

# RESPRO Results Map

## Target Groups



**Project Kit**

- Road Map
- Quality Assurance Plan
- Risk Management Plan
- Dissemination Plan
- Kanban Board
- Management Repository
- Website

The Project Kit is a centralised, ready-to-use toolkit with the master schedule (like the Gantt chart, Kanban board), deliverable register, core templates, quality & risk logs, dissemination tracker, and branding assets. Hosted in a shared workspace with owners, due dates, and “definition-of-done” checklists, it reduces admin, ensures traceability, and keeps all partners aligned.

**Best Practices**

- Identifying Best Practices
- Focus Groups Analysis
- Focus Groups Script
- Results Analysis
- Educator Questionnaire
- Student Questionnaire

The project identifies best practices through a mixed-methods sequence: it designs and pilots surveys in HEIs, analyses the full quantitative results, runs focus groups with project managers to capture workplace practices and triangulates both evidence streams to produce a validated best-practice catalogue.

**EAS Courses**

- Job Crafting
- Well-Being
- Responsible Leadership
- EAS Course Methodology

Easily Accessible Short Courses are three 1-ECTS, easy-to-use modules aimed primarily at master’s students in engineering and business and designed for straightforward adoption by HEIs. They are intended to work stand-alone or as a set, with practice application strengthened via the e-simulation game

**eGame**

- Online demo (code YJBBP8)
- User Manual
- Technical Development
- Framework of the eGame

eGame (a.k.a. e-simulation / e-tool) is an open, navigation-based serious game that lets students practice responsible-leadership, well-being and job-crafting decisions in realistic project scenarios. It aims to boost engagement and people-skills for students, teachers, and project managers.

**Publications**

- Conferences
- Journals

**Guidebook**

- Guide to use and adapt the RESPRO results
- Results
- Results
- Results
- Results

