



PYTHAGORAS Multiplier event

18th – 20th of July 2024

Lucian Blaga University of Sibiu, Romania

This report aims to present the findings and analyze the level of satisfaction expressed by the participants which attended one of the project's Multiplier events organized by the Lucian Blaga University of Sibiu between the 18th and 20th of July 2024, in the Senate Hall, Faculty of Medicine, Str. Lucian Blaga, no. 2A, Sibiu, Romania. Photos from the event were documented on the project's website.

This event was designed as an international event, for teaching staff and students from Romanian universities and abroad, with the online participation of teachers from the project's partners - Universidad de La Laguna, Spain and Aalborg Universitet, Denmark.

The goal of this event was to present the project and its deliverables to other specialists and end users from the higher education field.

The **schedule of the event** was the following:

Thursday, July 18, 2024

10:00 – 10:30 Welcome and program presentation

10:30 – 12:30 Israel Garcia, Rodrigo Trujillo and Diana Sosa, Mini PBL, Universidad de La Laguna, Spain

12:30 - 13:00 Coffee break

13:00 - 14:00 Discussions

14:00 - 15:00 Lunch

15:00 – 17:00 Florin Sofonea, Presentation of the Pythagoras project main ideas and outputs, Lucian Blaga University of Sibiu, Romania

19:30 – 22:00 Welcome Cocktail

Friday, July 19, 2024

10:00-12:00 Georgios Triantafylidis, Gamification in university math, Aalborg Universitet, Denmark



















12:00 - 12:30 Coffee break

12:30 – 14:30 Nicolae Constantinescu, Augusta Raţiu, Florin Sofonea, Oana Țicleanu, Pythagoras - an improvement way for knowledge transfer, Lucian Blaga University of Sibiu, Romania

14:30 - 15:30 Lunch

15:30 - 16:30 Discussions

19:30 - 22:00 Official Dinner

Saturday, July 20, 2024

9:30 – 13:30 Cultural program - excursion

14:00 - Lunch

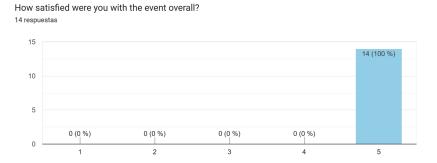
The satisfaction survey was conducted at the end of the summer to evaluate its effectiveness and gather valuable feedback for future improvement. **The event was attended by 32 people** but just 14 have filled the <u>satisfaction survey</u>.

Methodology:

The survey applied to the event's participants used a 5 point scale for the general satisfaction and a 4-point scale, from 1 (very poor) to 4 (excellent) for aspects related to the event's content and organization.

Findings:

The survey results revealed an **overwhelmingly positive response from participants**. All the participants that responded rated the event with the highest grade, **indicating a high level of satisfaction** and a successful event that met or exceeded their expectations.















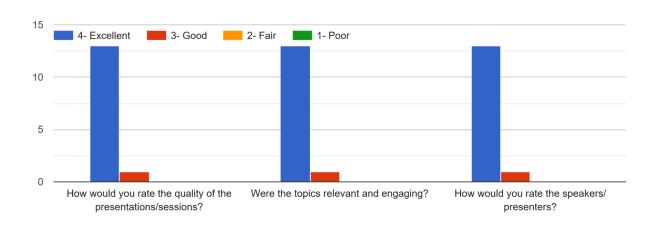






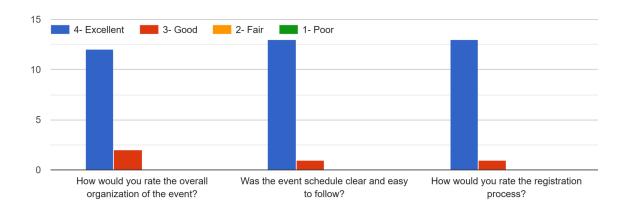
Across all the aspects, the event's content it was rated as excellent or good in terms of quality of the presentations, their relevance and engagement with the attendees and the speakers, with appreciation in the suggestion section like "The event was very well organized, so I don't have any suggestions for improvements.", "No suggestions. The events were well organized."

Event Content



The overall organization of the event was highly praised by all the attendees, being evaluated as excellent and good in terms of schedule and registration process.

Organization



Regarding the favorite part of the event the responses varied from elements related to networking and socializing ("Meeting professors from different countries", "The breaks where I had the opportunity to socialize with various people", "Contact with recognized researchers of different countries."), to specific



















lectures ("The presentation of Mr. Nicolae Constantinescu", "Pythagora's project presentations", "My favorite part of the event was the presentation on gamification. It was engaging, providing a perspective on how gamification can be effectively integrated in the teaching activities") and learning outcomes ("new ideas of academic knowledge transfer discussions", "The discussions generated after the presentations, which were interesting and created new project ideas", "It was so practical and very interesting for the development of this tool in the classes.")

Photos of the event





































