



LIBA
LIETUVOS IMITACINIŲ
BENDROVIŲ ASOCIACIJA

LIETUVOS IMITACINIŲ BENDROVIŲ ASOCIACIJA „Liba“

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To: AMOR

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LIBA PROGRESS REPORT

Project No. 2020-2-BG01-KA205-079483

Project name: Digital Entrepreneur Academy

15th of September 2021

Report No	Report period
1 (progress)	9 month: 01.01.2021 – 31.09.2021

O1: DIGITAL LEADERSHIP SKILLS QUESTIONNAIRE

The idea of Digital Leadership Skills Questionnaire is to provide a compelling and engaging way to explore the character of leadership competencies of young persons (first part), with great attention to awareness about socially responsible business. The second part, after online filling in the questions, is based on the test results to assess young persons knowledge in the field of leadership. This is an innovative tool for self-assessment of the leadership skills that the participants have and those who will have to develop and strengthen to be ready to excel as European citizens.

The project researchers group revised Erasmus plus project' FETLED (Flexible Educational Tool for Leadership Skills Development Project), No. 2018-1-LT01-KA202-047026 created material - the theoretical information for self-assessment of the student's leadership skills, also during the first partners meeting present own experience and literary works on the topic of leadership.

Common agreement between the partners on the structure and prospects of the digital questionnaire was reached. All partners agreed on 20 competencies related with leadership. The descriptions of competencies were updated according to shared responsibilities. This activity leader – LIBA - created new template for leadership skills improvement part according to the skills levels: discover, explore and experiment. New material was collected according to 20 skills and shared responsibilities among partners. Researchers describe the situation/issue or question, which is connected with the appropriate skill level, using user-friendly format. Then partners found the material (articles, videos, toolkits, quizzes,

etc.) with the purpose to recommend and help young people the literature to fill gaps detected, in the form of acquiring new knowledge in an informal way.

Partners communicated through emails, online meetings via Google meet and MS Teams, Asana system.

Also researchers' and technicians' teams revised and update score calculation system. All teams agreed on design of the digital questionnaire. The user can start the quiz, the application makes the connection to the database and extracts all questions/answers, visualizing them in suitable UI controls. After the user marks their answers, they fill their name, email etc. and add a feedback response through one of the emoticons on the bottom of the page. On data submission, the server validates the user information (sends back warnings if needed) and calculates the Score from the questionnaire. The score and user information are then stored in the Database. After that, the user is taken to the results page, which includes their calculated Score, their current Level and short information. Below that, they can see details for the core competencies with brief description and links for improvement in the specified category(competency). There were Implemented: Visual enhancements and UI improvements/design with CSS of the front end client-side validation, in order to mitigate faulty data loading to the server, content for the pages and overall text structure, integration testing, deployment testing (when staging/deployment phase); basic cookie consent confirmation.

Then all the text version was uploaded to a digital media - web-platform. The link:
<https://digitalquestionnaire20210904011646.azurewebsites.net/> please check the link)

In application stage, it was planned to complete the product till the 1st of September, 2021. Final product completion is delayed by appr. 1 month, but this does not effect on O1 quality or further project activities and results.

At the moment all the questions and results of the attractive digital questionnaire are already available in the languages of all partners and English, the web page translation is going to the end. Researchers have already prepared to testing procedures: minimum one education institution with 5-10 young people in each partner country was found and informed, feedback collection questionnaire was created.

So, activities left for the finalization of O1: to test the questionnaire with youngsters, to analyzed received feedback and incorporate the suggestions into digital media.

O2: WEB PLATFORM AND MOBILE APPLICATION "DIGITAL ENTREPRENEUR ACADEMY"

We have started the collaboration with partners regarding the working on intellectual output No 2.

TRANSNATIONAL PROJECT MEETINGS

We have participated in all online meetings.

A mixed meeting will be organized and hosted in Lithuania, Vilnius, on September 22 and 23. Saltoniskiu str. 58-117. Some of the participants will attend remotely. The representatives of LIBA (Rima Baciulyte and Marius Ignatonis) and of AMOR (Danail Petrov) will attend in person.



LEARNING/TEACHING/TRAINING ACTIVITIES

We are looking for participants at the moment.

PROJECT MANAGEMENT

Project implementation group was created.

Information about the project was added in LIBA webpage: <https://liba.lt/projektine-veikla/>

Cooperation with the associated partner - Vilniaus kolegija/College of Applied Sciences has started: short information about the project, partners and progress has been included in the Practices Enterprises network newspaper "Simulith Zinios":

http://sl.viko.lt/wp-content/uploads/2021/06/18_Simulith_Zinios_Nr_18_437.pdf

ATTACHMENTS

Timesheets: Rima Baciulyte, Zita Svitinskiene, Marius Narbutaitis for the period of this report.

President



Marius Ignatonis