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**TEACHER TRAINING (TT) COURSE
IN FRAMES OF THE ERASMUS+ CBHE “PRINTeL” PROJECT
585760-EPP-1-2017-1-AM-EPPKA2-CBHE-JP**

**“CHANGE IN CLASSROOM: PROMOTING INNOVATIVE TEACHING & LEARNING TO ENHANCE
STUDENT LEARNING EXPERIENCE IN EASTERN PARTNERSHIP COUNTRIES”, PRINTeL**

**Held at GEORGIAN TECHNICAL UNIVERSITY
Teacher Training (TT) Course Evaluation Report**

Trainer (name/ last name): Nikoloz Abzianidze

Title of the TT Course: *Active learning & ICT-enhanced teaching: M-Learning & Gamification*

Course Dates: 4.03, 5.03, 6.03, 7.03, 9.03.2019

Overview of the Training

On March 4-9, 2019, in the framework of the ERASMUS + program PRINTeL project, funded by the European Union, a certified training course on innovative pedagogy “Active Learning and Teaching Using ICT: M-Learning and Gamification” was held in the Georgian Technical University, Professional Development Center.

The course was prepared based on training courses offered by the trainers of University of Barcelona. The training was carried out by Assoc. Professor of GTU, faculty of Power Engineering and Telecommunications Nikoloz Abzianidze.

The Training lasted 5 days, 2 hours per day. First day meeting covered issues of European Framework for the Digital Competence of Educators “DigCompEdu” on the basis of which training courses were prepared. During practical sessions were discussed Active Learning Polling activities and key aspects on Active Learning Digital infographics using “Canva”. The participants were actively engaged in process creating a variety of engaging content that gets shared. Also during practical classes were implemented software applications as Kahoot, Socrative, and Sli.do Poll Everywhere.

On the next days of training the participants were introduced in active learning Activities as a Gamification and M-learning. Discussing the Gamification attention was directed to increase students learning motivation issues by for example collecting Budes. The audiences were offered an app. Budge Builder.

At the final day of training the participants, based on obtained theoretical and practical skills represented renewed syllabi of their syllabuses implementing elements of M-Learning and Gamification.

The Teacher of Training courses were attended academic personal from 4 different departments of faculty of Power Engineering and Telecommunications, totally 45 teachers - 21 female and 24 male teachers.

Survey Results

At the end of training the participant submitted survey.

In **first section** of survey are evaluated goals and objectives of ToT course. All 45 participants unanimously agreed, that the goals and objectives were clearly stated.

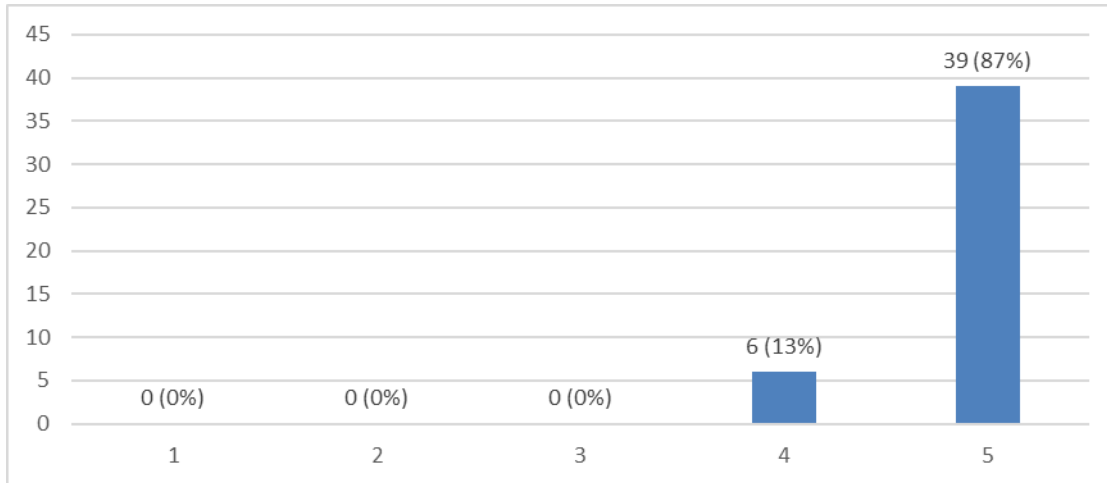


Chart 1 The Objectives of the Training were clearly stated in Syllabi

In **Second section** are analyzed how innovative methods and instructional activities were prepared and delivered. According to analyzes innovative methods and activities were not only interesting but stimulated their learning.

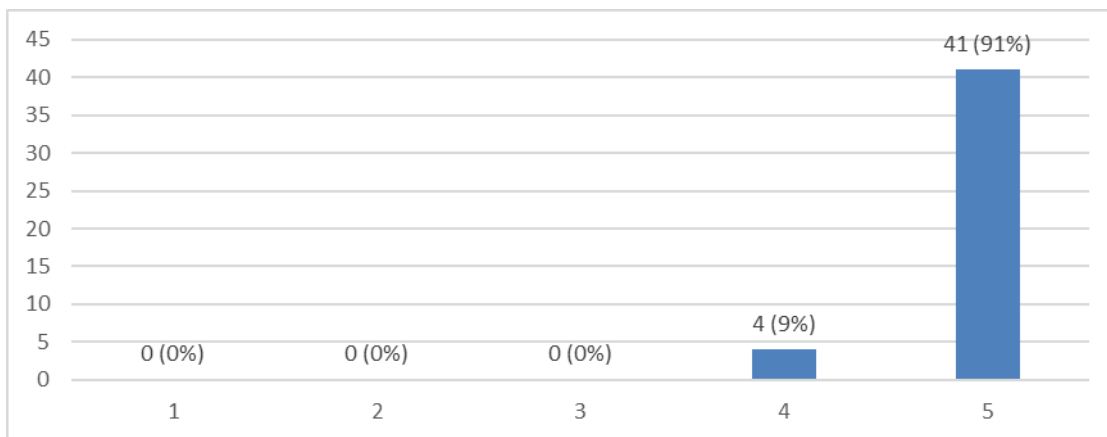


Chart 2 Innovative Methods and well prepared instructional activities were used and delivered

In the **third part** of survey the future trainees characterized preparation level of ToT course trainer and his level of communications. Trainer was well prepared and allocated time was effectively used.

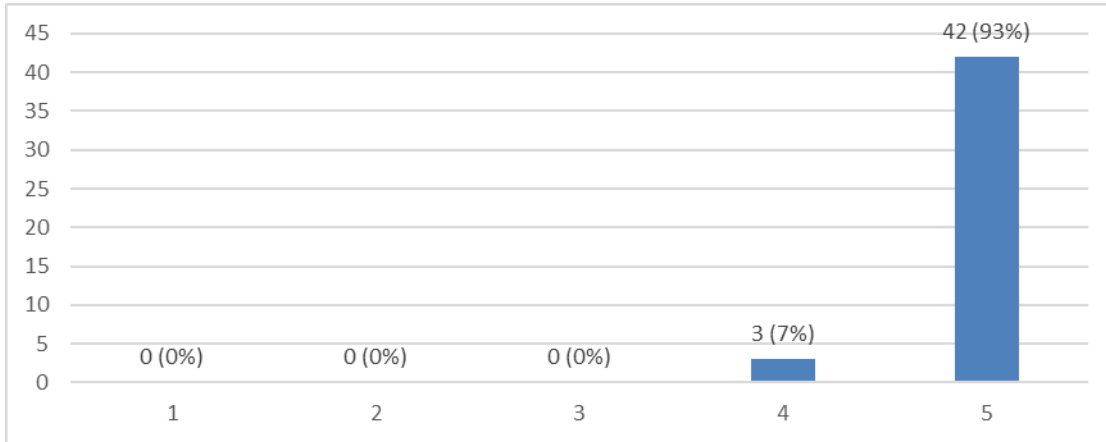


Chart 3 The trainer was well prepared for this training

In **section 4** all 45 participants agreed that they acquired new skills on innovative.

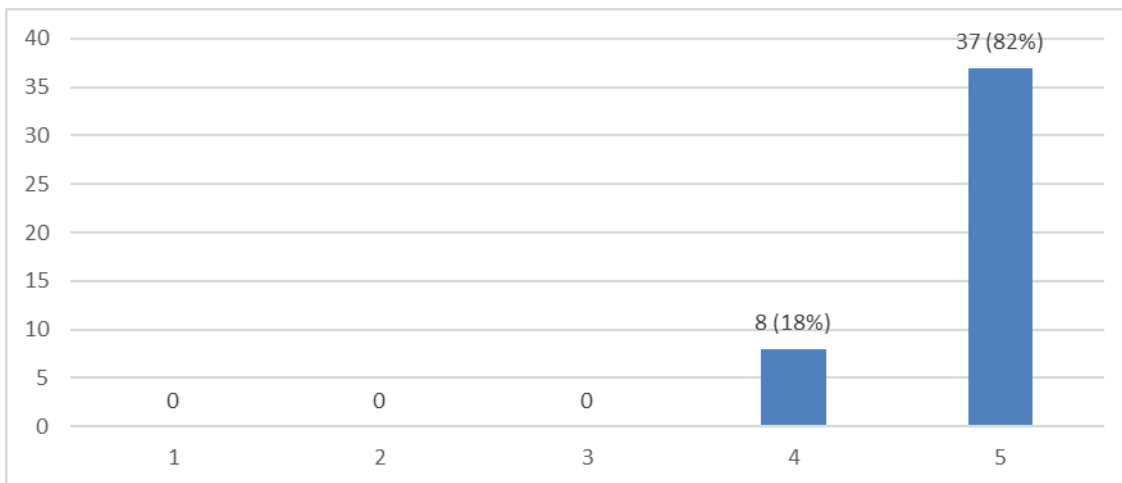


Chart 4 I acquired new skills on innovative and /or technology-enhanced teaching & learning

In **fifth section**, all participants positively characterized training experience and definitely going to use newly acquired knowledge to encourage student into the learning process.

In 5.2 are represented how the trainees are going to use newly acquired knowledge in practice

- I will use Sli.do for e-checking
- I will use smartphone in learning
- I will use Sli.do, for polling
- I will use QR Codes, Polling everywhere
- I will use elements of gamification to motivate students
- I will use newly acquired innovative skills during checking process
- I will introduce innovative technologies in learning process
- I would employ online testing
- I will actively use two collaboration types: student-student, teacher-student

- It will use ICT as inseparable part of my teaching process, yet, this training stressed the importance of new technologies one more time and it is advisable to introduce them in learning process.
- I will allocate more time to active learning
- I would like to use active learning
- I will apply the training experience to my work
- I will use the gained experience in my work
- I would put the gained experience in practice
- I will put the acquired skills into practice
- I will use the one method I had not known before
- I will use one certain methodology
- I will enrich my teaching activities with the acquired knowledge
- I will use the new method of checking
- I will try loading my lectures with technology enhanced activities and using all the innovations that I learned through the training

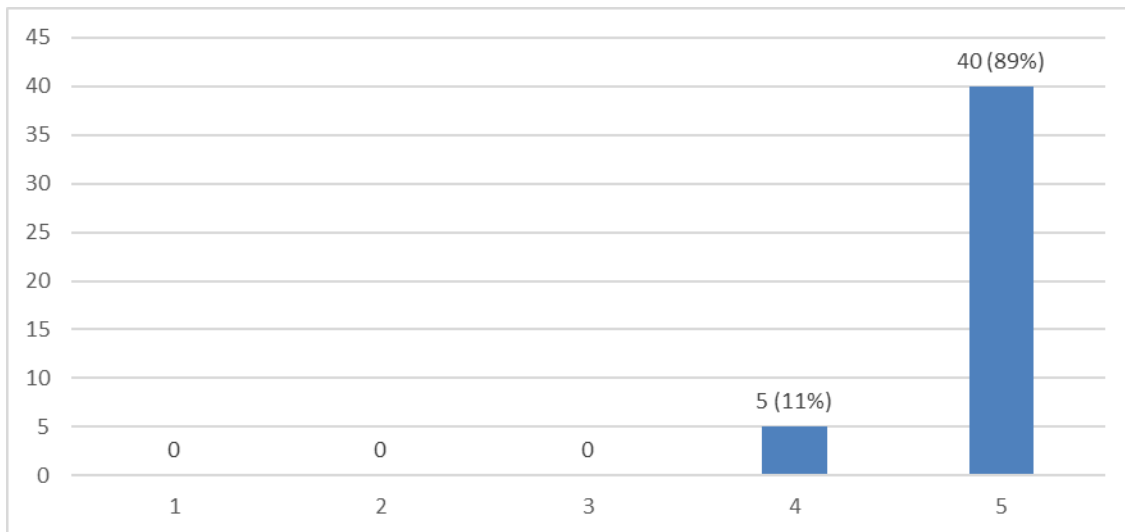


Chart 5 Overall, How would you rate your experience in this training?

Conclusions:

As a conclusion it is evident that the training “**Active learning & ICT-enhanced teaching: M-Learning & Gamification**” met the expectations of the trainees. It turned out to be the rewarding experience for all of them. They stated their willingness and readiness to embrace the innovations in order to make their teaching process more efficient and up -to-date.

The participants wished such trainings were held more frequently and that more teachers and lecturers participated in it.