




## Quality Monitoring Report

<b>WP 4: Implementation of reformed and new study programs</b> <b>4.5 Student placements realized</b>	
<p>Description of sources and indicators for quality monitoring</p>	<p><b>Description of sources for evaluation:</b></p> <p><b>1) Deliverable Report for the Purpose of Internal Evaluation of 4.5</b> – filled in and signed by WP 4 chair on 27.11.2021. It includes:</p> <ul style="list-style-type: none"> <li>– list of activities carried out to achieve this deliverable;</li> <li>– description of the activities carried out;</li> <li>– indicators of progress and quality;</li> <li>– description of the deliverable implementing status.</li> <li>– description of changes that have occurred in the realization of this deliverable since the original proposal.</li> </ul> <p><b>2) DRPIE Annexes:</b></p> <ul style="list-style-type: none"> <li>- DEMUSIS Mad Head Games (P10) student placement program (September 2021)</li> <li>- Mad Head Games DEMUSIS evaluation (student group 1)</li> <li>- Mad Head Games student placement screenshot</li> <li>- Program Mad Head Games student placement (November 2021)</li> <li>- Mad Head Games student placement (student group 2, November 2021) screenshot</li> <li>- RTS student placement plan</li> <li>- List of students</li> <li>- Photo from P7</li> <li>- Students' tasks at Mad Head Games: <a href="https://www.youtube.com/playlist?list=PLFWiyp-LAWLpC_t9fCMsdr2YoKScVC_eB">https://www.youtube.com/playlist?list=PLFWiyp-LAWLpC_t9fCMsdr2YoKScVC_eB</a></li> </ul> <p>Indicators for quality monitoring:</p> <ul style="list-style-type: none"> <li>– more than 20 students placed in IT and media companies;</li> </ul>
<p>Conclusions about whether or not specific project deliverable is achieved and implemented – please, provide the following details:</p>	<ol style="list-style-type: none"> <li>1. The overall management was provided efficiently.</li> <li>2. The distribution of work was reasonable and appropriate.</li> <li>3. There was enough time allocated for ensuring the outcome of the deliverable.</li> <li>4. Staff resources were completely sufficient and appropriate for ensuring the outcome of the deliverable.</li> <li>5. The outputs of the deliverable were completely done.</li> <li>6. The outcome of the deliverable corresponds completely to the expected WP results.</li> <li>7. There are no problems and critical factors regarding the deliverable implementation.</li> <li>8. There is no suggestion for improving the process of deliverable implementation.</li> <li>9. There is no recommendation to modify the Project Management Plan considering this deliverable.</li> </ol>



Additional conclusions and comments	<p><b>Conclusion:</b> the deliverable is completely done (100%). Up to now, 21 students were placed to professional practice at partner institutions, which means that the goal set in the project application (more than 20 students placed to professional practice) is reached.</p> <p>Student placements in 2020 were canceled due to the covid-19 pandemic.</p> <p>In 2021, 3 student placements were implemented, both in-person and online, at P7 and P10:</p> <p>1) The first group of 6 students from P1 and P3 completed their practical placements at the <i>Mad Head Games</i> company (P10) in September 2021.</p> <p>2) The second round of placements at P10 took place in November 2021 (5 students from P1 and 5 students from P2).</p> <p>3) The third group of students had their placements at P7 (3 students from P1, 1 student from P2, and 1 student from P3).</p> <p>Additional work is planned for the extended duration of the project.</p>		
responsible QAG member	<p>Sanela Nikolić Faculty of Music, University of Arts in Belgrade</p>	<p>date: 29.11.2021.</p>	<p>signature: </p>