

# CHERMUG Introduction & Evaluation Overview

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# CHERMUG

## Introduction & Evaluation Overview

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4 April 2013

# Programma

- 10 min CHERMUG brief intro & installations
- 45 min. Qualitative games & evaluation (evaluation form + errors form)
- 45 min. Quantitative games & evaluation (form + errors)
- 10 min. Discussion of experiences





# CHERMUG

- The CHERMUG project is a grant awarded under the EU Lifelong Learning Programme, Development of Innovative ICT-based Content, Services, Pedagogies and Practices sub-programme.
- The project is a two year project which started on 01-01-2012.

CELSTEC  
celstec.org



# CHERMUG Partners

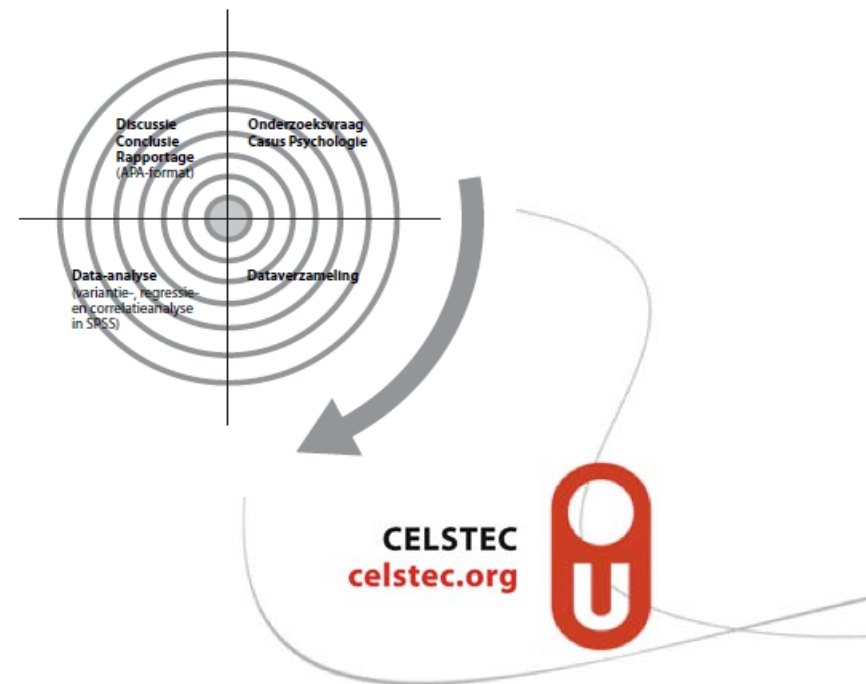
- University of the West of Scotland (UWS - coordinator)
- Universidad Complutense de Madrid (UCM)
- Open University of the Netherlands (OUNL)
- Playgen Ltd (Playgen)
- Satakunta University of Applied Sciences (SAMK, Finland)
- University of Medicine and Pharmacy of Craiova (UMFCV, Romania)

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# Aim of the CHERMUG project

- The aim of the CHERMUG project is to develop a game for teaching introductory research methods and statistics to nurses and social scientists across Europe.



# Objectives of the CHERMUG project

- Game design
  - Stakeholder and user requirements analysis
  - Cognitive task analysis
  - Literature Review
- Technical Design and Implementation
  - .....
- Large scale pilot of the game
- Teacher training to effectively use the game in education
- Evaluation and quality assurance measures
- Exploitation and commercialisation to assess the commercial value of the game



# Higher level thinking skills

Research methods and statistics require logical reasoning, critical thinking and data analysis skills which provide a systematic approach to developing a more sophisticated understanding of the world.

These higher level thinking skills are required to tackle the ill-defined problems that we face in the 21<sup>st</sup> century.





# Main areas & Games

- Research methods cycle
- Identifying research questions and hypotheses
- Research design: qualitative and quantitative
- Operationalising variables
- Simple data analysis

Two sets of games & supporting materials:

- Quantitative (8 small games: chi-square & t-test)
- Qualitative (3 small games: 2 introductions & a final)





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# References/Links

Quantitative games, see email

Qualitative games, see email:

Level 1: v02 (new one)

Level 2: v01

Level 3: v01

Evaluation form (please use them twice i.e. after qualitative and quantitative), see handouts and/or email

Error/comments/suggestions form (see email)



Education and Culture DG

Lifelong Learning Programme

[www.chemug.eu](http://www.chemug.eu)