

Enhancing Teaching, Learning and Graduate Employability through University-Enterprise Cooperation

## **Evaluation Report**

Industry Collaboration and Curriculum Develoment for Games and Articial Intelligence

## 1. Resume

Agenda





## 2. Results

6 participants answer the evaluation form, where each question with a grade between 1-5, where 1 is Poor and 5 is Excellent. and the feedback was the following:

Questions	Mean
The training was well planned and organized.	4,8
The training facilities were adequate and comfortable.	4,7
The technical resources used were satisfactory.	4,7
Materials provided were helpful.	4,7
The objectives of the training were clearly defined and met.	5,0
The training content was well organized.	4,8
The topics of the training were clear and easy to follow.	4,8
Length of training was sufficient.	4,8
The training enhanced my understanding on the subject.	4,7
Training was relevant to my needs.	4,8
The training will be useful to my work and my professional growth	5,0
Training met my expectations.	4,8
The trainer was knowledgeable about the training topic.	4,7
The trainer had the ability to explain and illustrate concepts	4,5
The topics were presented in a clear and understandable manner.	4,7
The trainer encouraged participation, interaction and answered questions clearly.	4,5
The trainer's communication style kept me focused and interested.	4,7
	4,7





The general organization of the event was good as we can see from the average results presented above. The average of the evaluations was 4,7 in general. Participants highlight that industry Collaboration and Curriculum Development related to Games and Artificial Intelligence sounds interesting. It's great to see organizations like Staffordshire University organizing events that promote collaboration and the development of curriculum in such cutting-edge fields. The location, Stoke-on-Trent, UK, is known for its vibrant academic community.



