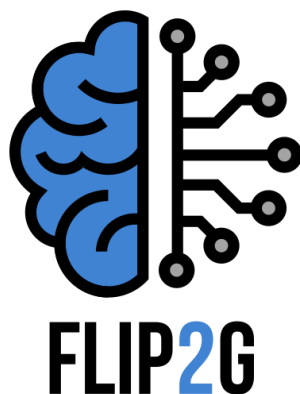




Deliverable 6.3

Final Dissemination Activities Report

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Editor(s):	Evangelia Triantafyllou (AAU), Muriel Algayres (AAU)
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Disclaimer

This project has been funded with support from the European Commission. This deliverable reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Deliverable factsheet

Project Number:	601190-EPP-1-2018-1-DK-EPPKA2-KA
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Project Title:	Enhancing education and training through data-driven adaptable games in flipped classrooms (FLIP2G)
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Contributor(s):	All partners
Reviewer(s):	Maria Zotou (UOM)
Approved by:	All Partners
Abstract:	This report will present all dissemination-relevant activities during the first half of the project. Furthermore, the report will fine-tune the project's dissemination plans for the upcoming period according also to new dissemination opportunities that have appear since the dissemination plan issue in M4.
Keyword List:	Dissemination, dissemination activities, dissemination events, paper dissemination

Consortium

	<i>Role</i>	<i>Name</i>	<i>Short Name</i>	<i>Country</i>
1.	Coordinator, PBL	Aalborg University	AAU	Denmark
2.	Games developer	Nurogames GmbH	Nurogames	Germany
3.	PBL, academic partner	University of Macedonia	UOM	Greece
4.	Data analytics	ARTIFICIAL INTELLIGENCE TECHNIQUES, SL	Artelnics	Spain
5.	Academic partner	Northumbria University	Northumbria	UK
6.	Flipped classrooms	EKPAIDEFTIRIA E. MANTOULIDI S.A.	Mantoulides	Greece
7.	Secondary education	Revheim skole, Stavanger Kommune	Revheim	Norway

Revision History

Version	Date	Revised by	Reason
v0.1	03/12/2021	AAU	First draft circulated

Statement of originality:

This deliverable contains original unpublished work except where clearly indicated otherwise. Acknowledgement of previously published material and of the work of others has been made through appropriate citation, quotation or both.

Disclaimer

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List of Abbreviations

The following table presents the acronyms used in the deliverable in alphabetical order.

<i>Abbreviation</i>	<i>Description</i>
DoW	Description of Work
FP	Framework Programme
IPR	Intelligence Property Rights
M	Month
PBL	Problem Based Learning
TEL	Technology-Enhanced Learning
WP	Work Package

Executive Summary

The FLIP2G project aims to establish a Knowledge Alliance between higher education institutions, schools and private companies that will boost skills development and introduce novel, data-driven approaches to education and training. The consolidation of all efforts will provide a transnational set of results, as follows:

- a new pedagogical method that combines PBL and flipped classroom with game-based learning (FLIP2G educational approach)
- a simulation-based serious game that supports PBL-enhanced flipped classroom processes, adaptive pathways and educational data recording
- learning designs for higher education, schools and business that support the Flip2G paradigm
- learning analytics features that produce informative insights on learning process.

The aim of WP6 is twofold. Firstly, to create awareness on the project and disseminate its progress and results to the appropriate stakeholders including policy makers, market players and researchers/academics from the targeted sectors. Secondly, to prepare the ground for the result's exploitation after the project end, i.e. open and free distribution of project results to the market including the ICT industry, the public sector and the academic community.

This report describes the dissemination activities carried out during the project, including information on, amongst others the websites developed, the social networks accounts established and how they have been used. The FLIP2G consortium has been successful according to the dissemination plan for all the planned activities, and disseminated the project results at international conferences and symposia, organized workshops and webinars, and reached out to both the Educational games and the LA community. FLIP2G managed to establish a presence at important social networks, and after a social networks strategy was designed and implemented, the project became more active in these media and reached a wider public. The consortium has been attending events as put forward in our dissemination plan in order to establish contacts with the target groups defined initially. Finally, the consortium focused on reaching relevant projects and consortia, in order to establish collaboration networks with our target groups that will continue existing after the end of the project.

1 Introduction

The aim of this section is to introduce the background of the work pursued within Task 6.3 “Dissemination activities report”. The scope and the objective that the current document has set out to achieve are presented in sub-section 1.1. The intended audience for this document is described in sub-section 1.2 while sub-section 1.3 outlines the structure of the rest of the document.

1.1 Scope

The present document is the Deliverable 6.3 “Final Dissemination activities report” (henceforth referred to as D6.3) of the FLIP2G project. The main objective of D6.3 is to present a final overview of all dissemination activities conducted during the whole project. Analytical information is provided regarding overall dissemination achievements, stakeholders reached and awareness created as well as each partner’s involvement and contribution to the dissemination. Furthermore, the report discusses a social networks dissemination strategy that the consortium undertook in order to reach a wider audience and improve dissemination through these media.

1.2 Audience

The intended audience for this document is the FLIP2G consortium, the European Commission, and the public interested in this project.

1.3 Structure

The structure of the document is as follows:

- Section 2 presents the evaluation of the dissemination of the first half of the project and the efforts that were engaged for improving dissemination in social networks media during the second half.
- Section 3 presents the dissemination activities, such as events, publications, posts on electronic media, which were carried out during the project. It also presents how the dissemination material was used during the project.
- Section 4 concludes the document by drawing a final evaluation of the dissemination strategy during this project.

2 Dissemination efforts evaluation for the first half of the project

2.1 First half accomplishments

At the start of the project, as no results were available, the communication strategy focused on raising project awareness among the stakeholders community. Then, as first project results became available, dissemination of project outputs started and will last until the end of the project period.

As part of the dissemination and exploitation strategy, the project consortium considered especially important to begin the information gathering process in the early stages of the project (from M1). This allowed time for actively engaging users and finding ways of generating a feeling of ownership amongst those people and groups to whom we wished to disseminate and make an impact. During the first half of the dissemination period, the consortium had already presented the project in 20 events (see **Error! Reference source not found.**), which demonstrates the consortium's serious intention to disseminate the project activities.

During the first half of the project, the consortium has also established its dissemination channels through a website, a Facebook page, and a Twitter account. Regarding the delivery of content on Vimeo, Slideshare etc., the consortium decided that this was not necessary, since we used the Twitter account for disseminating content. In the first half of the project, the consortium focused on producing results, so there was less focus on the visibility of the project in these channels. In the second half of the project, the consortium decided to put extra focus on increasing the visibility of the project on social networks. Therefore, the consortium's focus during the second half of the project was to:

- be more active on Facebook, Twitter and the webpage
- maintaining good relationships with the target groups

2.2 Increased effort on social networks in the second half

Initially, the project created accounts in Twitter and Facebook in order to disseminate the project results in social networks. Every post is broadcast simultaneously on Twitter and Facebook. Moreover, the following agreements were made within the consortium in order to increase the visibility of the project on these networks.

- All partners to support the creation of a social media content planner with a monthly rotation (see *infra*)
- All partners to use the hashtag #flip2g to ensure online media visibility
- All partners encouraged to retweet or share posts from the official twitter and FB account, or any post that mention the project through #flip2g or @flip2g_project

- The website presented a notification section that shows the project's Twitter account feed to support more interactivity
- An analysis of social media showed that posts specifically dedicated to the project's results generated more engagement. It was decided to put the most focus on these posts and include them regularly in the rotation.

In order to increase the posting frequency on the project social media accounts, we have decided to implement a social media content planner since May 2020. The idea with the planner is that each partner takes over the planner for one month and proposes 5-10 posts for the project social media accounts. When all partners have contributed, the planner schedule starts again from the first partner (rotation schedule).

Having a social media content plan ahead of time will help the FLIP2G consortium to:

- maintain consistency
- map time-sensitive content ahead of time (events, registrations, etc.)
- maintain a healthy sharing ratio
- allow all the partners to be involved in the process
- create a "repository" of FLIP2G tweets and Facebook posts

A dedicated file has been created in the project GD, where partners will add the content to be posted. The following information shall be completed for every post:

1. **Type:** Identify the type of post. Is it News, Project Update, FLIP2G Event, Event, Blogpost, Other post, etc.?
2. **Post:** Add under *Twitter* the tweet and under *Facebook* the post that you would like to have published. The content can be identical, however, sometimes small adjustments are needed, e.g. tags, hashtags, names of people and organizations, etc.
3. **Link to media:** Upload accompanying images or videos in the "Media library" folder. Add the link to the media (image, video, etc.) you would like to post in the content planner. Please always try to add an image or a video that can go with the post.
4. **Date of posting:** Indicate the ideal date of posting the content. AAU will keep the schedule fairly flexible, but will make sure that time sensitive content is posted on the indicated date.
5. **Status:** Once the post has been published, AAU will put *posted* under *Status*. When entering the content, please select *planned*.
6. **Content provided by:** Indicate your organization so in case additional information is needed AAU can get in touch with you.

This strategy guaranteed that the social media outlets would be continuously active with a minimum bi-weekly posting.

3 Dissemination activities

At the start of the project, as no results were available, the communication strategy focused on raising project awareness among the stakeholders community. Then, as first project results became available, dissemination of project outputs started and lasted until the end of the project period.

As far as dissemination is concerned, the consortium performed the following dissemination activities:

- 16 presentations at international conferences/events and 1 invited talk
- 5 presentation in a webinar
- 1 presentation in a seminar
- Organization of one workshop during an international conference
- 1 presentation at relevant meetings
- 1 poster presentation at an international open day
- 1 presentation at an international education fair
- 3 exhibition booths at fairs/exhibitions
- 7 publications of scientific papers at an international conferences and journals
- 2 press releases, 1 news article, and 2 reportages

Moreover, the following dissemination channels were used:

- The project website
- A Twitter account
- A Facebook page
- A LinkedIn group
- The “E+ Knowledge Alliances” and “University-Business Cooperation in Europe: drivers, challenges and opportunities” Yammer groups
- Dissemination material (project logo, leaflet, poster)

In the following, we present more information on past and planned dissemination activities and use of other dissemination channels.

3.1 Events

The consortium of this project participated at several types of events organized by the project and/or third-parties in order to dialogue and network with potential users. Already regular and widely attended events are unique opportunities to reach and meet targeted communities. The

partners used them to disseminate key results. A list of events, where the project has already been represented since its official launch on January 1st, 2019 is shown in Table 1.

Table 2 presents dissemination activities in other channels, while Table 3 depicts the number of people targeted per dissemination event.

Table 1. List of events where the project was represented

Partner	Type (Conference, Workshop, ...)	Description of event	Contribution (e.g. Presentation)	Location	Start Date
Artelnics	Tech- entrepreneuria l Fair	https://startupole.eu/	Presentation	Salamanca, Spain	2019-03-26
Revheim	Workshop for school leaders in Stavanger	Internal workshop for school leaders in Stavanger. Focus at the workshop was ICT and Learning	Presentation	Stavanger, Norway	2019-05-07
Revheim	NKUL 2019	National conference ICT and learning, www.nkul.no	Presentation	Trondheim, Norway	2019-05-09
AAU	6th Erasmus Week, TEI of Crete	International event with more than 40 HE students, and about 60 HE teachers and personnel	Presentation	Chania, Greece	2019-05-20
Nurogames	Conference / Fair	Gamescom 2019 - Booth, Flyers & Meetings discussing Flip2G	Booth	Cologne, Germany	2019-08-20
UOM	International Exhibition	84th International Exhibition of Thessaloniki, Greece	Booth	Thessaloniki, Greece	2019-09-07
Nurogames	Conference	Dmexco 2019 Meetings and Workshops as well as Flyers	Meetings	Cologne, Germany	2019-11-09
AAU	Workshop	EC-TEL 2019: Workshop on Gaming Elements and Learning Design in the Flipped Classroom	Workshop dedicated to the project + Presentation	Delft, The Netherlands	2019-09-16
AAU	Conference	Annual conference of the European Society of Engineering Education (SEFI) 2019	Presentation	Budapest, Hungary	2019-09-19

AAU	Conference	International Conference on Web-Based Learning 2019 (ICWL2019): SpEL workshop	Presentation	Magdenburg, Germany	2019-09-23
Revheim	Conference	KnowHow Edtech, at the Nordic Edge (https://www.nordicedgeexpo.org/programs/program-expo-thursday?tab=tab-link-knowhow)	Presentation	Stavanger, Norway	2019-09-26
AAU	Conference	European Conference on Game-Based Learning (ECGBL) 2019	Presentation	Odense, Denmark	2019-10-03
AAU& Artelnics	Conference	University-Business Forum	Stand + presentation	Brussels, Belgium	2019-10-24
AAU	Conference	European Conference on E-Learning (ECEL) 2019	Presentation	Copenhagen, Denmark	2019-11-07
Mandoulides	Seminar	3rd Smart Education Seminar: Gamification and education (https://mandoulides.edu.gr/en/2019/12/03/3rd-smart-education-seminar/)	Presentation	Thessaloniki, Greece	2019-11-09
AAU	Open day to local and international external stakeholders	Come and visit the CREATE dept. at AAU	Poster	Copenhagen, Denmark	2019-12-02
AAU	Invited talk	Research visit at the Shanghai International Studies University	Invited talk for teachers and students	Shanghai, China	2019-12-10
Northumbria	Webinar	Education Matters: Sharing good practice-space/place for learning. Webinar organised by Newcastle Business School, Northumbria University	Presentation	Online via Blackboard Collaborate	2020-06-11
AAU	Webinar	7th Erasmus Week, Hellelic Mediterranean University, Greece - International event	Presentation	Online via Zoom	2020-10-12
AAU	Webinar	Webinar on Mathematics Education, the iTEM E+ CBHE project	Presentation	Online via Zoom	2020-10-16
Nurogames	Conference	Transnational Cooperation Activity on Erasmus+ Projects: Teaching and Learning in a Digital Age.	Presentation	Online	2020-11-24
AAU	International	9th EAI International Conference: ArtsIT,	Presentation	Online	2020-12-10

	Conference	Interactivity & Game Creation			
Northumbria	Conference	UKAIS2021: UK Academy for Information Systems Annual Conference	Presentation	Online	2021-03-23
AAU	Webinar	The ATHENA European University Colloquial Talks in Modern Teaching & Trends (Invited Talk) https://www.youtube.com/watch?v=HRVGYHnjC3Y	Presentation	Online via Zoom	2021-12-05
Northumbria	Conference	Advance HE Teaching and Learning Conference 2021	Poster +presentation	Online	2021-07-07
Northumbria	Conference	BAM2021 - British Academy of Management Annual Conference	Presentation	Online	2021-08-31
AAU	Webinar	Information Day on Technologies for the 4th Industrial Revolution (CRETE project event)	Presentation	Online	2021-09-27

Table 2. List of other dissemination activities

Partner	Dissemination Channel	Description of event	Contribution (e.g. article)	Start Date
Revheim	TV2 - Norwegian tv channel	https://www.tv2.no/v/1423468/	Reportage	2019-02-22
Northumbria	Business and Law Faculty Newsletter	Internal Newsletter	Press Release	2019-03-18
Revheim	NRK - Norwegian national tv channel	https://www.nrk.no/rogaland/revheim-skule-far-gaming-pa-timeplanen-1.14415788	Article	2019-05-02
Revheim	NRK - Norwegian national tv channel	https://tv.nrk.no/serie/distriktsnyheter-rogaland/201902/DKRO98020519/avspiller#t=3m5s	Reportage	2019-05-02
Revheim	Stavanger Kommune	https://www.stavanger.kommune.no/barnehage-og-skole/skole/Kvalitet-skolen/revheim-skole-forst-i-landet-med-gamingrom/	Press Release	2019-12-02

Table 3. Number¹ of people targeted per dissemination event

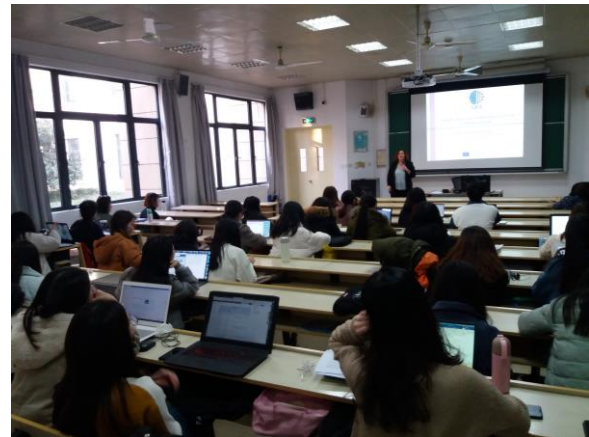
	Country code: DK	Country code: NO	Country code: GR	International
Workshop / Seminar	25	50	175	
Webinar	136			225
Thematic / Cluster conference		50		787
Fair / Exhibition				625
International event	38			3415
TOTAL NUMBER	196	200	175	5052

All partners evaluated continuously event participation based on interest and importance for the project, potential impact, audience and availability. Figure 1 presents pictures from various events and external activities. The second part of the project dissemination was impacted by Covid restrictions on travel and event attendance, forcing to center focus on online events. The partner agreement for continued cooperation opens the possibility of additional events and outreach after the project's end during the year 2022.

¹ These numbers report approximate numbers of participants that we reached directly during the events (e.g. people who visited the booths or attended the presentations)



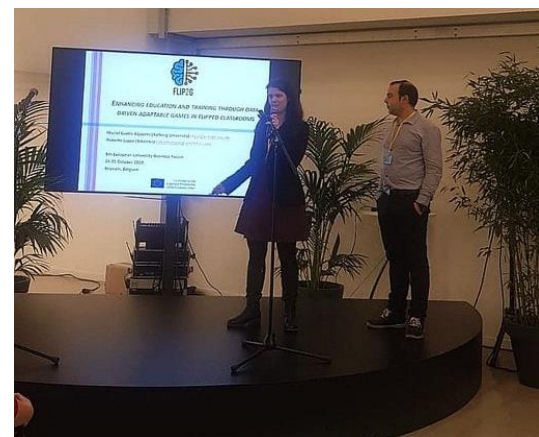
UOM disseminating FLIP2G at the 84th International Exhibition of Thessaloniki, Greece



AAU presenting FLIP2G at the Shanghai International Studies University, China



The GALE workshop at the EC-TEL 2019 conference



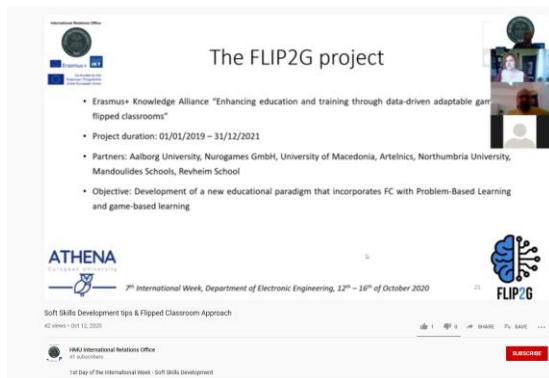
FLIP2G at the 8th University-Business Forum Brussels 2019



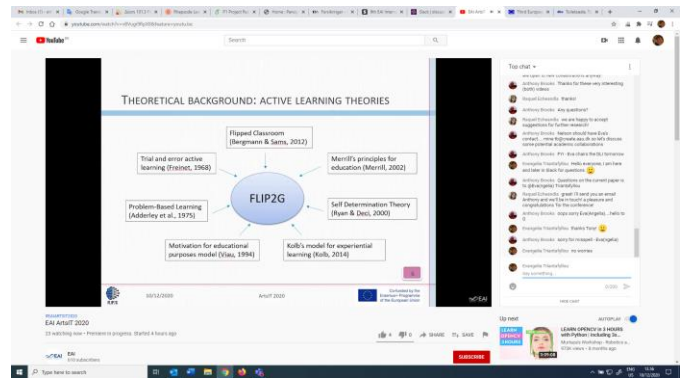
Mantoulides Schools presenting FLIP2G during the 3rd "Smart Education" Seminar



Northumbria University presenting FLIP2G in the webinar "Education Matters"



AAU presenting FLIP2G at the 7th Erasmus week



AAU participation to the 9th ArtsIT international conference

Figure 1. Pictures from various dissemination activities

3.2 Publications in scientific media

During the whole period of the project, the consortium published seven scientific papers in conference proceedings, one journal article, and the open-access proceedings of the GALE workshop, which was dedicated on the theme of the project. Moreover, the conference papers were presented in the conferences they were accepted in (see Table 1). The papers can be referenced as follows:

GALE Workshop Proceedings, which was organized in the context of the European Conference in Technology-Enhanced Learning 2019

1. Triantafyllou E, (ed.). Gaming Elements and Educational Data Analysis in the Learning Design of the Flipped Classroom. Open Access ed. Aalborg Universitetsforlag, 2019. 39 p.

Peer-reviewed Journal Articles

1. Algayres MG, Triantafyllou E. Learning Analytics in Flipped Classrooms: a Scoping Review. Electronic Journal of E-Learning. 2020. (accepted)

Peer-reviewed Conference Papers

1. Algayres MG, Triantafyllou E. An educational model for integrating game-based and problem-based learning in data-driven flipped classrooms. In Proceedings of the 12th International Workshop on Social and Personal Computing for Web-Supported Learning Communities. 2020
2. Algayres, M. G. & Triantafyllou, E. Combining game-based learning and the flipped classroom: a scoping review. Proceedings of the European Conference on Game-Based Learning 2019 (ECGBL 2019), Odense, Denmark, 2019.

3. Algayres MG, Triantafyllou E. Online environments for supporting learning analytics in the flipped classroom: a scoping review. In Ørngreen R, Buhl M, Meyer B, editors, Proceedings of the 18th European Conference on e-Learning (ECEL 2019). Academic Conferences and Publishing International. 2019. p. 16-23. (Proceedings of the European Conference on e-Learning). <https://doi.org/10.34190/EEL.19.063>
4. Algayres MG, Triantafyllou E. Combining the flipped classroom and simulation games in engineering education: a methodological survey. In Varietas delectat... Complexity is the new normality: Proceedings SEFI 2019 · SEFI 47th Annual Conference · Budapest, 16-20 September, 2019. SEFI: European Association for Engineering Education. 2019. p. 83-92.
5. Algayres, M., Triantafyllou, E., Werthmann, L., Zotou, M., Efthimios, T., Malliarakis, C., ... & Tarabanis, K. (2020, December). Collaborative game design for learning: the challenges of adaptive game-based learning for the Flipped Classroom. In International Conference on ArtsIT, Interactivity and Game Creation (pp. 228-242). Springer, Cham.
6. Dermentzi, Eleni and Athanasiou, Maria, "A Game Based Learning Design for Virtual Flipped Classrooms" (2021). UK Academy for Information Systems Conference Proceedings 2021. 2. <https://aisel.aisnet.org/ukais2021/2>.
7. Dermentzi, Eleni and Athanasiou, Maria, "Examining the opportunities and challenges of using online flipped classrooms in Degree Apprenticeships" (2021). BAM2021 - British Academy of Management Annual Conference.

3.3 Websites

3.3.1 Project website

The project website went online in M3, will be constantly updated, and it can be accessed through <http://flip2g-project.eu/>. The website contains:

- A list of the work package deliverables and milestones of the project
- Info on the consortium partners
- Promotional material
- The events consortium members participated in
- Contact information
- The project's Twitter account feed
- List and links to the project's final deliverables

The website statistics as collected by Google analytics are shown in Figure 2, Figure 3, and Figure 4.

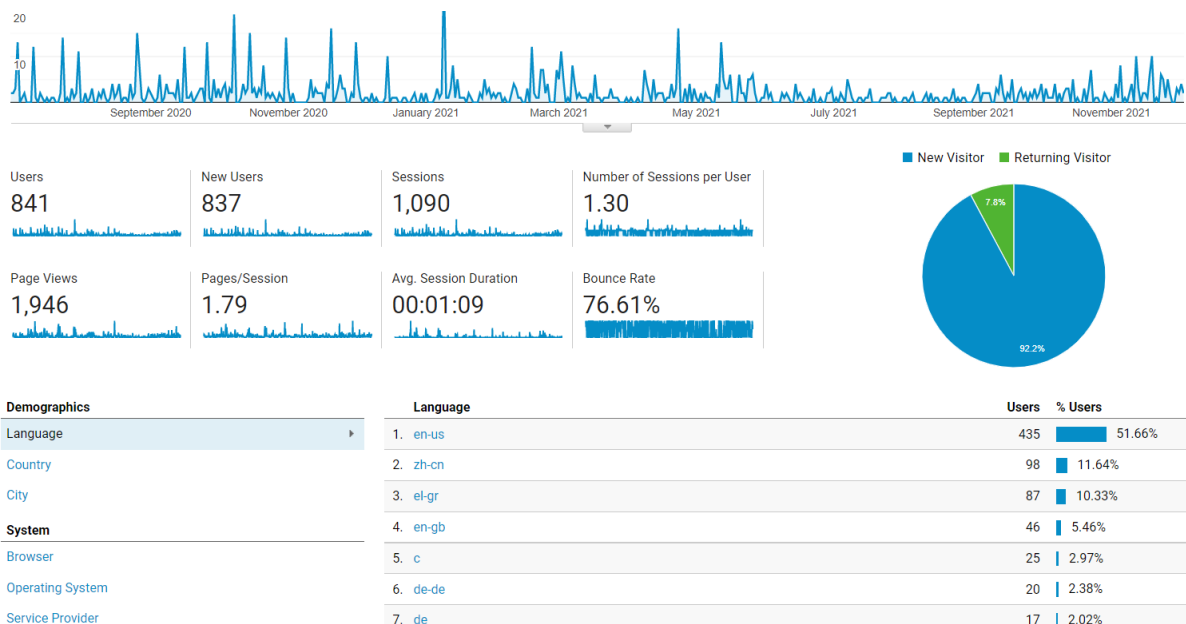


Figure 2. Audience overview of the project website

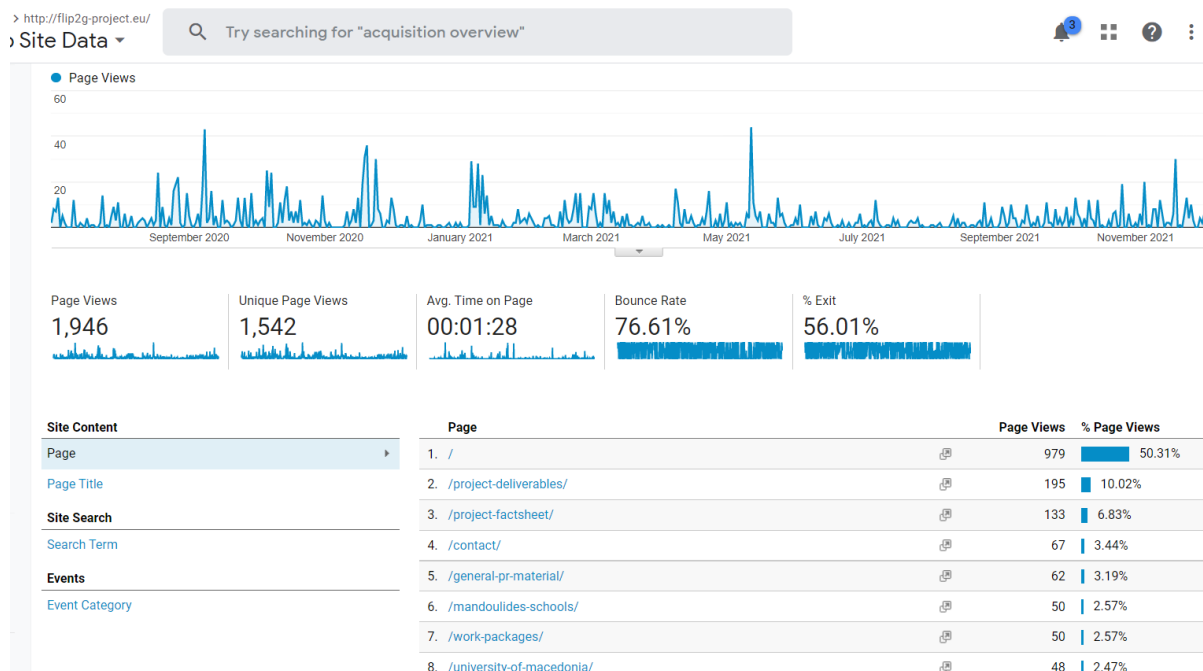


Figure 3. User behaviour on the project website

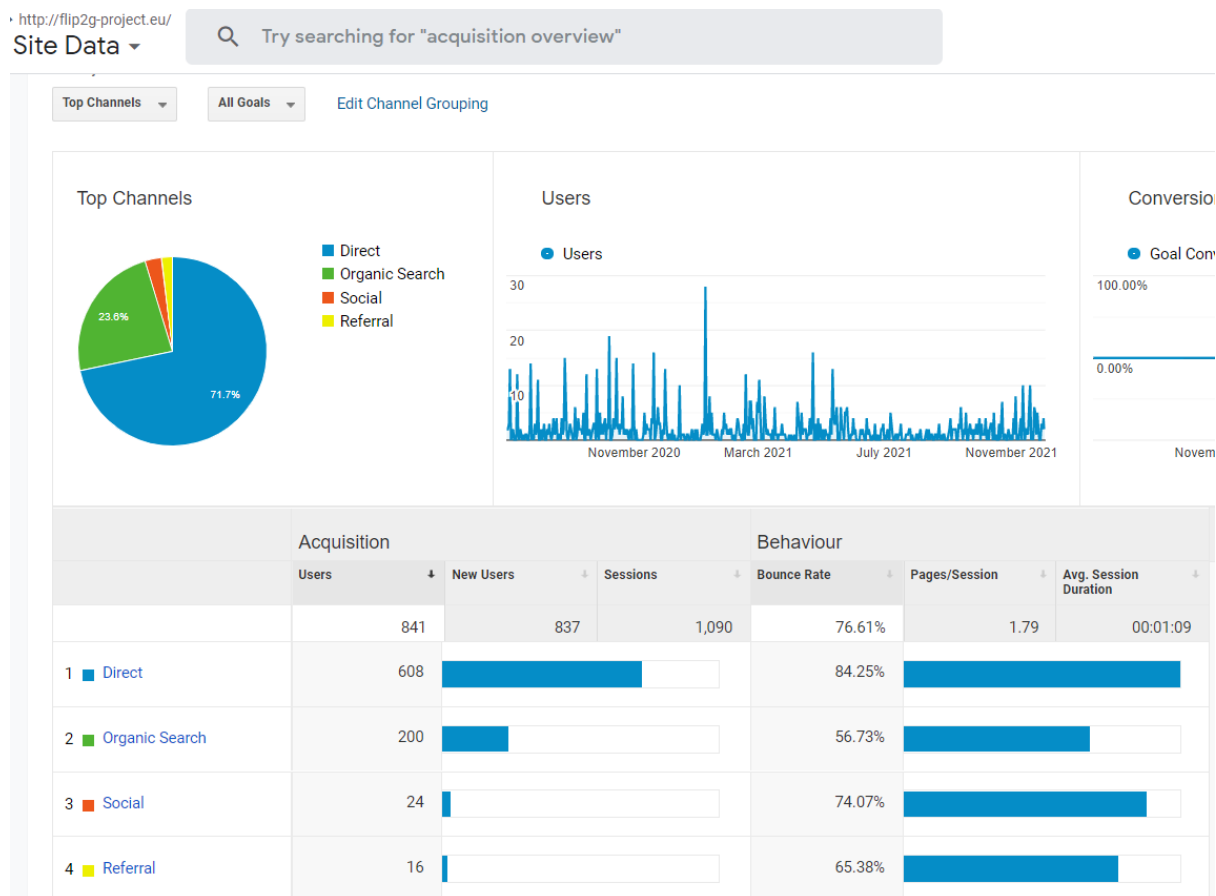


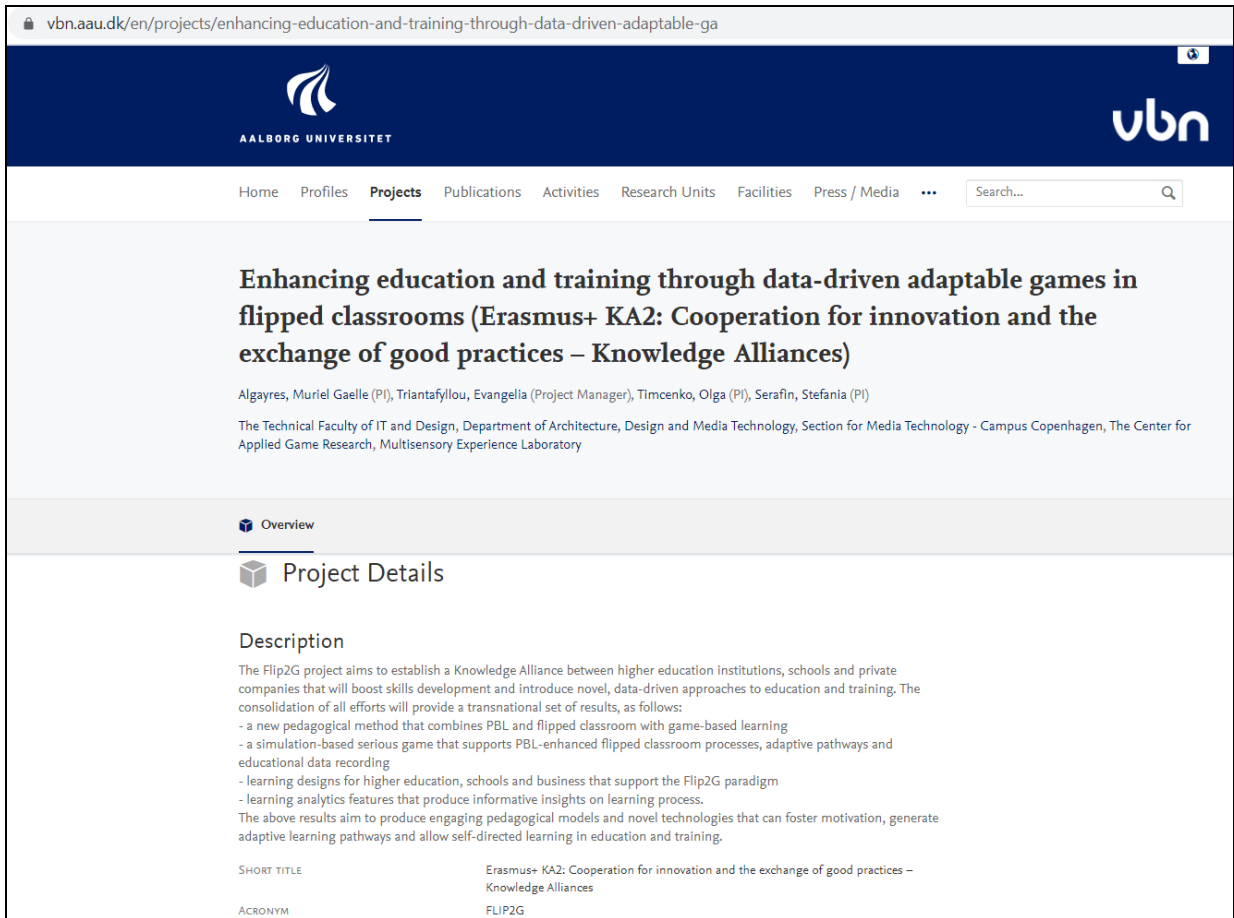
Figure 4. Top channels for project website acquisition

3.3.2 Partners' websites

In an effort to attract attention to the project, AAU (Figure 5 and Figure 6), Artelnicis (Figure 7), Nurogames (Figure 8), Mantoulides Schools (Figure 9), and Revheim School (Figure 10) have announced the project on their posting channels.



Figure 5. Project presentation on the website of the Multisensory Experience Lab, AAU



The screenshot shows a web browser displaying the project page on the Aalborg University (vbn.aau.dk) research portal. The page features a dark blue header with the Aalborg University logo and the 'vbn' logo. A navigation menu includes links for Home, Profiles, Projects (highlighted), Publications, Activities, Research Units, Facilities, and Press / Media. A search bar is located on the right. The main content area has a light gray background and displays the project title in bold: 'Enhancing education and training through data-driven adaptable games in flipped classrooms (Erasmus+ KA2: Cooperation for innovation and the exchange of good practices – Knowledge Alliances)'. Below the title, the project managers are listed: Algayres, Muriel Gaelle (PI), Triantafyllou, Evangelia (Project Manager), Timcenko, Olga (PI), Serafin, Stefania (PI). The project's affiliation is stated as 'The Technical Faculty of IT and Design, Department of Architecture, Design and Media Technology, Section for Media Technology - Campus Copenhagen, The Center for Applied Game Research, Multisensory Experience Laboratory'. A horizontal bar with a cube icon and the text 'Overview' is present. Below this, the 'Project Details' section is shown with a cube icon. The 'Description' section follows, detailing the project's aim to establish a Knowledge Alliance and listing its goals: a new pedagogical method, a simulation-based serious game, learning designs for higher education, and learning analytics features. The 'SHORT TITLE' is 'Erasmus+ KA2: Cooperation for innovation and the exchange of good practices – Knowledge Alliances' and the 'ACRONYM' is 'FLIP2G'.

Figure 6. Project presentation on AAU's research portal

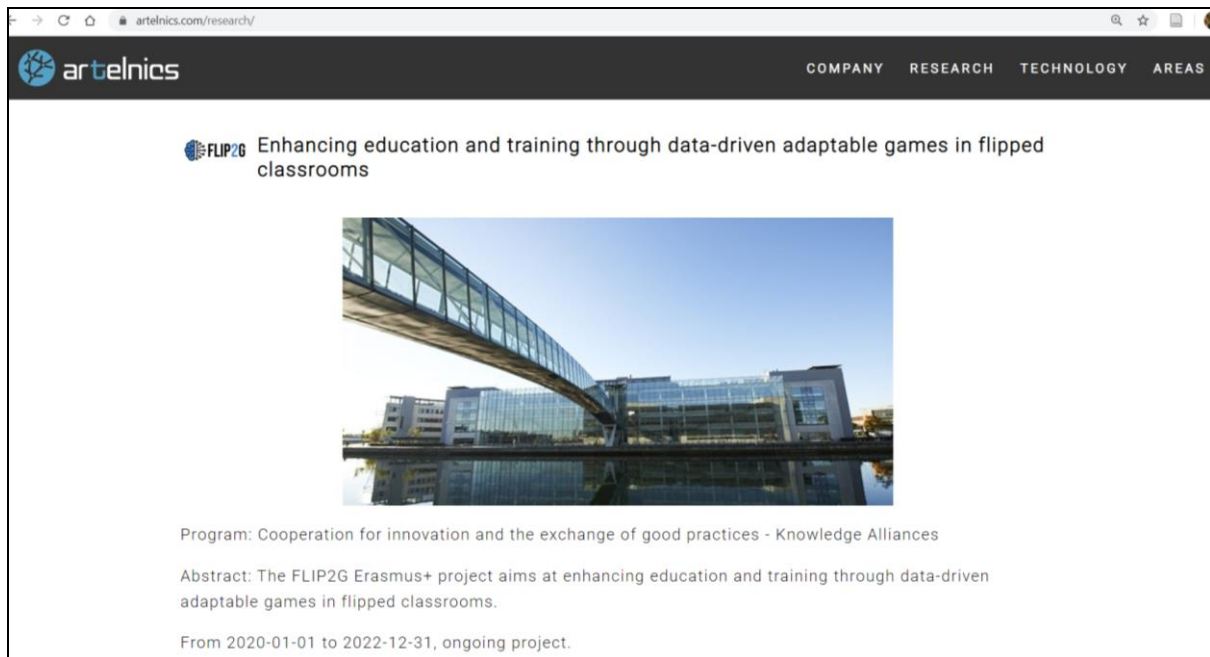


Figure 7. Project presentation on the website of Artelnic

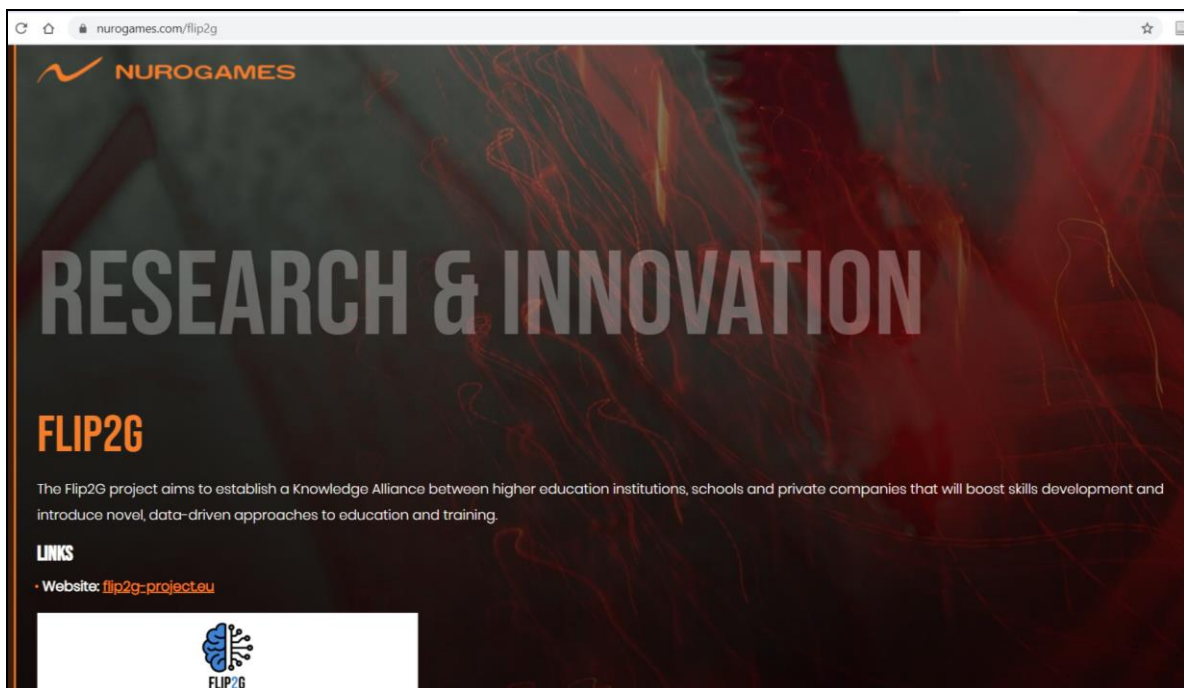


Figure 8. Project presentation on the website of Nurogames

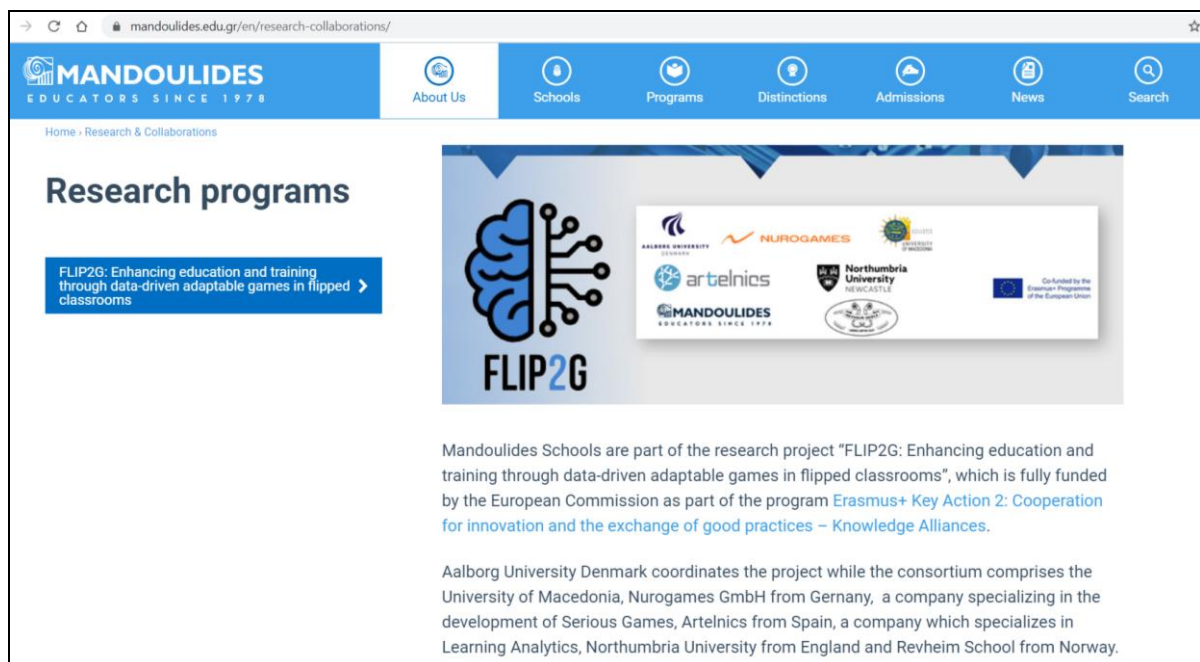


Figure 9. Project presentation on the website of Mantoulides Schools



Figure 10. Project presentation on the website of Revheim School

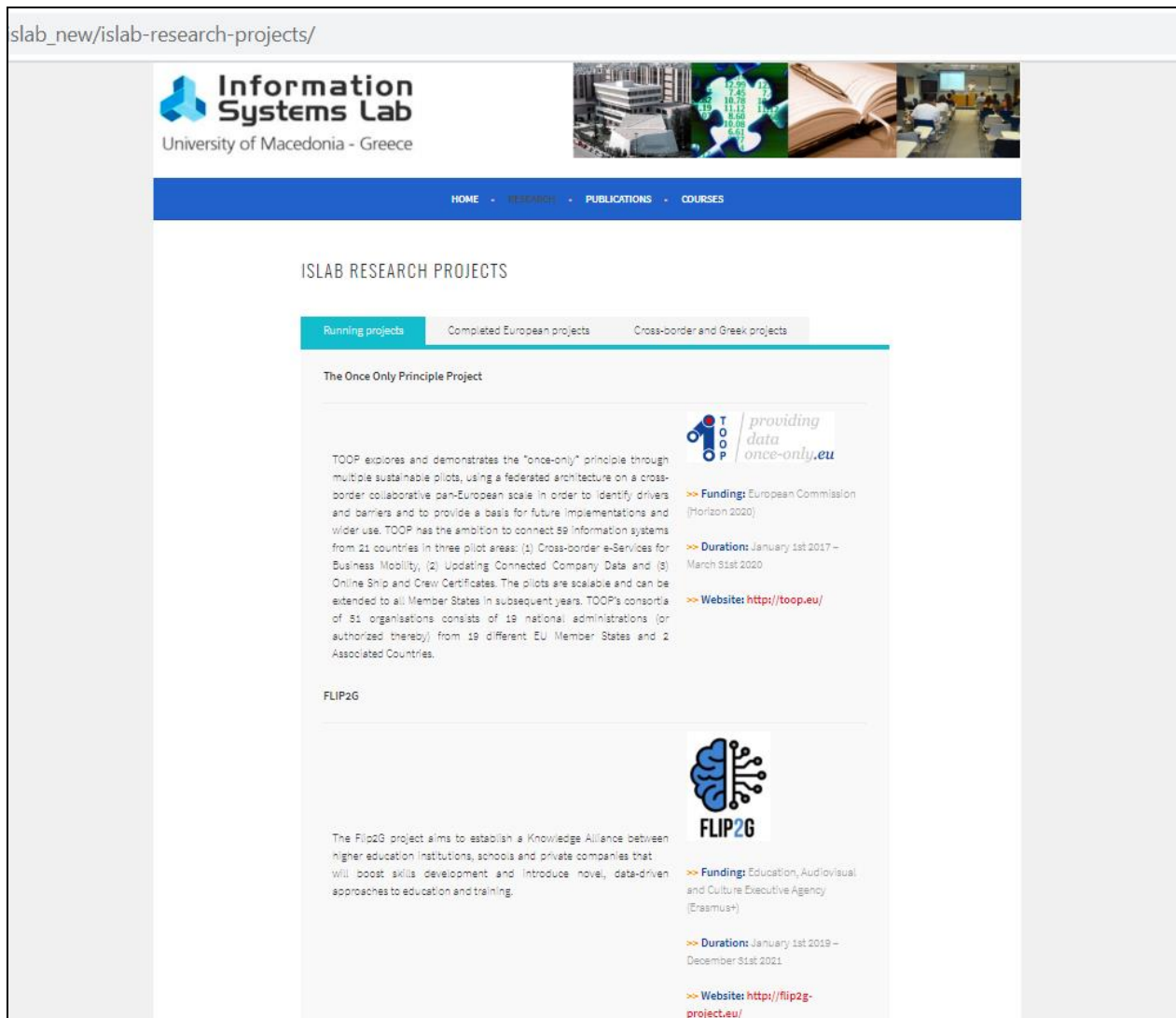


Figure 11. Project presentation on the website of UOM

3.4 Social Networks

3.4.1 Twitter

The project employed a twitter account (@flip2g_project), which posted 252 tweets. The twitter account as of December 2021 is following 319 users and having 114 followers (Figure 12). During the second half of the project, dissemination of the project's results and content provided by the social media feeder ensured improvement on the activity of this dissemination channel.

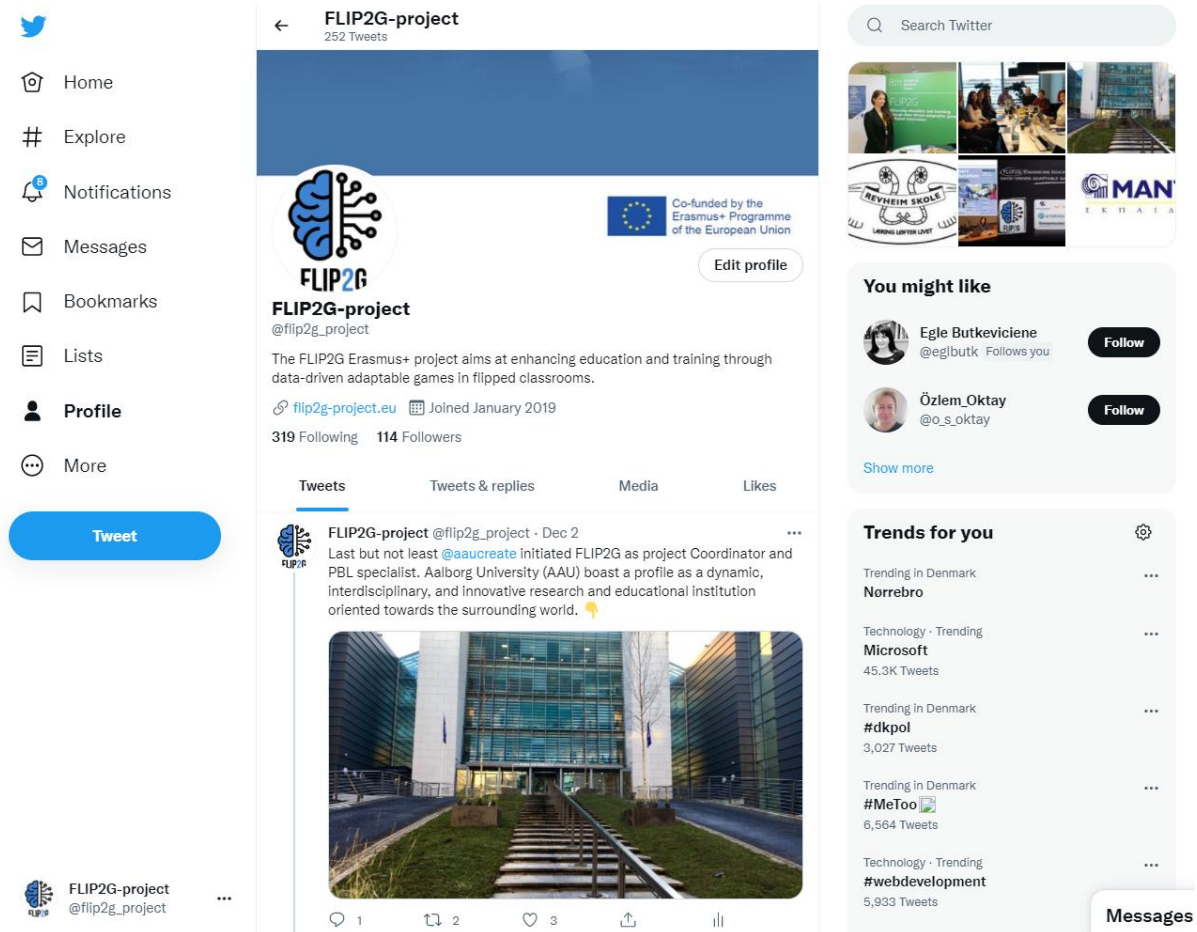


Figure 12. Project Twitter account

The Twitter account activity and analytics for the last 28 days are shown in Figure 13 and Figure 14.

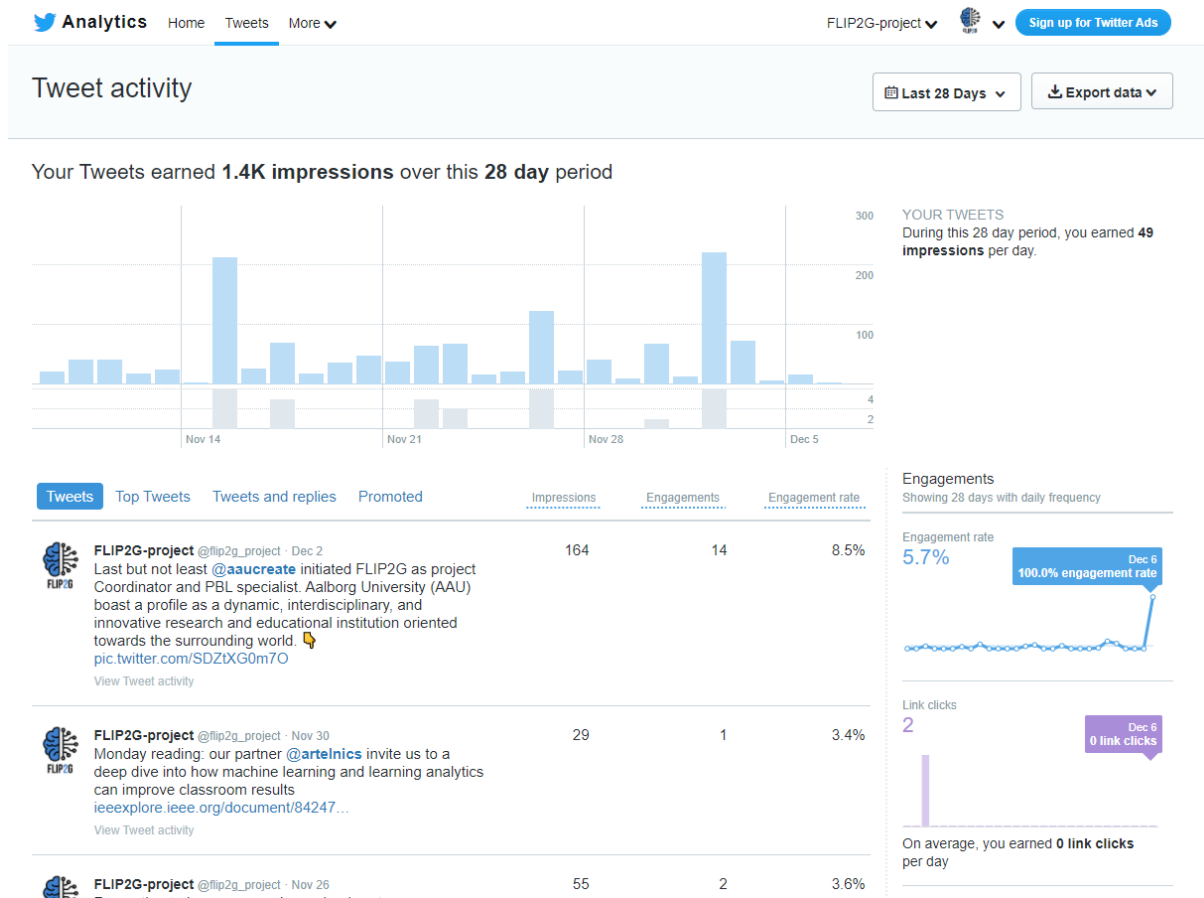


Figure 13. Twitter account activity over November 2021

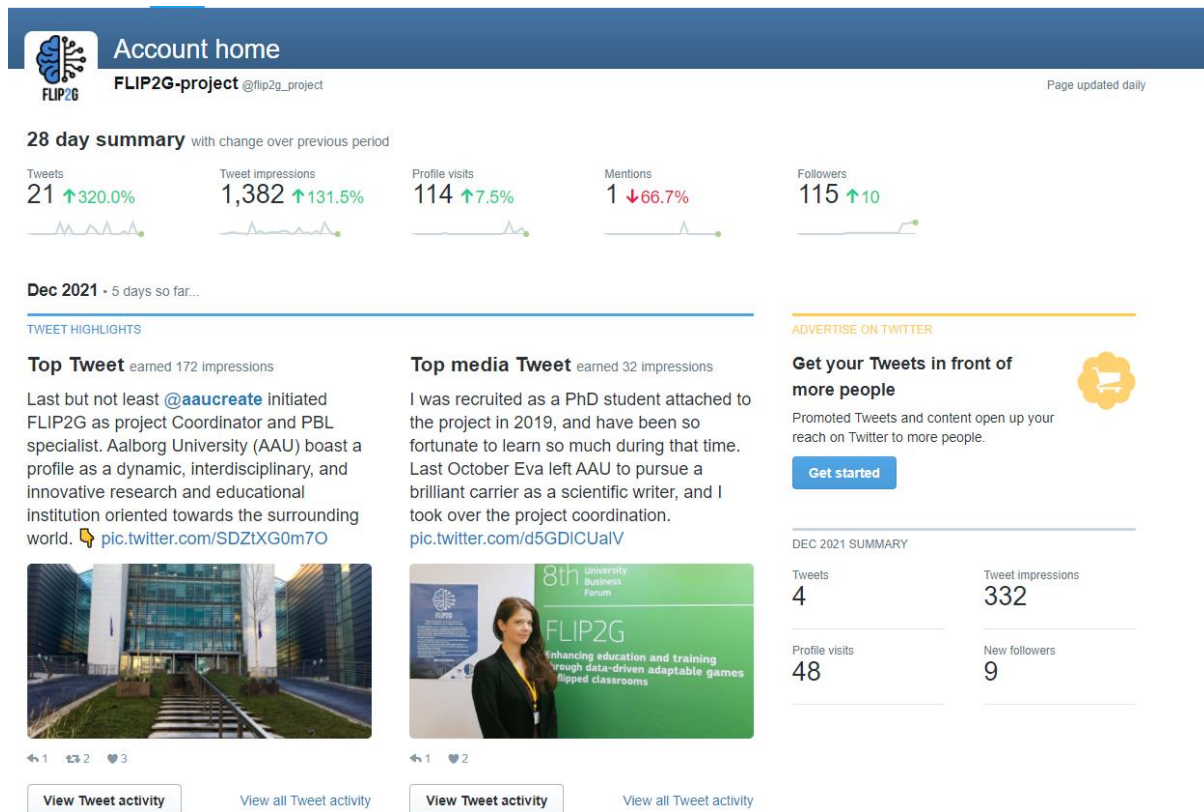


Figure 14. Twitter account analytics for November 2021

3.4.2 Facebook

The project has also used a Facebook page in order to reach a wider audience for the project. The Facebook page is shown in Figure 15. Figure 16 and Figure 17 show some analytics on the Facebook page, while Table 4 shows the social media coverage of the project.

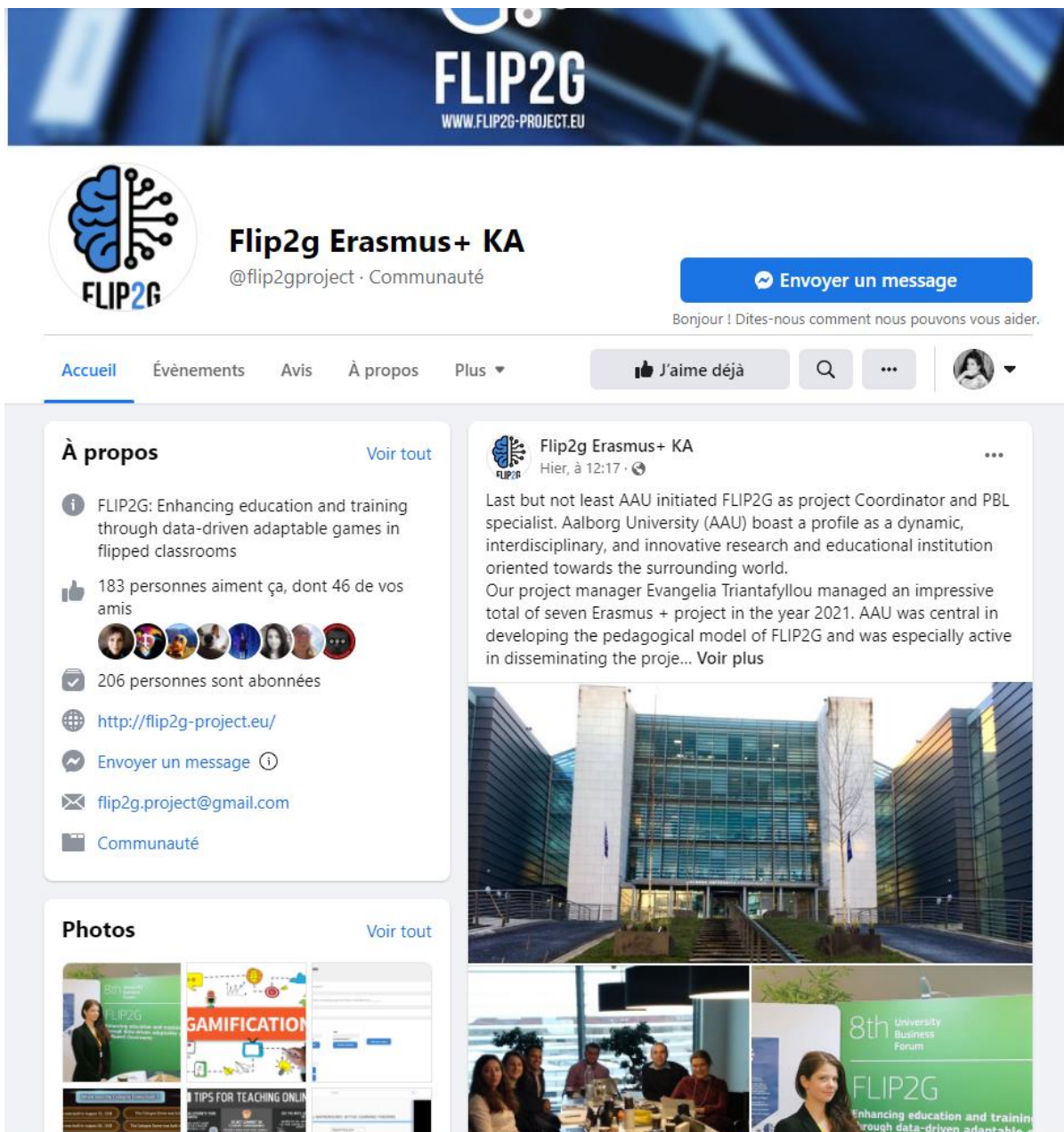


Figure 15. Project Facebook page

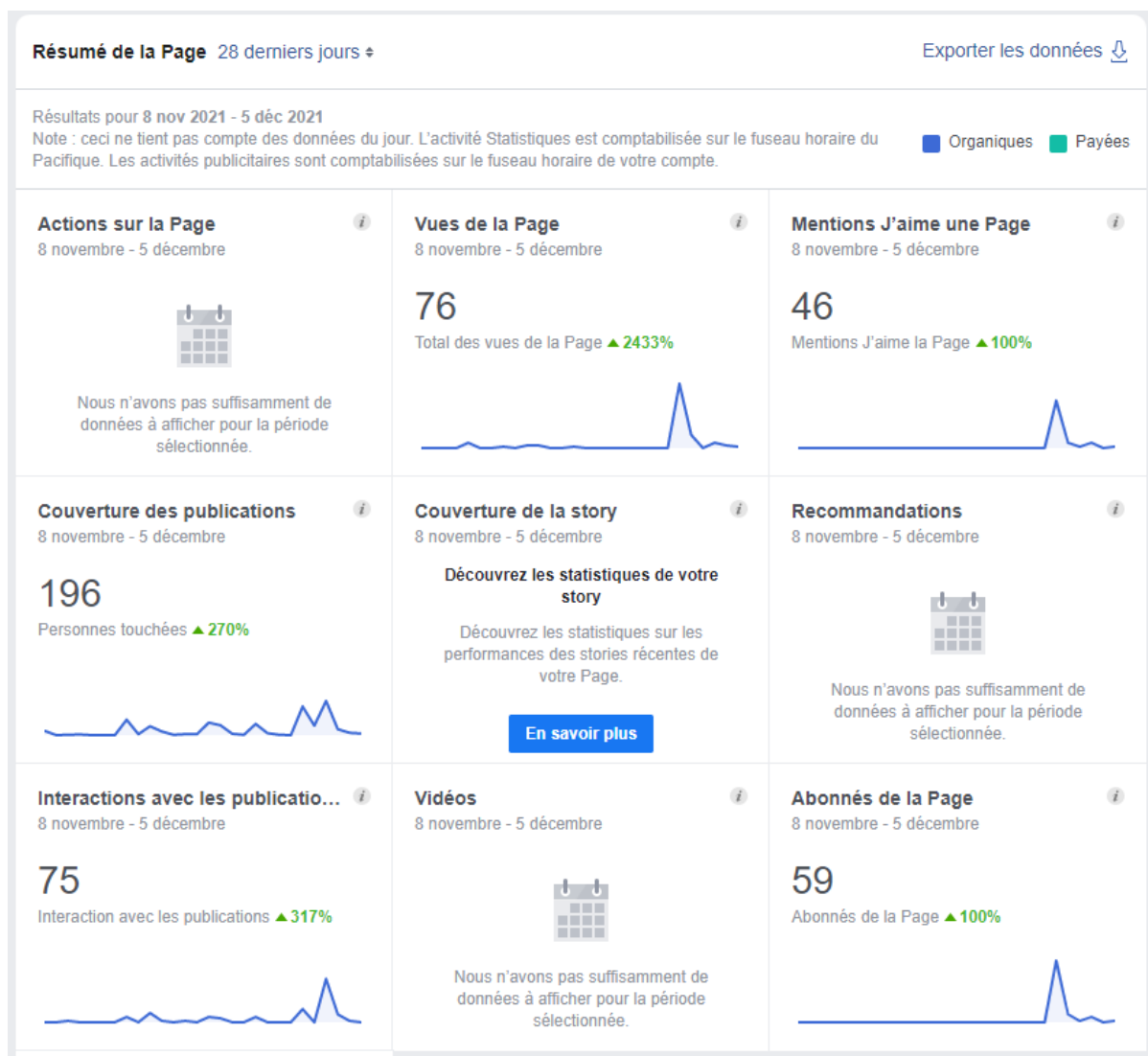


Figure 16. Facebook page analytics December 2021

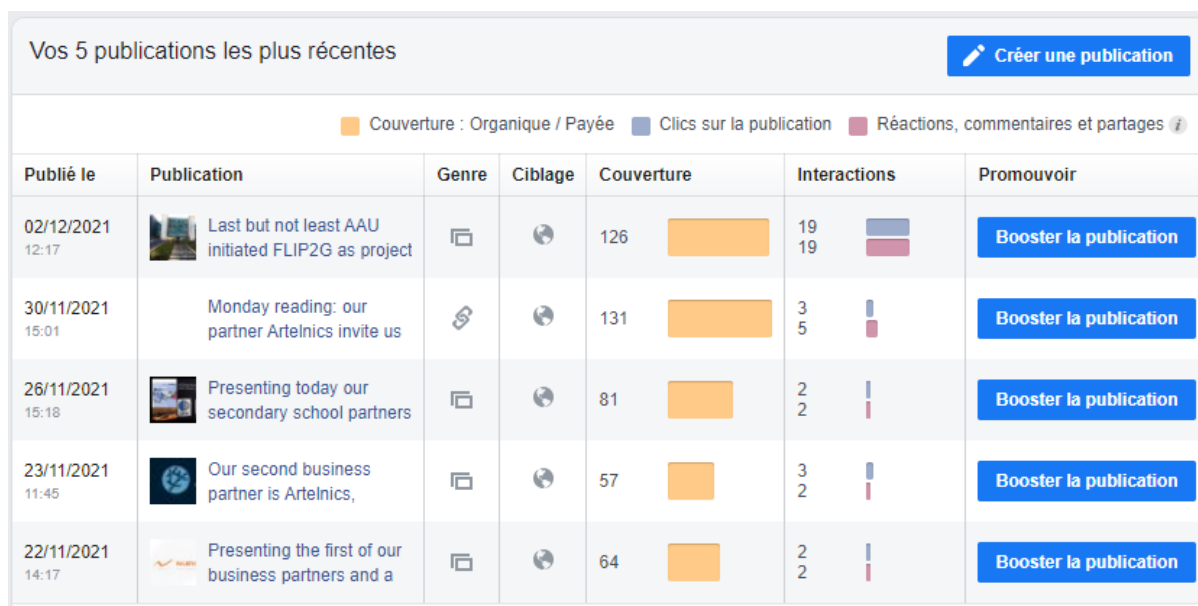


Figure 17. Engagement with posts on the project Facebook page

Table 4. Social media coverage of the project

	Total number
Number of Facebook followers	214
Number of Tweets	252
Number of Tweet followers/users following	114/319

3.4.3 LinkedIn

At the start of the project (January 2019), the consortium established a LinkedIn group with the aim to reach professionals and in an attempt to maintain the discussion on the FLIP2G model after the end of the project. At the time being, there are 47 members in this group.

3.5 Paper dissemination

During physical meetings and other dissemination events, the consortium has distributed project leaflets and used project posters. In order to calculate the number of people targeted in these events, we used rough numbers based on the participation information provided by the organizers

of the events. Table 5 indicates the number of people targeted by the dissemination of the project results/products/outputs through paper dissemination. For the countries where numbers are missing, we could not estimate these numbers.

Table 5. Number of people targeted by paper dissemination

	Country code: GR	Country code: DK	International
Within the partnership			
Outside the partnership	500	50	180
TOTAL NUMBER	500	50	180

4 Conclusion

In this report, we gave an overview of the dissemination activities carried out during the project. The FLIP2G consortium has been very active presenting the project in external events as put forward in our dissemination plan in order to establish contacts with the target groups defined initially. The consortium engaged in producing scientific publications on the project results. Moreover, the consortium managed to establish a presence at important social networks and improved its activity on these media for reaching a wider public during the second half of the project. The consortium focused on improving all the issues raised during the interim evaluation and therefore developed and implemented a social network strategy to improve dissemination activity on those media. The results show that this strategy was somehow successful.

The dissemination activities performed during the project made sure that the project is well known now at the target groups as defined in the project application. Moreover, we reached out to various relevant communities, other Erasmus+ projects, and key individuals on social networks.