actions viewers

The following table shows all the dissemination Key performance indicators (KPIs):

KPI	DoW	Achieved	Description KPI
Project Website (hits per month)	2.000	14.810	Cumulative amount Since March 2020
Website pages created		17	Subpages
Web users	400	3.238	Single users accessing opengame-project.eu
Internal webs created		5	Project page at institutions' domains
Events participated	2	36	Events participated (see annex 3)
Events (total attendees)	250	8.294	Events audience (when data is available)
Multiplier events	6	6	Nº of events
Multiplier events (attendees)	150	185	All attendees
Projects promoted		2	Projects promoted by the consortium
Academic dissemination (articles)	2	2	Submitted to Journals; review in progress
Academic dissemination (Posts)	15	42	Posts published in websites and other channels (see annex 3)
Social media channels	1	3	Facebook, LinkedIn, Twitter
Social media items created		84	Items created and published on Twitter, Facebook & LinkedIn (see annex 3)
Social media views		95.011	Pages viewed
Social media average		1.131	Average views by item (i.e. Twit)
Social media interactions		2.679	Interactions and reactions by viewers (retweets, videos download, messages)
Videos created and available		12	YouTube channels tutorials and events recordings
Videos views		457	Number of Viewers (up to 30/9/2021)
Internal mailing		1	Unir internal dissemination action
Internal mailing (reached)		2.500	UNIR faculty communication with project outputs
Press Release	1	1	Press release done by UNIR (07/09/2021)
Media outlets publishing press release		9	Number of media which was published the release
Average Audience press release		38.023.725	Provided by each media outlet. Not taken into account in the overall figures.
Project (total dissemination actions)		**197**	Web+events+social media+mailing
Dissemination actions (people reached)	6.000	**121.072**	Web+events+social media+mailing (without press release)
Countries reached		**134**	Through website, participants in events, social media users…

Adoption of Outputs by Stakeholders

As commented in the project proposal, we cannot measure stakeholder-adoption in a meaningful way during the lifetime of the project, since (a) adoption is only at early-stage by the end of the funding period, and (b) surveying adoption would require a very significant number of resources, which are better spent promoting adoption, as reflected in the previous table.

A great effort has been made in the participation of all partners in 33 events, some of them very relevant as they are the main forums of knowledge on Open Education at European and International level, as OE Global, the Open Education forum organised by EDEN network, reaching in this sense more than **7.000 teachers** all over the world-.

Other events were addressed to promote the OpenGame outputs to other educative sectors. The participation in the programme *La Rioja Games* has allowed the consortium to disseminate the project results to K-12 teachers in this region.

Concrete usage-levels of our outputs

Several indicators measure the concrete usage of the project outputs during the life of the project. However, the dissemination actions have yet to bear fruit. That's why a better measurement of the project usage level should be done in the mid/long term after all the sustainability measure have been put into practice.

However, several promising results have been obtained so far:

| Project direct Participants	I. Output	Achieved
Access to Game	IO3	1.349
Game Piloting	IO3	205
Downloading project outputs	IO1; IO2; IO5	1.381
Multiplier events	ALL	185
		3.120

Almost **1.400 people** have downloaded the IO1, Handbook of Successful Open Teaching practices, IO2 Course Content (in all the languages) and IO5 Transferability Toolkit. Meanwhile, another **139 people** have accessed the game, added to those 205 people who played it during the Game piloting period. This has assured an effect of the project results in their daily developments at the class.

PROJECT IMPACT AT A GLANCE

OPENGAME IMPACT ADRESSEES	IMPACTS / OUTCOMES	INDICATORS (Description)	Indicator obtained	Short term	Medium term	Long term
PROJECT PARTICIPANTS	Improved knowledge of Open Education	Number of participants in all the actions	3.120	x	x	x
	Increase awareness of HE educators towards adopting OEP					
	Application of open approach (in terms of learning design, content, pedagogies, and assessment) in their daily teaching.	Number of IOs downloaded	1.381	x	x	
		Number of Multiplier events	6		x	x
PARTNER INSTITUTIONS	Improved awareness of Open Education on Institutions; Introduction of OE policies/measures	Number of teachers piloting the project	205	x	x	
	Improved awareness of Open Education on administrative managing staff	Internal websites creation	5	x		
	Further engaging in OE initiatives	Number of new initiatives promoting on Open Education	2		x	x
OTHER EDUCATIONAL INSTITUTIONS	Uptake of Open Education practices among educators in Higher Education.	Number of professors participating in the online game from HE Institutions	205	x		
	Increase awareness of HE educators towards adopting OEP	Feedback by pilot learners	145			
	Increase of normalization of best practices amongst professors, lecturers, and tutors, so that educational resources are integrated in the classroom	Number of best practices identified	24	x	x	x
	Improved awareness of Open Education on other HE institutions	Total dissemination actions	197	x	x	
		Dissemination actions (people reached)	121.072		x	x
	Uptake of Open Education practices among educators in other educative sectors	Events participated (ME+Others)	42			x
		Attendees receiving information at events	8.294			x
OPEN EDUCATION COMMUNITIES	Increased knowledge of Open Educational practices & resources	Events participated (ME+Others)	42	x	x	
	Increased knowledge of "peers" overseas					
	Improvement of the cohesion and international links of the communities					
OVERALL SOCIETY	Improved awareness of Open Education on society	Total dissemination actions	197			x
		Number of peopled reached	121.072			x
		Press release potential audience	38.023.725			x
	Improved knowledge of Open Education on Society	Number of IOs downloaded	1.381			x

IV. ANNEXES

ANNEX 1: DISSEMINATION PLAN
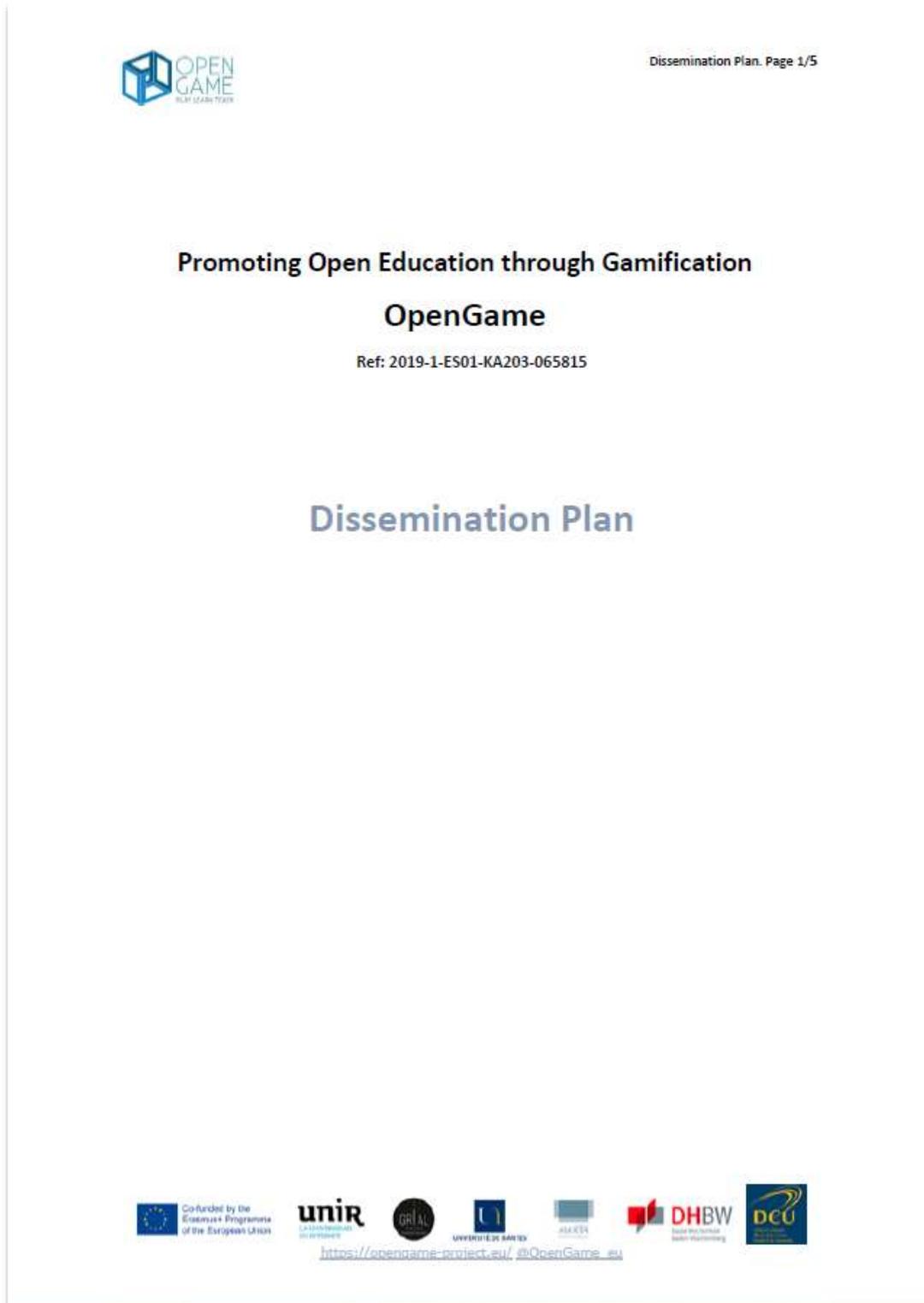
Promoting Open Education through Gamification

OpenGame

Ref: 2019-1-ES01-KA203-065815

Dissemination Plan

https://opengame-project.eu/ @OpenGame_eu

1. INTRODUCTION

Dissemination Plan drafted to disseminate the main results of the OpenGame Project, "**Promoting Open Education through Gamification**", with grant number 2019-1-ES01-KA203-065815.

This an initial dissemination plan which will evolve as the weeks go by and as the work described in each Intellectual output is carried out.

2. PRODUCTS

The consortium will create different products in the frame of the project. Some of them are defined as intellectual Outputs, which are the main results of the project. However there are other project results that could be interesting to be disseminated.

Handbook of Successful Open Practices

A competences framework containing the knowledge, skills and attitudes that a European university professor should have to work with Open Educational Practices.

24 outstanding and individual Open Educational Practices, identified, researched, pair reviewed and explained by projects partners.

An overall document collecting and introducing successful open teaching practices on topics as OER, open textbooks, open design, open badges.

Course Content

The design, curriculum and content (OER) of an open gamified and situated course on Open Educational Practices (a transversal module for educators of any discipline, corresponding to 30h of work).

Course content translation to other 4 additional languages.

Online learning game

https://opengame-project.eu/ @OpenGame_eu

An interactive online learning game, available both for desktop and mobile devices, aimed to train university teachers through a selection of open tools and approaches.

An open accreditation scheme that will make sure that all teachers participating in the course are properly rewarded, through Open Badges and - when possible - through official accreditation (ECTS).

Transferability toolkit

A transferability toolkit aimed at promoting the use and implementation of the online game in other universities in the five project countries (ES, FR, DE, PT, IE) as well as transversally in Europe.

To enhance the communication impact the products, they should be promoted individually, IO by IO, and as a whole.

The promotion of every IO depends of the delivery date, while the dissemination of the project can start since the very beginning.

3. OBJECTIVES & TARGET GROUPS

The objectives of this dissemination plan are:

- Objective 1: To mainstream OpenGame project intellectual outputs.
- Objective 2: To reach the targeted groups of stakeholders, raising their awareness on Open Education
- Objective 3: To fulfil project commitment with dissemination and widespread communication of results, as described in the DoA.

The target groups of the Intellectual outputs dissemination are:

- Higher Education Teachers, Students, Staff and Decision-Makers
- Other Education communities and stakeholders (Schools, VET, Adults)
- Erasmus+ National Authorities, and European Union Institutions.
- Open Education non academic stakeholders (civil society, NGO,...)

CHANNELS & TOOLS

The selected channels to disseminate the first Open game project outputs are:

- OpenGame project website: www.opengame-project.eu
- Partners web sites: such as http://research.unir.net/
- OpenGame Project twitter account: i.e. https://twitter.com/OpenGame_eu
- Partners twitter accounts: such as https://twitter.com/UNIRiTED
- Erasmus+ Project Results Platform: https://ec.europa.eu/programmes/erasmus-plus/projects_en

The tools to communicate are:

- News item: Press release. It will be drawn up by Project coordinator, and distributed among partners for internal and external distribution.
- Blog posts: to be uploaded to the OpenGame Project website.
- Tweets: Created to enhance both the news releases and the blog posts, boosting their dissemination.

4. PROPOSAL OF SPECIFIC COMMUNICATION ACTIONS & SCHEDULE

To disseminate the IO1 products, the following actions will be carried out:

Action	Description	Schedule	Responsible	Channel
Press releases	Describing the project, objectives, and the IOs obtained results. Partners, Spanish National Authority and Erasmus+ programme must be mentioned.	From Week 1 (1/10/2020)	UNIR All partners	Communication departments Institutional websites Project website Twitter
Blog Posts	Describing the IOs contents components, authors…etc	From Week 1, Monthly	USAL All partners	Project website Twitter
Scientific articles	Describing main scientific findings, addressed to faculty	End of year 1 & Year 2	UNIR All partners	Specific journals
Tweets	Linking to every result and intellectual output. Also with events, multiplier events and any other topic related to open education	Fortnightly (from week 2)	UNIR All partners	Twitter
Upload	Upload Output to E+PRP, describing contents, authors and expected impact.	Delivery date	UNIR	E+PRP

5. DISSEMINATION OUTPUTS. IMPACT INDICATORS

The expected communication outputs will be:

- 1 press release
- 24 posts
- 50 tweets

These actions might cause an impact in:

- 1.000 post and news readers
- 20.000 twitter impressions & 500 engagements

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https://opengame-project.eu/ @OpenGame_eu

Co-funded by the Erasmus+ Programme of the European Union   unir LA UNIVERSIDAD EN INTERNET   GRIAL   UNIVERSITÉ DE NANTES   AMKTA   DHBW   DCU

ANNEX 2: CORPORATE IMAGE

Promoting Open Education through Gamification

OpenGame

Ref: 2019-1-ES01-KA203-065815

Dx.y

NAME OF THE DELIVERABLE

EXECUTIVE SUMMARY

The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts.

The Deliverable is divided into two main sections:

- Section 1: The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts.
- Section 2: The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts.

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1. INTRODUCTION

1.1. OVERVIEW AND PURPOSE

OpenGame's main objective is to The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts.

It will deliver three key outputs:

- An on-line catalogue of good practices for the digital inclusion of vulnerable groups;
- An on-line tool that will enable users of the catalogue to visualise the information in the good practice cases in ways that meet their needs;
- An online 'Knowledge Community' that enables people interested in digital inclusion to exchange their practice and experience.

As a previous and certainly needed phase in the achievement of the mentioned outputs, OpenGame project consortium has carried out a user's needs analysis.

This analysis is based on 16 semi-structured interviews to experts combined with the review of literature in the field of digital inclusion.

The interviews were conducted with a representative group of stakeholders, namely policy makers, academics, and researchers, providers of support and services to disadvantaged and vulnerable people.

2. USER NEEDS' ANALYSIS REPORT

2.1. EXISTENT AND USED RESOURCES IN THE DIGITAL INCLUSION FIELD

The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts The Deliverable is divided into two main parts.

ANNEX 2: PEER REVIEW FORM

PEER-REVIEWERS ARE REQUESTED TO FILL IN THIS TABLE FOR EACH DELIVERABLE

Instructions: Peer Reviewers will describe the positive and to-improve aspects in the deliverable, and will provide recommendations, accordingly. Please, be constructive

Deliverable ID and Name of the deliverable

Date of review: Month, Year

Things to improve (-)		Mark ✔ those to introduce	Positive comments (+)
Reviewer's name and institution e.g.	e.g. Simplify as much as possible structure and tale of contents of the deliverable and intro of executive summary	✓	e.g. The deliverable already contains all the necessary info necessary to elaborate the final report

Explain the changes that you will introduce based on previous comments:

Once the peer review is over you will send research.opi@unir.net this document filled attached to the deliverable with the subject: "[OpenGame] DX.Y review"

ANNEX 3: DISSEMINATION LOG

Publication	URL	Date	Results
GRIAL website	https://grial.usal.es/opengame	1/10/2019	
Post in www.univ-nantes.fr	https://www.univ-nantes.fr/projet-formation-erasmus-/	1/10/2019	
Tweet in @UNIRResearch	https://bit.ly/38hZANH	22/10/2019	5644 impressions 110 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1186662254818803715?s=20	22/10/2019	1887 impressions 60 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1186577282061742080?s=20	22/10/2019	1647 impressions 63 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1186557764681846785?s=20	22/10/2019	2338 impressions 53 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1186943624392642561?s=20	22/10/2019	840 impressions 32 reactions
Post in www.twitter.com	https://twitter.com/BastienMasse1/status/1225093627455705088	5/2/2020	
Tweet in @glynnmark	https://twitter.com/glynnmark/status/1230812638810079232	21/02/2020	891 impressions, 25 reactions
Post in www.opengame-project.eu	https://bit.ly/3ciDoEt	24/2/2020	
Tweet in @drjamesbrutnon	https://twitter.com/DrJamesBrunton/status/1242391748061650944	24/3/2020	1345 impressings, 43 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1242397169069502464?s=20	24/3/2020	277 impressions 12 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1242394352502149120?s=20	24/3/2020	1051 impressions 34 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1242502750606426119	24/3/2020	2325 impressions, 53 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/lets-go-open/	24/3/2020	
Tweet in @drjamesbrutnon	https://twitter.com/DrJamesBrunton/status/1242749684118142981	25/3/2020	990 impressings, 27 reactions
Tweet in @aliciagh_	https://twitter.com/aliciagh_/status/1242895792257609728?s=20	25/3/2020	1016 impressions, 59 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1242749738895753216?s=20	25/3/2020	245 impressions 17 reactions
Post in www.chaireunescorel.fr	https://chaireunescorel.ls2n.fr/2020/03/25/opengame-nouveau-site/	25/3/2020	43 impressions
Post in www.opengame-project.eu	https://opengame-project.eu/what-competences-should-open-educators-have/	30/3/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1250074431138992129	14/4/2020	3026 impressions, 47 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1255790151520915456?s=20	30/4/2020	1096 impressions 39 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1255759343187787778	30/4/2020	346 impressions, 8 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1258732383995596806	8/5/2020	205 impressions, 11 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1261314163852431361	15/5/2020	787 impressions, 15 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/the-eu-project-opengame-presented-in-nantes-during-the-pedagogical-initiatives-wee/	25/5/2020	
Post in www.cdp.univ-nantes.fr	https://cdp.univ-nantes.fr/partager-des-initiatives/partager-des-initiatives--2182123.kjsp?RH=PRES	1/6/2020	
Post in www.cdp.univ-nantes.fr	https://cdp.univ-nantes.fr/developpement-pedagogique/opengame-2652698.kjsp	1/6/2020	
Post in www.opengame-project.eu	https://opengame-project.eu/open-education-global-conference-2020/	7/6/2020	

Publication	URL	Date	Results
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1270365581800288257	9/6/2020	472 impressions, 5 reactions
Tweet in @BastienMasse	https://twitter.com/BastienMasse1/status/1271391295207100418	12/6/2020	
Tweet in @frangp	https://twitter.com/frangp/status/1277926415032356869	30/06/2020	252 impressions, 13 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1281550684295507969	10/7/2020	2087 impressions, 33 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1281516335621640192?s=20	10/7/2020	963 impressions 36 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/the-opengame-project-inspires-students-to-create-oer-games/	10/7/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1283045620157120512	14/7/2020	2677 impressions, 93 reactions
Tweet in @frangp	https://twitter.com/frangp/status/1285169094501818368?s=20	20/7/2020	61 impressions 3 reactions
Post in Facebook page of GRIAL	https://www.facebook.com/watch/?v=324958748674487	25/7/2020	
Tweet in @grial_usal	https://twitter.com/grial_usal/status/1287069419227820032?s=20	25/7/2020	96 impressions 11 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1287764995598626821	27/7/2020	592 impressions, 22 reactions
Tweet in @UNIRResearch	https://twitter.com/UNIRResearch/status/1287774936132718594	27/7/2020	1118 impressions, 20 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1288126313161605131	28/7/2020	1337 impressions, 47 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/using-open-textbooks-how-easy-is-that/	28/7/2020	
Post in www.univ-nantes.fr	https://www.univ-nantes.fr/projet-formation-erasmus-/partenariat-strategique-opengame-2596977.kjsp?RH=PRES	1/8/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1290561513657376768	4/8/2020	812 impressions, 26 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/online-course-on-open-education-copyright-and-open-licensing/	4/8/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1292841148357251074	10/8/2020	1348 impressions, 31 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/can-moocs-be-used-in-classroom-based-teaching/	10/8/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1295322390579351552	17/8/2020	283 impressions, 10 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1292841148357251074	21/8/2020	1446 impressions, 41 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/have-you-ever-heard-of-open-flipped-classroom-teaching/	21/8/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1300431268413308933	31/8/2020	432 impressions, 18 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/enhance-your-teaching-by-using-open-slides-playlist/	31/8/2020	
Post in www.cdp.univ-nantes.fr	https://cdp.univ-nantes.fr/jeu-serieux-ressources-educatives-libres-c-est-parti--2709028.kjsp?RH=CDP_ACC	1/9/2020	
Post in www.fondation.univ-nantes.fr	https://fondation.univ-nantes.fr/la-revue-d-activite-2019-de-la-fondation-est-en-ligne--2664828.kjsp?RH=1378726110689	1/9/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1305779225413193728	15/9/2020	1167 impressions, 24 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/teaching-foreign-languages-through-the-use-of-oer/	15/9/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1310597775403487232	28/9/2020	616 impressions, 20 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/transform-your-course-into-a-mooc-impossible-mission/	28/9/2020	
Tweet in @frangp	https://twitter.com/frangp/status/13188819571456661441	21/10/2020	932 impressions, 21 reactions

Publication	URL	Date	Results
Tweet in @frangp	https://twitter.com/frangp/status/1318876670867263488	21/10/2020	1207 impressions, 52 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/opengame-keynote-presented-at-teem-2020/	22/10/2020	
Post in www.opengame-project.eu	https://opengame-project.eu/new-report-open-education-as-a-game-changer-stories-from-the-pandemic/	2/11/2020	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1329453749002186757	19/11/2020	686 impressions, 6 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1329462021646135302	19/11/2020	217 impressions, 1 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/ever-heard-of-open-textbooks/	19/11/2020	677 impressions, 7 reactions
Press release	https://elpais.com/sociedad/futuros-educacion/2020-11-27/como-la-universidad-en-linea-potencia-la-colaboracion-internacional.html	28/11/2020	
Post in www.opengame-project.eu	https://opengame-project.eu/mapping-open-collections-for-higher-education/	2/12/2020	
Tweet in @drjamesbrutnon	https://twitter.com/DrJamesBrunton/status/1363814326214283264	22/2/2021	284 impressions, 16 reactions
Tweet in @chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1367832264902647810?s=20	5/3/2021	301 impressions, 6 reactions
Post in www.chaireunescorel.fr	https://chaireunescorel.ls2n.fr/2021/03/06/devenez-un-des-premiers-joueurs-dopengame/	6/3/2021	350 impressions
Tweet in @drjamesbrunton	https://twitter.com/DrJamesBrunton/status/1433789637521297410	09/03/2021	889 impressions, 64 reactions
Tweet in @chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1371446464845656065?s=20	15/3/2021	2426 impressions, 53 reactions
Tweet in @glynnmark	https://twitter.com/glynnmark/status/1375030016937955329	25/03/2021	896 impressions, 29 reactions
Blog post in DCU	https://nidl.blog/2021/03/29/exciting-next-phase-of-the-open-game-project/	29/03/2021	52 views
Tweet in @NDIL_DCU	https://twitter.com/NIDL_DCU/status/1376420209909620738	29/03/2021	2386 impressions, 37 reactions
Tweet in @Unirited	https://twitter.com/UNIRiTED/status/1379366016002752513	6/4/2021	997 impressions, 16 reactions
Post in https://knowledgesociety.usal.es/	https://knowledgesociety.usal.es/news/curso-piloto-opengame-promoting-open-education-through-gamification	8/4/2021	
Post in www.opengame-project.eu	opengame-project.eu/oerxdomains-conference/	26/4/2021	
Post in www.opengame-project.eu	https://opengame-project.eu/2020-open-education-conference-recordings/	26/4/2021	
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1396873409343148037	24/5/2021	2555 impressions, 49 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1396867096785702919	24/5/2021	438 impressions, 13 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/the-opengame-handbook-of-open-teaching-practices-translated-into-spanish/	24/5/2021	
Post in www.opengame-project.eu	https://opengame-project.eu/open-education-conference-2021-call-for-proposals/	25/5/2021	
Post in 'The Third Space'	https://thethirdspace.home.blog/2021/05/31/encouraging-engagement-with-open-education-through-gamification-the-opengame-project/	31/05/2021	10 views
Post in www.opengame-project.eu	https://opengame-project.eu/seminario-la-educacion-abierta-a-traves-de-la-gamificacion/	14/6/2021	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1405099056586756097	16/6/2021	2004 impressions, 26 reactions
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1405108704412848128	16/6/2021	289 impressions, 3 reactions
Tweet in @UNIRuniversidad	https://twitter.com/UNIRuniversidad/status/1405509549373673474	17/6/2021	1187 impressions, 16 reactions
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1405811203306295297	18/6/2021	2151 impressions, 247 reactions

Publication	URL	Date	Results
Tweet in @UNIRuniversidad	https://twitter.com/UNIRuniversidad/status/1406661906367143937	20/6/2021	1181 impressions, 6 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1407631507712270338	23/6/2021	1785 impressions, 38 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/1555-2/	23/6/2021	
Post in www.opengame-project.eu	https://opengame-project.eu/presentacion-del-juego-sobre-educacion-abierta/	30/6/2021	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1410576463577899012	1/7/2021	1338 impressions, 34 reactions
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1410565054316138497	1/7/2021	2153 impressions, 19 reactions
Tweet in @chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1410886316766679042?s=20	2/7/2021	753 impressions, 24 reactions
Post in www.cdp.univ-nantes.fr	https://cdp.univ-nantes.fr/accueil/jouez-pour-vous-familiariser-avec-les-rel	6/7/2021	
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1413164703380131843	08/07/2021	541 impressions, 14 reactions
Tweet in @drjamesbrunton	https://twitter.com/DrJamesBrunton/status/1435226048388603913	09/07/2021	180 impressions, 12 reactions
Tweet in @drjamesbrunton	https://twitter.com/DrJamesBrunton/status/1415581450141851652	15/07/2021	2515 impressions, 63 reactions
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1417439321754378241	20/7/2021	424 impressions, 16 reactions
Post in www.chaireunescorel.fr	https://chaireunescorel.ls2n.fr/2021/07/26/entretien-avec-melanie-pauly-harquevaux/	26/7/2021	98 impressions
Tweet in @chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1420639878728101891?s=20	26/7/2021	1629 impressions, 45 reactions
Tweet in @NDIL_DCU	https://twitter.com/NIDL_DCU/status/1435558354802278401	09/08/2021	403 impressions, 13 reactions
Blog post in DCU	https://nidl.blog/2021/09/08/invitation-to-opengame-online-event-for-ireland/	10/08/2021	38 views
Press release	https://www.unir.net/actualidad/investigacion/los-profesores-aprenden-jugando-a-usar-recursos-educativos-abiertos-con-un-programa-gratuito-de-unir/?utm_source=facebook&utm_medium=post&utm_campaign=rrss_fb_org	7/9/2021	
Press release (National press)	https://www.europapress.es/eseuropa/noticia-unir-ofrece-profesores-programa-gratuito-gamificado-aprendan-usar-recursos-educativos-abiertos-20210907140534.html	7/9/2021	
Press release (Regional press)	https://nuevecuatrouno.com/2021/09/07/unir-gamificacion-formacion-profesores-opengame/	7/9/2021	
Press release (Regional press)	https://www.larioja.com/sociedad/educacion/unir-ofrece-profesores-20210907144830-nt.html	7/9/2021	
Press release (National press)	https://www.20minutos.es/noticia/4812962/0/unir-ofrece-a-los-profesores-un-programa-gratuito-y-gamificado-para-que-aprendan-a-usar-recursos-educativos-abiertos/	7/9/2021	
Tweet in @Uniruniversidad	https://twitter.com/UNIRuniversidad/status/1435260328883937281	7/9/2021	781 impressions, 27 reactions
Press release (Regional press)	https://www.eldiadelarioja.es/Noticia/Z7BFC23D2-00F8-1EC5-BDAA704F3B25F2E0/202109/UNIR-impulsa-los-recursos-educativos-de-licencia-abierta	7/9/2021	
Press release (Regional press)	https://rioja2.com/n-155917-2-unir-impulsa-el-programa-opengame-para-fomentar-los-recursos-educativos-abiertos#comentarios	7/9/2021	
Press release (National press)	http://www.gentedigital.es/logrono/noticia/3211214/unir-ofrece-a-los-profesores-un-programa-gratuito-y-gamificado-para-que-aprendan-a-usar-recursos-educativos-abiertos/	7/9/2021	
Press release (National press)	https://www.eleconomista.es/ecoaula/noticias/11381906/09/21/UNIR-ofrece-a-los-profesores-un-programa-gratuito-y-gamificado-para-que-aprendan-a-usar-recursos-educativos-abiertos.html	7/9/2021	
Post in Facebook	https://www.facebook.com/UNIRuniversidad/posts/10160270189479009	8/9/2021	3482 impressions, 25 reactions
Post in Linkedin	https://www.linkedin.com/feed/update/urn:li:activity:6840984668540551168	8/9/2021	2618 impressions, 32 reactions

Publication	URL	Date	Results
Tweet in @chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1435863204337487879?s=20	9/9/2021	2055 impressions, 70 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/learn-how-to-access-the-opengame-experience/	9/9/2021	
Post in www.chaireunescorel.fr	https://chaireunescorel.ls2n.fr/2021/09/10/opengame-decouvrez-le-serious-game-pour-se-former-a-leducation-ouverte-le-23-septembre-prochain/	10/9/2021	173 impressions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1436278221855760384	10/9/2021	1085 impressions, 48 reactions
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1436285488466382858	10/9/2021	238 impressions, 12 reactions
Tweet in @NDIL_DCU	https://twitter.com/NIDL_DCU/status/1437333346275807239	13/09/2021	901 impressions, 91 engagments
Tweet in @Chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1437709783767863297?s=20	14/9/2021	2787 impressions, 54 reactions
Direct mailing: "Espacio academico"	https://view.genial.ly/6142f51b033b090dd42fb68a/guide-catch-the-open.	16/9/2021	2500 teachers
Tweet in @UNIRuniversidad	https://twitter.com/UNIRuniversidad/status/1440020488831574025	20/9/2021	637 impressions, 12 reactions
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1440274266348343304	21/9/2021	170 impressions, 4 reactions
Tweet in @Chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1440316270797156353?s=20	21/9/2021	268 impressions, 6 reactions
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1440687598356164633	22/9/2021	124 impressions, 15 reactions
Tweet in @Chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1440992465201283075?s=20	23/9/2021	443 impressions, 7 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/opengame-project-final-event/	27/09/2021	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1442437184766857216	27/09/2021	239 impressions, 16 reactions
Post in www.univ-nantes.fr	https://unnews.univ-nantes.fr/open-game-un-jeu-serieux-pour-former-a-leducation-ouverte	27/9/2021	
Post in www.univ-nantes.fr	https://www.univ-nantes.fr/decouvrir-luniversite/vision-strategie-et-grands-projets/louverture-de-la-connaissance-au-plus-grand-nombre-la-demarche-open-de-luniversite-de-nantes	27/9/2021	
Post in www.chaireunescorel.fr	https://chaireunescorel.ls2n.fr/2021/09/28/le-projet-opengame-a-salamanque/	28/9/2021	16 impressions
Tweet in @chaire_RELIA	https://twitter.com/Chaire_RELIA/status/1443153871455629313?s=20	29/9/2021	34 impressions, 1 reaction
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1442433916124729345	29/09/2021	1100 impressions, 33 reactions
Tweet in @Unirresearch	https://twitter.com/UNIRResearch/status/1443509655028867076	30/09/2021	255 impressions, 24 reactions
Tweet in @Unirited	https://twitter.com/UNIRiTED/status/1443890230453538820	1/10/2021	1079 impressions, 35 reactions
Tweet in @drjamesbrunton	https://twitter.com/DrJamesBrunton/status/1436276157931003906	09/10/2021	818 impressions, 41 reactions
Post in www.opengame-project.eu	https://opengame-project.eu/the-opengame-transferability-toolkit/	25/10/2021	
Tweet in @opengame_eu	https://twitter.com/OpenGame_eu/status/1452654164614402058	25/10/2021	1435 impressions, 26 reactions

Title of Event	Date	Place	Partner	Participants
Project Presentation at the ASEF ClassNet conference. Tokio	26/11/2019	Tokio	UNAN	100
Sesión Máster TIC en Educación at Nebrija University	14/1/2020	Online	USAL	100
Presentation of the project in the frame of the "EDEN Open Education Week"	2/3/2020	Online	UNIR	46
Brief description of the project given in an online webinar/panel discussion on Open Textbooks (Unboxing the Textbook for an Open World) during "EDEN Open Education Week"	5/3/2020	Online	DCU	35
Virtualisation of face-to-face universities	7/5/2020	Online	UNIR	1745
PhD programme: Computer Science	25/5/2020	Online	UNIR	10
OpenClass: profesiones STEAM. Transformando los modelos de aprendizaje en las escuelas	3/6/2020	Online	UNIR	32
Presentation of the project in an online event organized by Universidad Católica de Santa María (Arequipa, Perú). Conversataorio sobre I+D+i de TIC en Educación	30/6/2020	Online	USAL	
Integración de recursos educativos abiertos. BID	2/7/2020	Online	UNIR	540
Details of the project were discussed during a guest webinar given by Dr James Brunton (Online Learning Design Process) given to Amity University Online	15/7/2020	Online	DCU	40
Virtualisation of face-to-face universities	30/7/2020	Online	UNIR	1310
Virtualisation of face-to-face universities	22/9/2020	Online	UNIR	1572
Details of the project were discussed by Dr James Brunton during workshops delivered to Israeli HEI leaders and teachers during an online TAM event	24/9/2020	Online	DCU	
Universidad Nacional de Colombia: Taller de Sensibilización y Prospectiva de Transformación Digital	29/9/2020	Online	UNIR	602
Visiting Professorship in Global Learning. Seminar series: Use of Learning Analytics to support online settings (for teachers, learners and academic managers)	12/10/2020	Online	UNIR	64
Session inside Master in ICT in Education at Nebrija University	19/10/2020	Online	USAL	53
TEEM20 conference. Keynote	21/10/2020	Online	UNIR	320
TEEM Conference 2020	21/10/2020	Online	USAL	100
EDEN Conference 2020	22/10/2020	Online	UNIR, UAB, DHBW	600
Session inside Master in ICT in Education at Nebrija University	22/10/2020	Online	USAL	56
Session inside Master in ICT in Education at University of Salamanca	26/10/2020	Online	USAL	25
PhD programme: Computer Science	22/12/2020	Online	UNIR	5
Details of the project were discussed by Dr James Brunton during a workshop, 'Go open! An introduction to open educational practices (OEPs)' given to staff at MSU-IIT in the Philippines	10/1/2021	Online	DCU	48
OEG Francophone : " Les RELs au temps de l'IA : qu'est ce qui change ? " / OERs in the age of AI: what's changing? "	25/2/2021	Online	UNAN	73
"Forum des initiatives pédagogiques" / educational initiatives forum	9/3/2021	Online	UNAN	
Details of the project were discussed (by Dr James Brunton) during an event, Using OER and OEP for Teaching and Learning, organised by the (Irish) National Forum for the Enhancement of Teaching and Learning in Higher Education	26/3/2021	Online	DCU	100
La Rioja Game: Gamification	22/4/2021	Online	UNIR	50
Details of the project were discussed during the Go Open! project event (by Dr James Brunton)	29/4/2021	Online	DCU	60
Details of the project were discussed by Dr James Brunton during a workshop, 'The power of open: What can open educational practices do for us?' given to staff at MSU-IIT in the Philippines	10/6/2021	Online	DCU	47
Details of the project were discussed (by Dr James Brunton) during a conference presentation, Where information comes from: The impact of an open pedagogy assignment on psychology students perception of knowledge production, organised by the Division of Academics, Researchers, and Teachers in Psychology, which is part of the British Psychological Society	24/6/2021	Online	DCU	20
ComPra EVENT: C1 Workshop "Developing Learning and e-Training Methodologies"	30/6/2021	Cádiz, Spain	USAL	20
HE Virtualisation Course: OpenGame special session (UNIR)	8/7/2021	Online	UNIR	39
Keynote speech, North-West University of South Africa	21/7/20221	Online	UNIR	100
Invited Lecture in the National Chair for the Digital Transformation, National Univ. Colombia	15/9/2021	Online	UNIR	234
Tables rondes Salamanque : OpenGame	30/9/2021	Online	USAL / UNAN	148
				8.294

ANNEX 4: PRESS RELEASE REPORT