



External Evaluation Report

Universities – Companies Crowdsourcing

Reference: AGREEMENT NUMBER 539312-LLP-1-2013-1-PT-ERASMUS-EKA

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1. Overview

This report aims to evaluate the most important output of the project: the platform which starts being used in December/ 2014. It is expected to evaluate the outputs produced during between October/14 and April/ 2015. By doing this evaluation it is expected to give feedback to the coordinator in order to provide the opportunity to improve the project quality.

2. Methodology

The evaluation was based on information's collected with the coordinator of the project in terms of internal affairs and questionnaires done with target groups that answer the assessment sent by email by the coordinator team. To analyse the questionnaires responses it was used the SPSS and to evaluate the interviews with the coordinator it was used a quality approach. It had been sent 954 and received 75 answers.

3. Results

a) Project outputs

Nº of output	Description	Delivery date	Evaluation
Nº 22	European Workshop reports	Feb. 2015	Done according with the project planning

B) Platform Evaluation

How did you find out about the Challenge Academy Website?

	Frecuencie	Percentage	Valid Percentage	Cumulative Percentage
Through the UC-Crowd project Facebook page	9	12.0	12.0	20.0
Through the UC-Crowd project newsletter	11	14.7	14.7	34.7

Through a professor from my institution	21	28.0	28.0	62.7
Through a colleague/ friend	18	24.0	24.0	86.7
Other	10	13.3	13.3	100.0
Total	75	100.0	100.0	

Teachers and colleagues / friends are the best source to disseminate the Challenge Academy Website, more than the project website, its Facebook page or the newsletter. Personal communication is the best source of dissemination of the project, at least with regard to more than half of respondents. Through an event from my institution or through an email from my institution is also an important way to attract more users.

Is the general information about the aims and operation of the platform clear?

	Frecuencie	Percentage	Valid Percentage	Cumulative Percentage
No If no, please explain why:	6	8.0	8.0	100.0
Total	75	100.0	100.0	

Ninety-two percent of respondents find information about the objectives and platform operations clear. The 6 respondents who disagree with the clarity of information, described the following arguments:

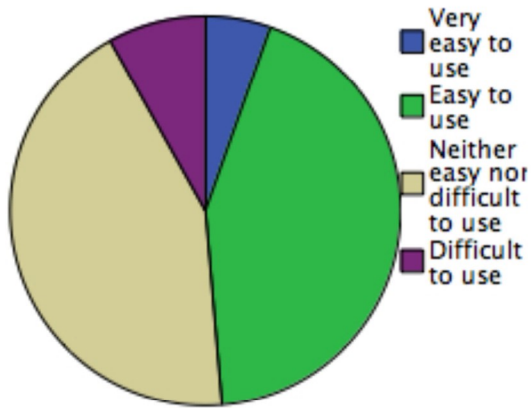
- A) Fewer steps and fields and should be more attractive;
- B) Too much confusion;
- C) Not clear about what it means to add yourself to a project;
- D) The benefits aren't clearly stated.

Did you find the platform easy to use?

N	Valid	74
	Missing	1
Media		2.54
Mediana		3.00
Modo		2a
Standard Deviation		.725
Variance		.526
Minimum		1
Maximum		4

		Frecuencie	Percentage	Valid Percentage	Cumulative Percentage
	Easy to use	32	42.7	43.2	48.6
	Neither easy nor difficult to use	32	42.7	43.2	91.9
	Difficult to use	6	8.0	8.1	100.0
	Total	74	98.7	100.0	
Missing	999	1	1.3		
Total		75	100.0		

Did you find the platform easy to use?



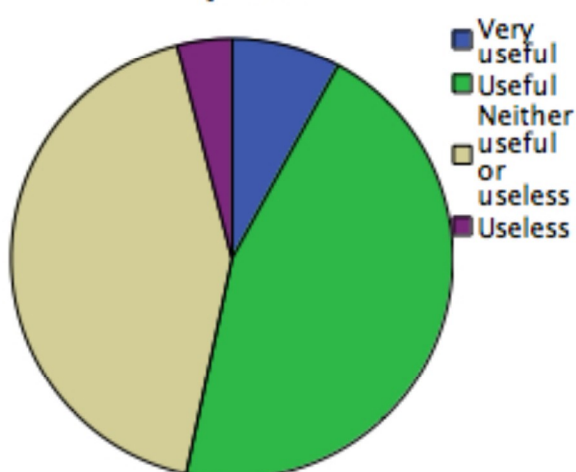
Almost half of the respondents considered easy or very easy to use platform. However, the same percentage (42.7%) is shared by those who consider considered it neither easy nor difficult. Less than 10% indicates the difficulty in using and none of the respondents consider the use very difficult. The difficulty described was the fact of being filled with bugs, the links doesn't correspond, you have to constantly log in even just to check a project due date.

How useful did you find the platform?

N	Valid	75
	Missing	0
Media		2.43
Mediana		2.00
Modo		2
Standard deviation		.701
Variance		.491
Minimum		1
Maximum		4

	Frequencie	Percentage	Valid Percentage	Cumulative Percentage
Very useful	6	8.0	8.0	8.0
Useful	34	45.3	45.3	53.3
Neither useful or useless	32	42.7	42.7	96.0
Useless	3	4.0	4.0	100.0
Total	75	100.0	100.0	

How useful did you find the platform?



More than half of respondents agree with the platform's utility. However, an equivalent number of views (over 40%) fall into the categories "useful" and "not useful or useless." Only 4% of respondents considers useless any platform and considers very unhelpful.

What would make your use the platform more often? Please give 5 examples.

1 st Examples	2 nd Example	3 rd Example
Find challenges around the world at one place; Easier to use; More participating institutions;	More challenges; Clearer concepts; More detailed information about some projects;	Understanding better how I can use it daily; Rewards that matter for both sides! And not "the pleasure for

<p>More projects;</p> <p>Better filtering of "good" and "bad" projects, thus companies and research groups;</p> <p>New opportunities;</p> <p>Having more events / challenges to communicate;</p> <p>Find projects to collaborate in a team;</p> <p>Clear and explicit information about projects;</p> <p>Chat room;</p> <p>To be able to see the profiles of all registered participants;</p> <p>More tasks for artists;</p> <p>Make searching in platform more efficient.</p> <p>More interesting challenges</p> <p>Clear contract;</p> <p>Clear projects prizes;</p> <p>Motivation to solve challenges;</p> <p>We only go to the page to announce a new challenge;</p> <p>Put our projects on the platform;</p> <p>Clear objectives by who publishes challenge;</p> <p>New project warnings;</p> <p>More challenges in social sciences;</p> <p>overview of participants;</p> <p>More challenges in my fields of competency;</p> <p>I forgot how to log in;</p> <p>To have direct contacts with other participants;</p>	<p>News;</p> <p>Having the need to better disclose and advertise a project;</p> <p>If non-European students/researchers can apply for;</p> <p>Projects on IT area;</p> <p>No crashing down;</p> <p>If search tool would be working;</p> <p>I will visit it more often when it starts officialy;</p> <p>Much more specific challenges eg. related to economics, finance, marketing etc;</p> <p>cClean an acessible documentation for each challenge;</p> <p>mMre marketing, because I forget that it exists;</p> <p>Mirror view challenge;</p> <p>Always english language with native;</p> <p>Easy communication;</p> <p>Direct connections among them;</p> <p>More challenges in English language;</p> <p>To have overview about all participants;</p> <p>Easier layout;</p> <p>Career improvement;</p> <p>More friendly;</p> <p>Could see all participants from my country;</p> <p>Maybe if it was possible to learn things from other users;</p> <p>Timeline chart of competition;</p> <p>Video connections among each group;</p> <p>Communication with companies;</p> <p>Various languages;</p>	<p>sharing a project with us!";</p> <p>Challenges;</p> <p>Having the need to reach a wider and more diverse audience;</p> <p>Integrate a team of researchers;</p> <p>Less complicated;</p> <p>All challeneges will be displayed on the same page;</p> <p>Make user interface with more ajax. And more hints for user how to interact with system;</p> <p>If the platform was more social and gave me the possibility to interact to other users;</p> <p>Challenges from different fields;</p> <p>Always descriptive abstract of challenge;</p> <p>Peer match;</p> <p>Results of "Search" option must work;</p> <p>More challenges from different clients;</p> <p>So i dont use this platform;</p> <p>To have overwiev on participants by coutries, profession, employer;</p> <p>Less time for registration;</p> <p>Knowledge;</p> <p>Flow chart;</p> <p>filtering of suspicious contents;</p> <p>Storing data like dropbox;</p> <p>More transparent;</p> <p>Good practices presentation;</p> <p>Less problems with registration (for companies).</p>
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More challenges; More companies.	More countries involved; More relevant topics.	
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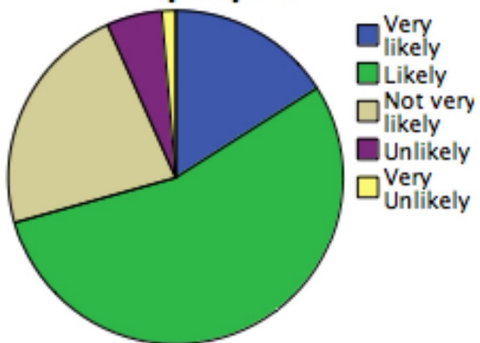
Given all the examples that respondents have about the aspects that would lead to more frequent use of the platform are the following two response categories. One directly linked to the challenges and opportunities that the platform could provide, suggesting the potential profitability of this resource. The other relates to the possibility of knowing other projects, learn and integrate other research groups and other participants. If the platform further develop this possibility, the frequency of use of the system would be greater, according to the opinions of respondents. Other response categories, though less representative relate to platform usability aspects (presentation, effectiveness, accessibility) and the profitability of the possibility of creating conversational spaces and sharing.

How likely would you be to recommend the Challenge Academy Platform to other people?

N	Valid	75
	Missing	0
Media		2.21
Mediana		2.00
Modo		2
Standard Deviation		.827
Variance		.684
Minimum		1
Maximum		5

	Frequencie	Percentage	Valid Percentage	Cumulative Percentage
Very likely	12	16.0	16.0	16.0
Likely	41	54.7	54.7	70.7
Not very likely	17	22.7	22.7	93.3
Unlikely	4	5.3	5.3	98.7
Very Unlikely	1	1.3	1.3	100.0
Total	75	100.0	100.0	

How likely would you be to recommend the Challenge Academy Platform to other people?



More than 70% from respondents will recommend the Challenge Academy to other people.