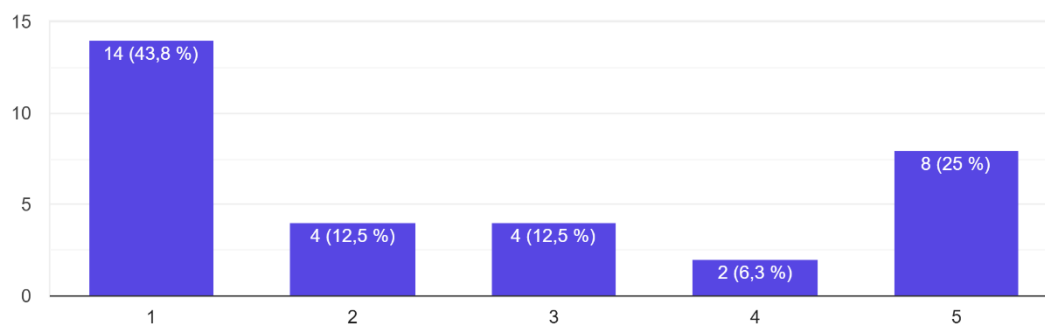


E.Twinning project: AI&I – Artificial Intelligence and I”

A survey was conducted among students participating in the international eTwinning project "AI&I - Artificial Intelligence and Me". The survey included several key questions aimed at assessing the success, usefulness and student satisfaction of the project.

1. How much did you like the eTwinning project "AI&I"?

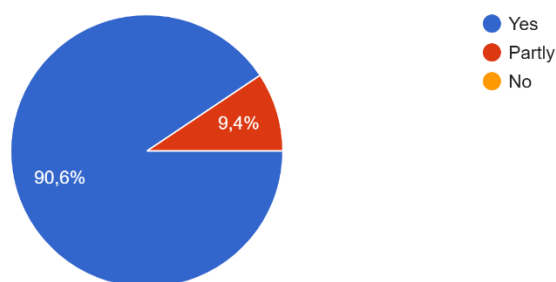
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The results show a very polarized distribution. Almost half of the students (43.8%) are not satisfied with the project, while only 25% show high satisfaction. The median value is missing – only 18.8% of the students gave ratings of 2, 3 or 4. This indicates an inconsistency in the responses, as their further reflections will emphasize satisfaction.

2. Do you think the project was interesting and useful?

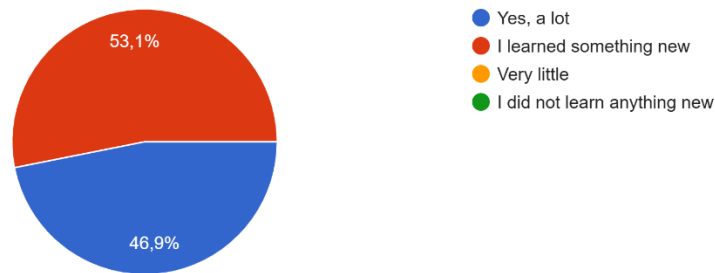
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Almost all students (90.6%) think that this project is interesting and useful, which indicates that the educational value of the project is of high quality. Only 9.4% have reserves. The difference between this result and Question 1 is that students value the content and learning, but are not satisfied with the overall impression.

3. Did you learn something new about artificial intelligence during the project?

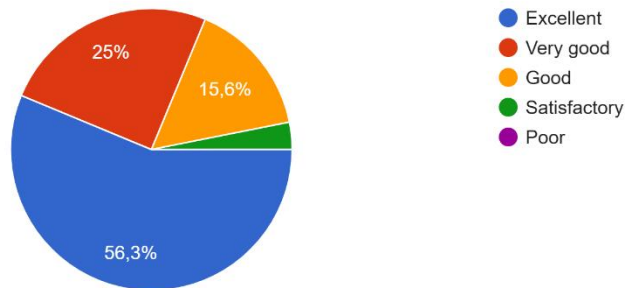
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100% of students gained new knowledge. The distribution is almost even between "a lot" and "some", which shows that the project successfully achieved the goals and outcomes among all participants, regardless of their initial level of knowledge.

4. How would you evaluate the organization of the eTwinning project?

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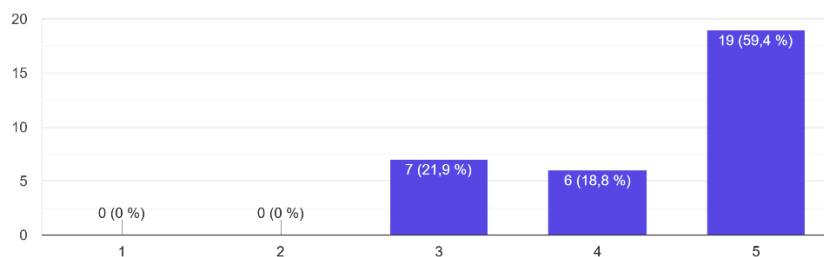
81.3% of students rate the organization as excellent or very good. Only 18.7% see room for improvement.

5. How satisfied were you with the following activities?

Responses to this question were collected using a five-point Likert scale, with respondents assessing their satisfaction on a scale from "very dissatisfied" to "very satisfied".

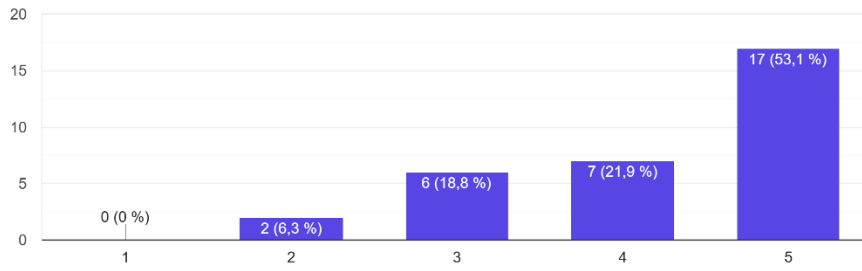
5.1. Creating presentations or digital content

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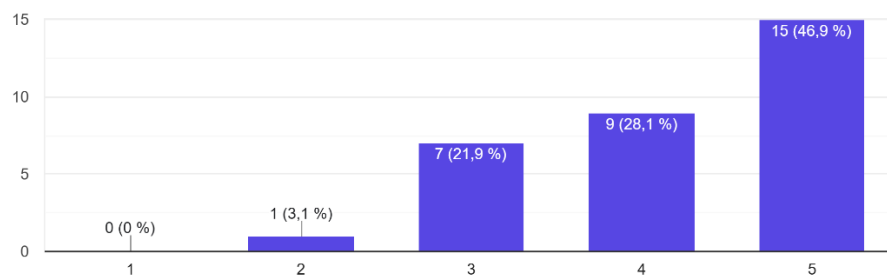
5.2. Presenting AI tools to other students

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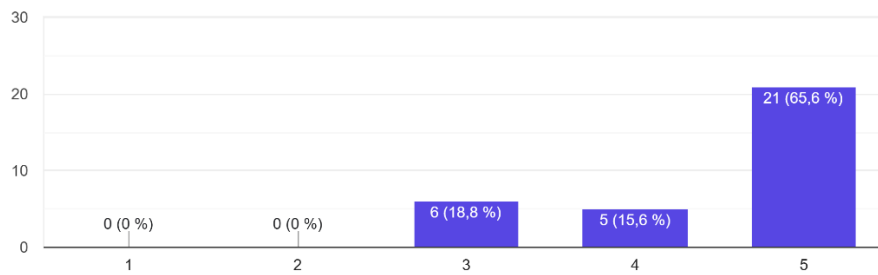
5.3. International online meetings

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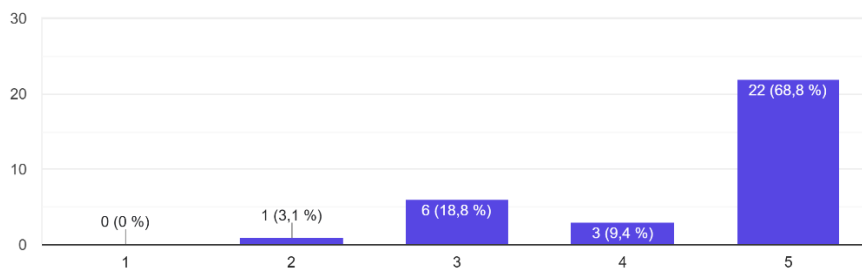
5.4. Collaboration in international teams

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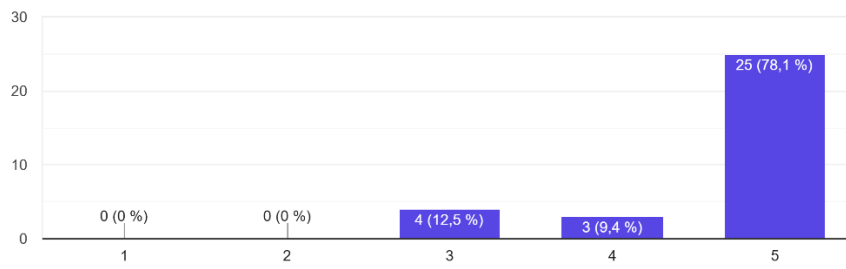
5.5. AI for Beginners

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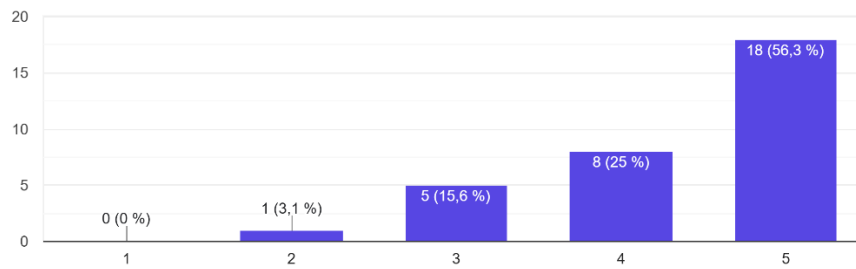
5.6. AI and Art

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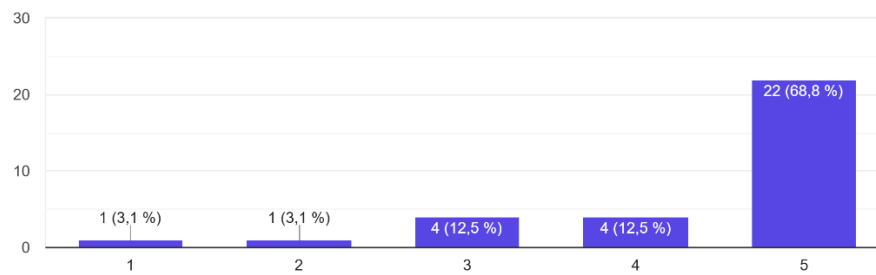
5.7. New Year, New Me & AI

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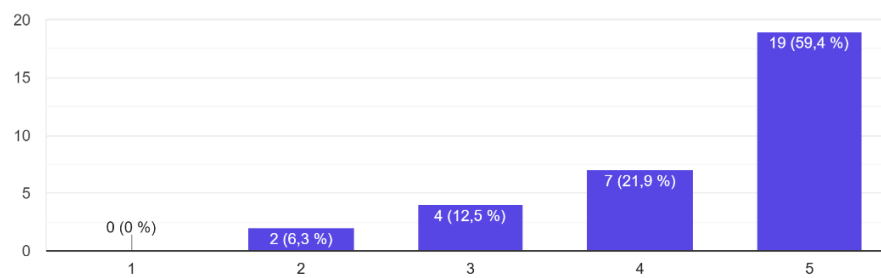
5.8. Ethics and Criticality in AI (Safer Internet Day)

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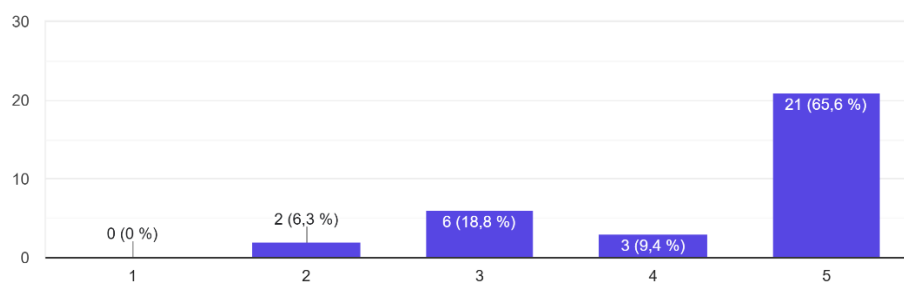
5.9. AI for a Better Local Community activities

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5.10. Creating collaborative project products

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Redoslijed	Aktivnost	Ocjena 5 (%)	Prosječna Zadovoljstva
1.	AI and Art	78,1%	Vrlo visoka
2.	AI for Beginners	68,8%	Vrlo visoka
3.	Ethics and Criticality in AI	68,8%	Vrlo visoka
4.	Collaboration in international teams	65,6%	Visoka
5.	Creating collaborative project products	65,6%	Visoka
6.	New Year, New Me & AI	56,3%	Visoka
7.	Presenting AI tools to other students	53,1%	Visoka
8.	International online meetings	46,9%	Umjerena-Visoka
9.	Creating presentations or digital content	59,4%	Visoka
10.	AI for a Better Local Community	59,4%	Visoka

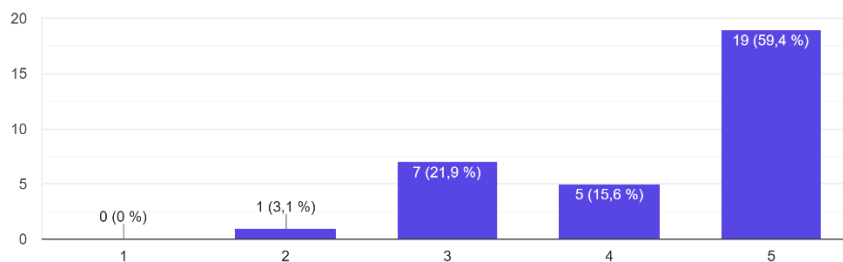
The most successful activity; AI and Art resonated strongly with students, 78.1% of students rated it with a rank of 5. The activities AI for Beginners Ethic and Criticality in shared second place. 68.8% of students were extremely satisfied.

6. What Did Students Gain from the Project?

Responses to this question were collected using a five-point Likert scale, with respondents assessing their satisfaction on a scale from "strongly disagree " to "strongly agree".

6.1. I learned new things about artificial intelligence

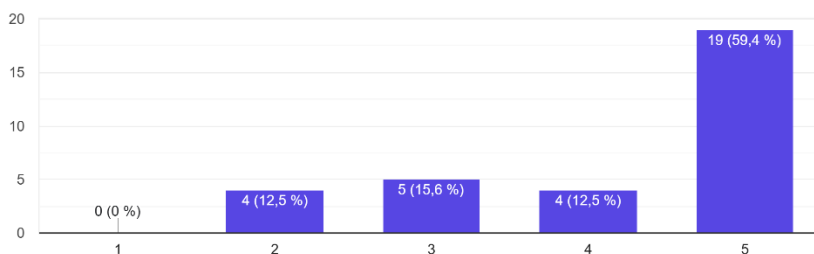
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75% of students strongly agree with this statement (grades 4-5), confirming that the project was successful in transferring knowledge about AI.

6.2. I improved my digital skills.

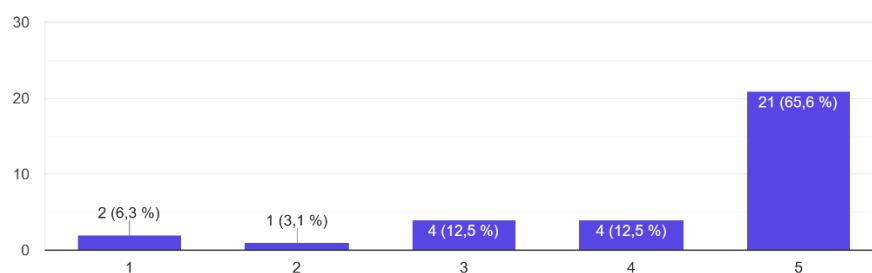
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71.9% of students felt that they had significantly improved their digital skills (grades 4-5), indicating that the practical activities were effective.

6.3. I improved my communication skills

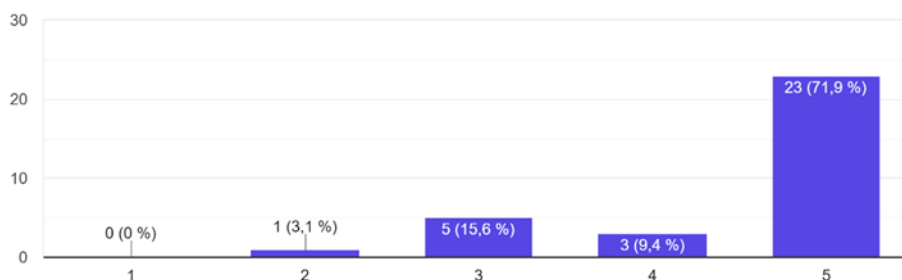
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The international environment clearly contributed to the development of communication skills, as 78.1% of students confirmed an improvement in communication skills (grades 4-5).

6.5. The project helped me better understand the benefits and risks of artificial intelligence.

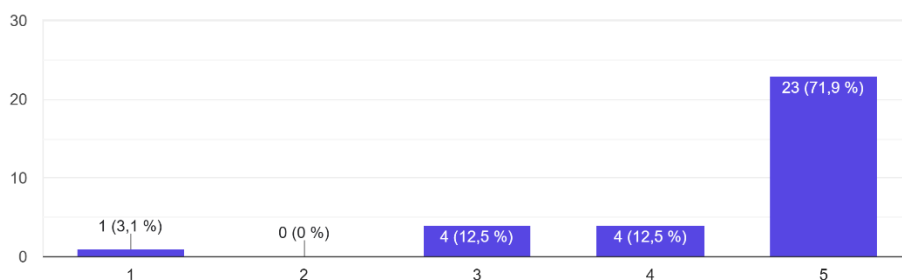
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81.3% of students (grades 4-5) believe that the project helped them understand the benefits and risks of artificial intelligence. Therefore, we can say that one of the key goals of the project was achieved..

6.6. I enjoyed working with students from other countries.

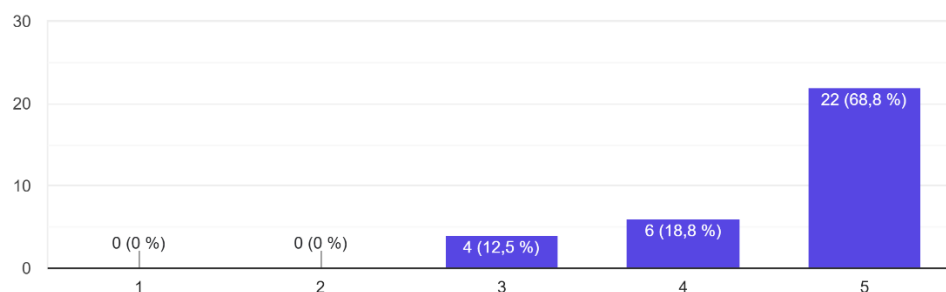
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84.4% of students (grades 4-5) rated international cooperation positively. This is one of the most valuable aspects of the project.

6.7. I am satisfied with my participation in the project.

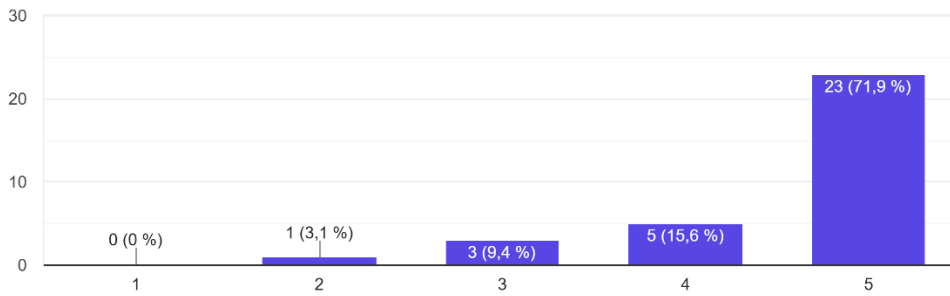
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87.6% of students (grades 4-5) are very satisfied with their participation in the project, indicating a positive overall experience.

6.8. I would recommend this project to other students.

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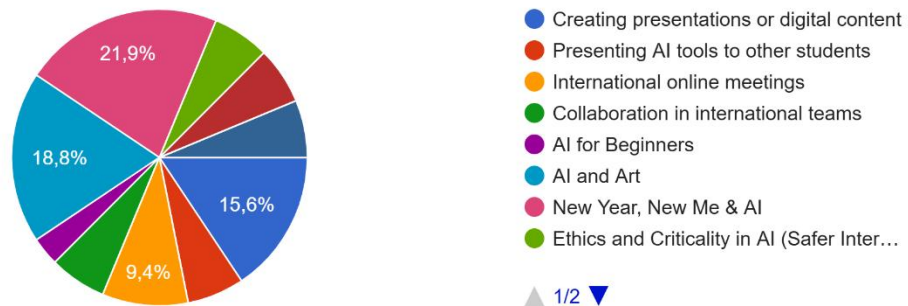


This project would be recommended by 87.5% of students, which is a strong indicator of the quality and impact of the project.

7. Which project activity did you enjoy the most?

Choose

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Three activities stood out as favorites "New Year, New Me & AI" (21.9%), Ethics and Criticality in Ai 18.8% and AI and Art 15.6%. The variety of choices shows that different activities appealed to different students, which is a sign of well-defined project tasks.

Summary

1. Overall Satisfaction with the Project

Most students expressed a high level of satisfaction with their participation in the project. The results show that students perceived the project as interesting, useful, and motivating for learning about artificial intelligence.

2. Satisfaction with Project Activities

Students evaluated the various project activities positively, especially:

- exploring and using artificial intelligence tools;
- collaborative activities and teamwork;
- creative tasks and the creation of digital products;
- international cooperation and communication with peers from other countries.

3. Students' Gains and Competence Development

The charts indicate that the project significantly contributed to the development of students' competences:

- students learned new content about artificial intelligence;
- they improved their digital skills;
- they gained a better understanding of the benefits and risks of artificial intelligence;
- they developed critical thinking and a more responsible approach to the use of digital technologies;
- they gained new experiences in international cooperation and intercultural learning.

4. International Cooperation

A large number of students highlighted that they particularly enjoyed working with participants from other countries. The international dimension of the project contributed to the development of communication and social skills and increased students' motivation to participate in project activities.

5. Recommendations and Project Sustainability

Most students stated that they would recommend the project to other students, which confirms the high level of satisfaction and the positive impact of the project. The results indicate the need for the continued integration of artificial intelligence topics and international cooperation into the teaching and learning process.

Conclusion

The evaluation results confirm that the project **“AI&I – Artificial Intelligence and I”** successfully achieved its objectives. The project contributed to the development of students' digital, language, and intercultural competences, increased their understanding of artificial intelligence, and encouraged the active and responsible use of digital technologies. The high level of student satisfaction and their willingness to recommend the project to others confirm its quality and educational value.