Quality Plan

for the

Parsifal Project

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IO1 - On-line Repository of legends and traditional tales related to the cultural heritage of the regions involved in the project

Objective	The repository will present in English and in national language the legends and tales through different media (videos, photos, texts).		
Start Date	December 2018		
Deadline			
Expected Deliverables	On-line Repository of legends and traditional tales		
Templates to be used	IO1.A - Legend		
	Indicators	**Results Achieved**	**Evaluation**
Quantitative Indicators	• 5 countries • 25 legends	At the current stage the partners produced 34 legends coming from the 5 project partners countries.	**Excellent,** the partners not only the results achieved but overcame them identifying more legends than expected. Moreover, the partners respected the deadlines without the need to postpone the activities.
Qualitative indicators	• Relevance of contents • Consistency of the contents • Readability of the contents • Usability • Innovativeness • Usefulness and Transferability	All the indexes received a score of 10,0 as result of the internal project evaluation carried out by the project partners during the second partners meeting. The IO was also evaluated by the end users. From this evaluation the average assigned to the indexes was 8,7, which can be still considered a high and positive results.	**Very good,** according to the internal evaluation of the Intellectual Outputs made by the partners, all the qualitative indicators obtained the maximum score of 10.00. This result shows the strong effort of the partners in developing this Intellectual Output. Moreover, also the evaluation carried out by end users of the project shows a good score which highlights how the project deliverables are considered useful from the educational point of view.

IO2 – Essays on European legends, myths and traditional tales related to the cultural heritage

Objective	The purpose is also develop in the students a sense of belonging to a United Europe with common roots as it will be demonstrated by the similarities that can be found in the traditional tales linked to the cultural heritage.
Start Date	July 2019
Deadline	January 2020
Expected Deliverables	Essays on European legends
Templates to be used	IO2.A – Table of contents IO2.B – Guidelines

	Indicators	Results Achieved	Evaluation
Quantitative Indicators	• 5 topics • 1 Essays per topics • 5 essays per partner (1 for each topic)	A total of 25 essays (1 per country) were produced by the project partners.	**Good,** the partners achieved the expected results as planned at the beginning of the project. Moreover, despite the delays coming from the COVID 19 pandemic, the partners respected the deadlines without too many changes in the timeline.
Qualitative indicators	• Relevance of contents • Consistency of the contents • Readability of the contents • Usability • Innovativeness • Usefulness and Transferability	The average of the internal evaluation carried out by the project partners was 9,5 during the final meeting. The IO was also evaluated by the end users. From this evaluation the average assigned to the indexes was 8,4, which can be still considered a high and positive results.	**Very good,** both the evaluation carried out, internally by the project partners and by end users at the end of the meeting received a high score. The results can be considered very positive as they received a vote way above 7,5, which was set as limit of satisfaction for the evaluation.

IO3 – On-line Interactive map of the areas of cultural relevance and the related Legends/tales

Objective	The Online Map will therefore allow students and teachers to get to know other European territories, cultural and artistic heritage and their connection with traditional legends and tales, without the need to be physically there.
Start Date	January 2020
Deadline	June 2020
Expected Deliverables	On-line Interactive map
Templates to be used	IO3.A – Legends Sites

	Indicators	Results Achieved	Evaluation
Quantitative Indicators	• 35 travels on the Map • 1 web application • 1 App	The partners produced 45 travels in total, 1 web app and 1 mobile app for Android and iOS.	**Good,** the overcame the expected number planned at the beginning of the Intellectual Outputs, showing a strong commitment toward the project. Moreover, despite the difficulties arose with the COVID19 pandemic, the partners out a strong effort in respecting the deadline and develop the deliverables of this Intellectual Output in due time, in spite of the extension of the project obtained.
Qualitative indicators	• Relevance of contents • Consistency of the contents • Readability of the contents • Usability • Innovativeness • Usefulness and Transferability	The average of the internal evaluation carried out by the project partners was 9,8 during the final meeting. The IO was also evaluated by the end users. From this evaluation the average assigned to the indexes was 8,8, which can be still considered a high and positive results.	**Very good,** both the evaluation carried out, internally by the project partners and by end users at the end of the meeting shows a high score. The results can be considered very positive showing the interest and innovativeness of the Output.