EULEP
European Learning Experience Platform

PILOT PHASE

Feedback Report - France
01/2025

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Agenda

I. Participant information
II. Modules content and methodology
III. Usability of the online learning platform
IV. Satisfaction level

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I. Participant information

The feedback forms reveal that participants have diverse expertise areas, with the majority specializing in Social Innovation (11), Artificial Intelligence (10), and Virtual Reality (9). Most participants have intermediate experience with online learning platforms (18), followed by advanced (9), expert (2), and novice (2). During the pilot phase, participants reviewed courses on Artificial Intelligence (11), Social Innovation (10), and Virtual Reality (10).

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I. Participant information

AREA OF EXPERTISE								
	SI		AI		VR		Other	
NB of Participants	11	35%	10	32%	9	29%	1	2%

EXPERIENCE WITH ONLINE LEARNING PLATFORMS								
	Novice		Intermediate		Advanced		Expert	
NB of Participants	2	6%	18	58%	9	29%	2	6%

COURSES ENROLLED			
	SI	AI	VR
NB of Participants	10	11	10

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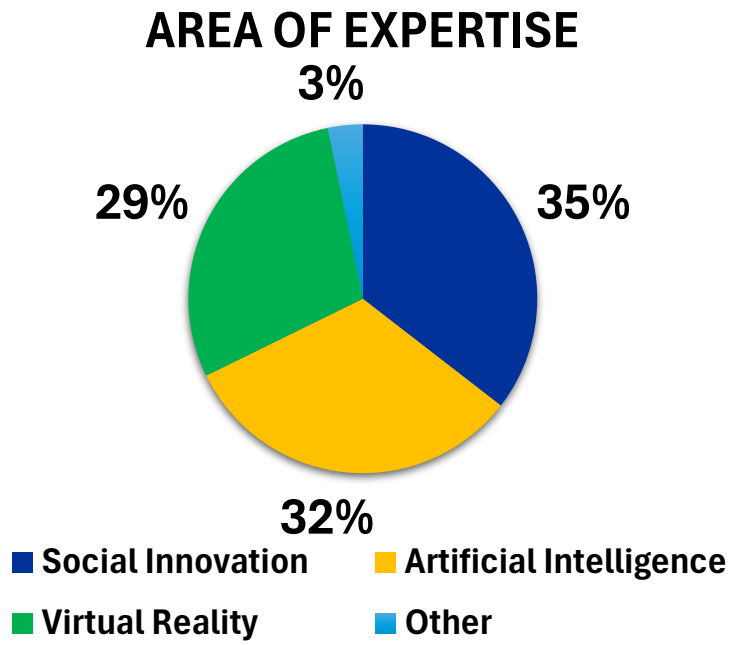
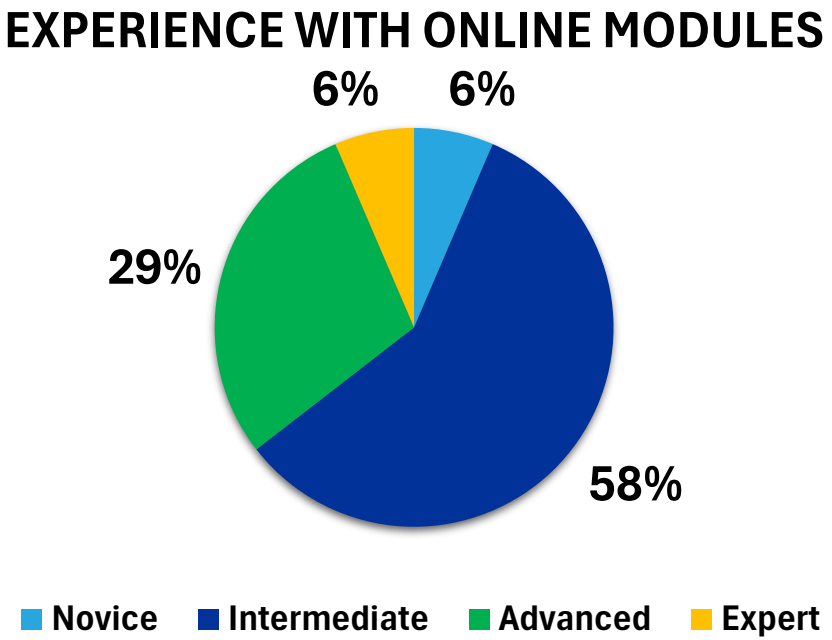
I. Participant information





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II. Modules content and methodology

- The majority of participants rated the course structure and coherence as "Excellent." The modules and units within the courses were highly rated for building upon each other effectively.
- Participants found the course content to be highly relevant and up-to-date. The content met the learning objectives stated at the beginning of each unit.
- Most participants did not have specific suggestions for improving the structure or sequence of the modules and units. Only a few mentioned minor improvements, such as addressing identical quiz questions in module 2.

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II. Modules content and methodology

OVERALL COURSE STRUCTURE AND TRAINING CONTENT
VR
➢ **Structure and Coherence:** Rated highly, with participants appreciating the well-structured and coherent modules. ➢ **Relevance and Up-to-date Content**: Participants found the content highly relevant and up-to-date. The content met the learning objectives effectively. ➢ **Suggestions for Improvement**: Some participants noted issues with identical quiz questions in Module 2 and suggested adding diagrams or fiches for better comprehension.

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II. Modules content and methodology

OVERALL COURSE STRUCTURE AND TRAINING CONTENT
SI
➢ **Structure and Coherence**: Rated highly, with participants appreciating the well-structured and coherent modules. ➢ **Relevance and Up-to-date Content**: Participants found the content highly relevant and up-to-date. The content met the learning objectives effectively. ➢ **Suggestions for Improvement**: Some participants noted repetition in sequences and suggested a global review for improved coherence.

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II. Modules content and methodology

OVERALL COURSE STRUCTURE AND TRAINING CONTENT
AI
➢ **Structure and Coherence**: Rated highly, with participants appreciating the well-structured and coherent modules. ➢ **Relevance and Up-to-date Content**: Participants found the content highly relevant and up-to-date. The content met the learning objectives effectively. ➢ **Suggestions for Improvement**: Some participants suggested simplifying instructions and adding practical examples for assignments.

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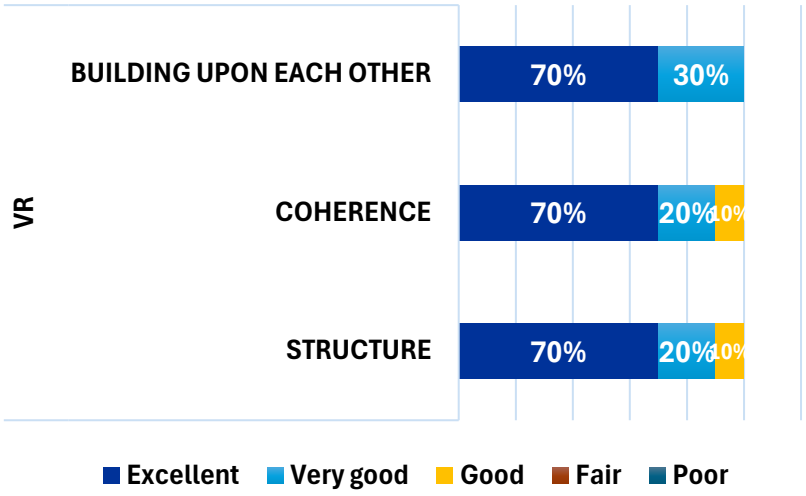
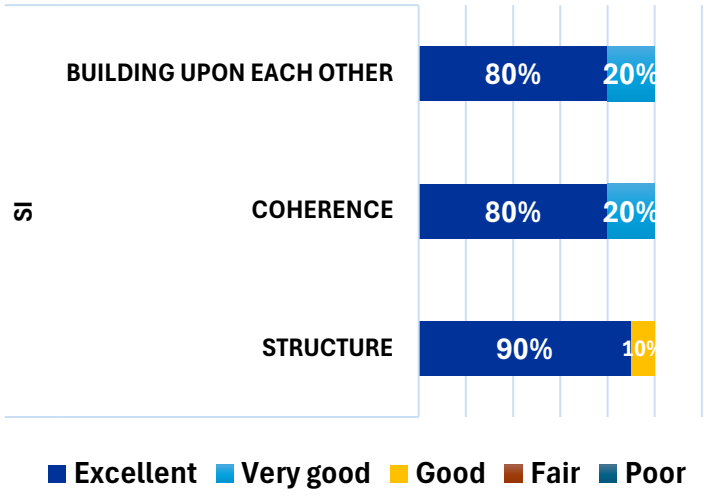
II. Modules content and methodology

OVERALL COHERENCE OF THE TRAINING PATHWAY

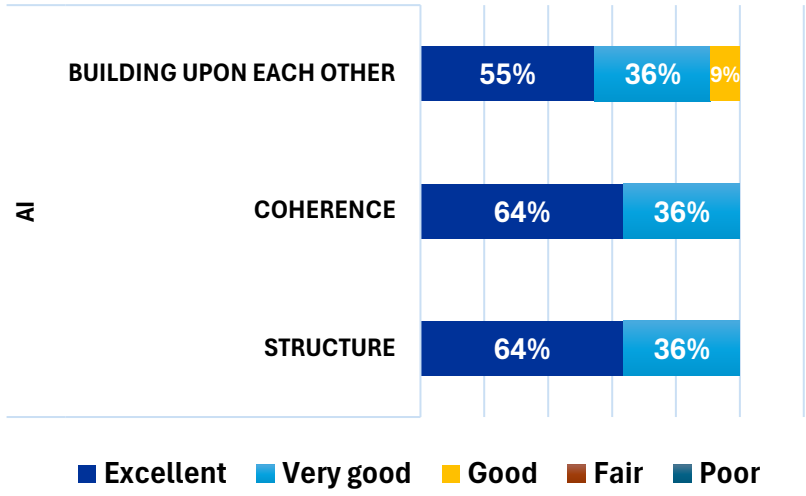
VR



SI



AI



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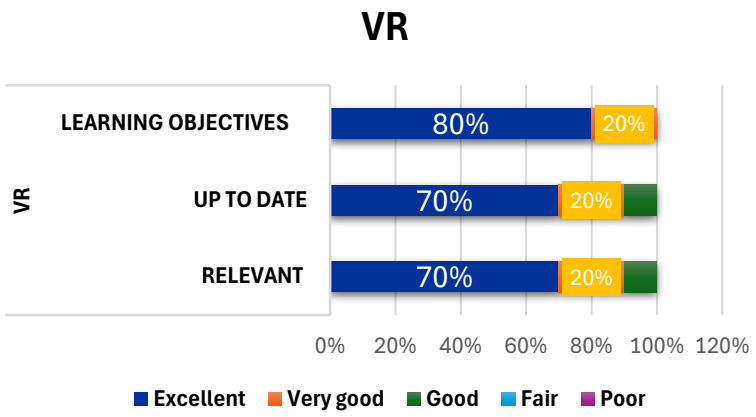
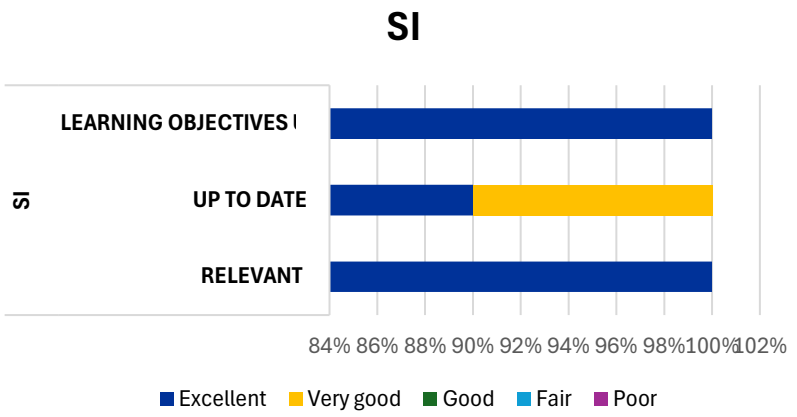
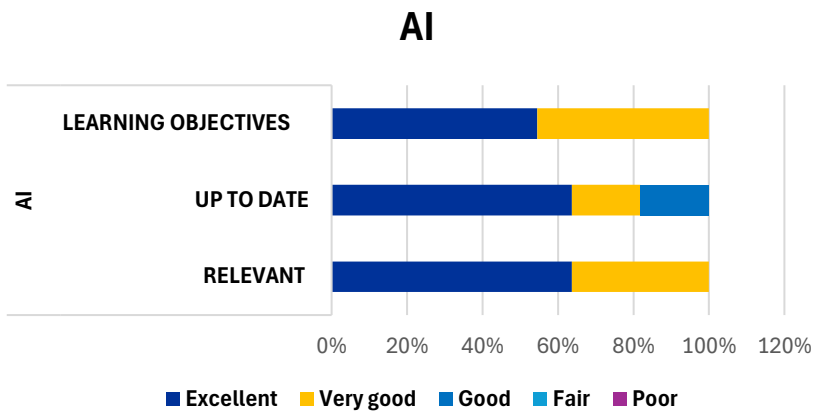
II. Modules content and methodology

ARE THE MODULES RELEVANT AND UP TO DATE AND THE LEARNING OBJECTIVES MET?







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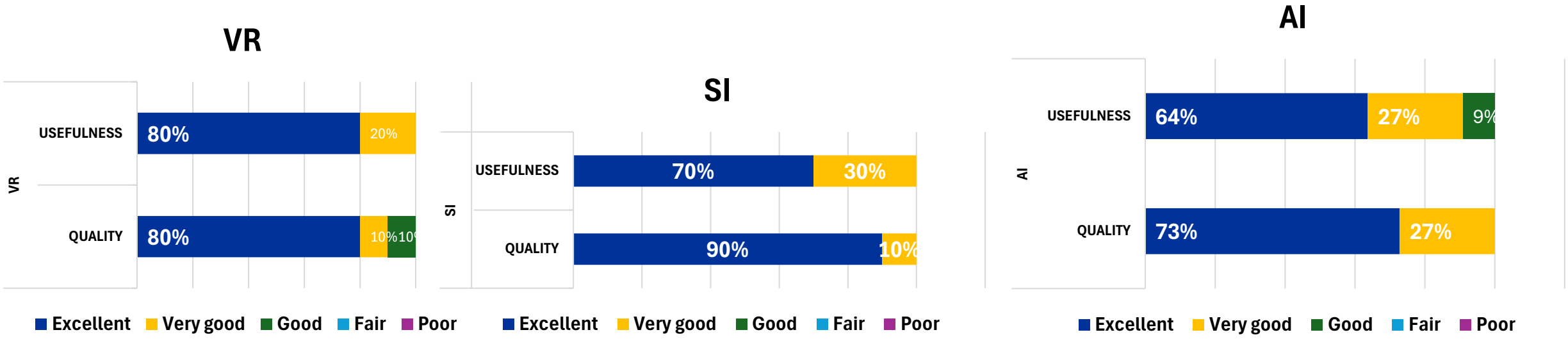
II. Modules content and methodology

HOW QUALITATIVE AND USEFUL ARE THE MODULES?



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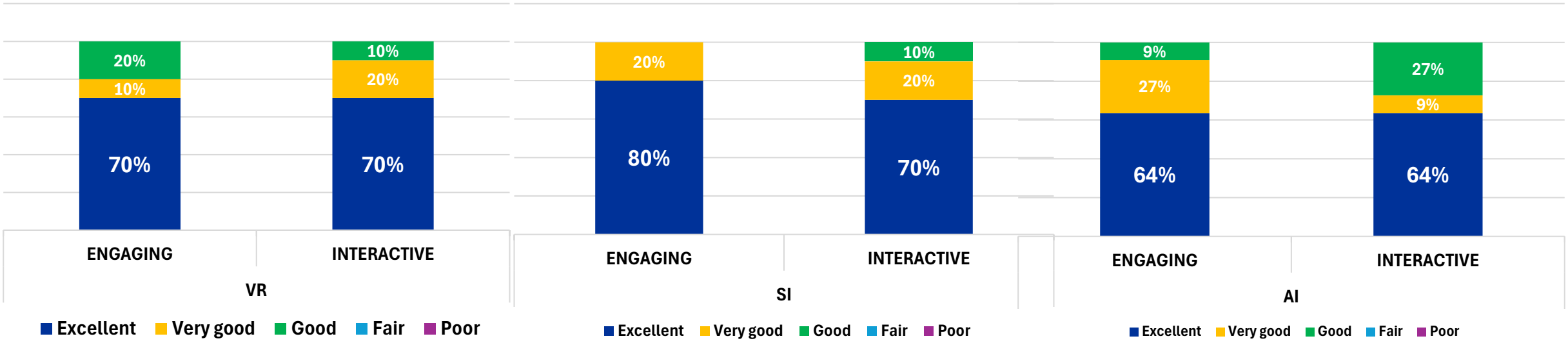
II. Modules content and methodology

HOW ENGAGING AND INTERACTIVE ARE THE MODULES?



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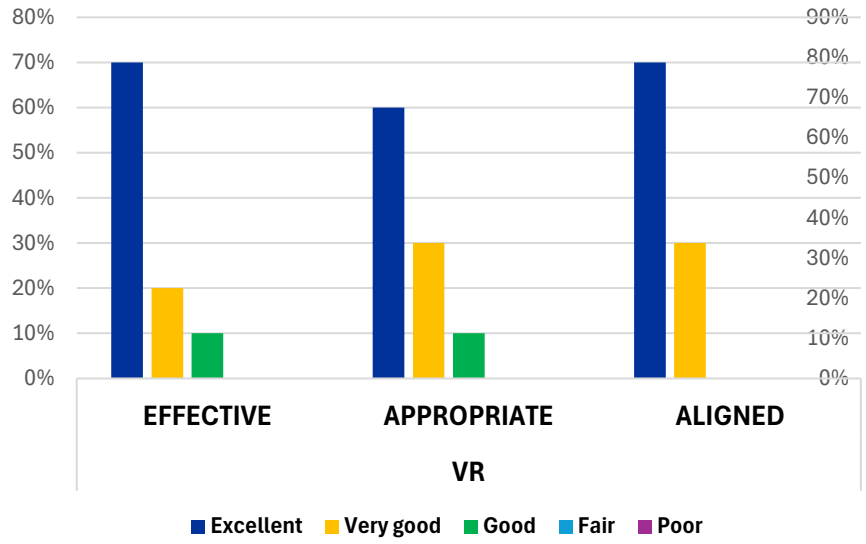
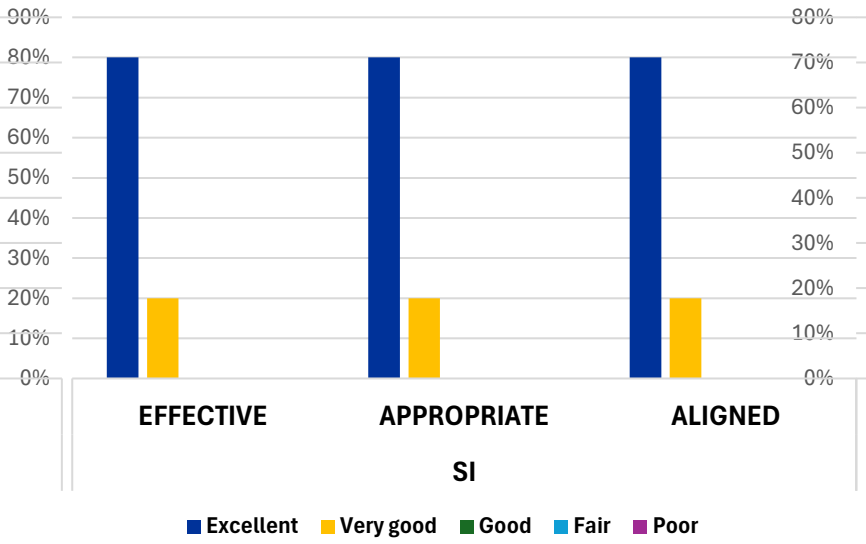
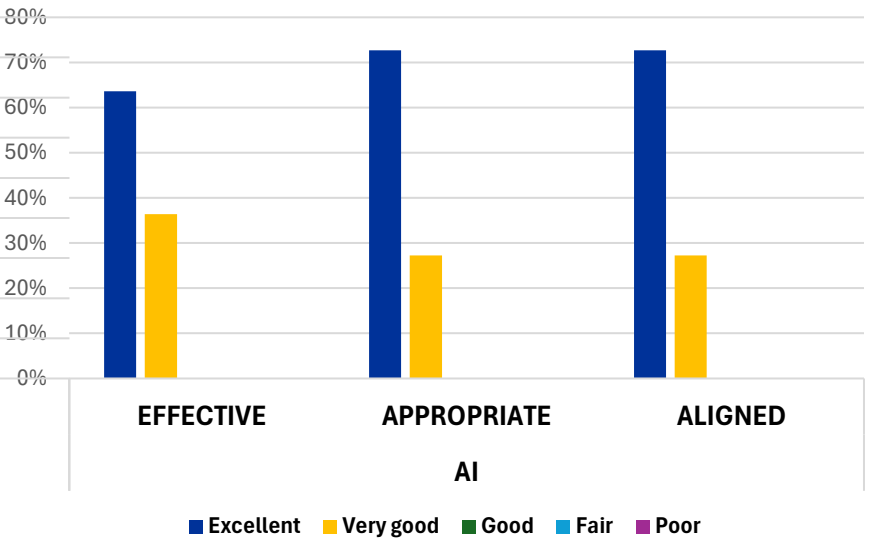
II. Modules content and methodology

EFFECTIVENESS, ALIGNMENT AND APPROPRIATENESS OF THE LEARNING ACTIVITIES







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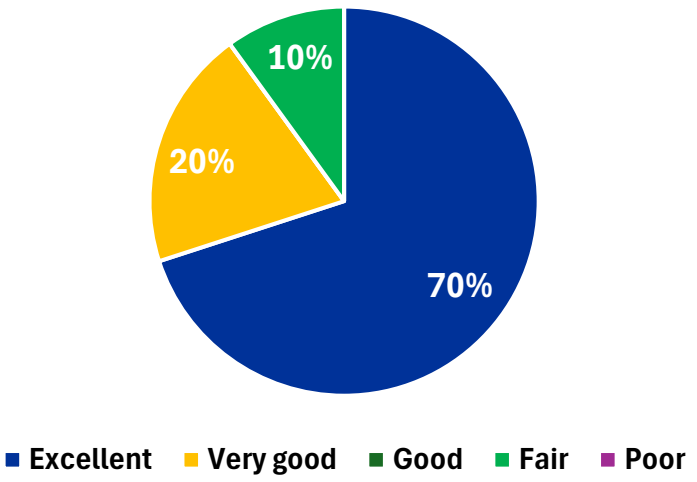
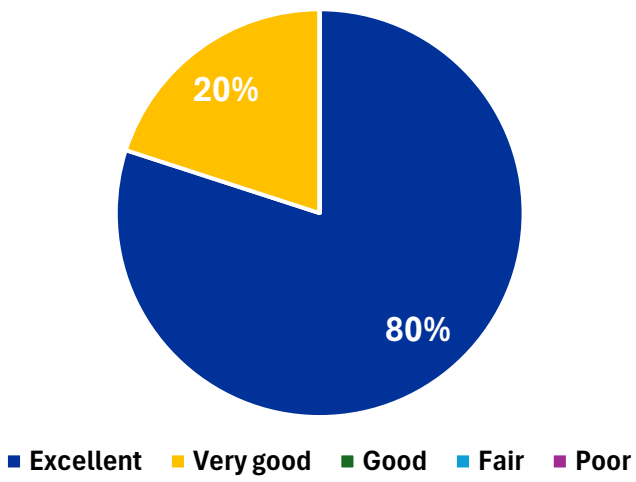
II. Modules content and methodology

EFFECTIVENESS OF LEARNING ACTIVITIES IN SUPPORTTING THE COURSE OBJECTIVES

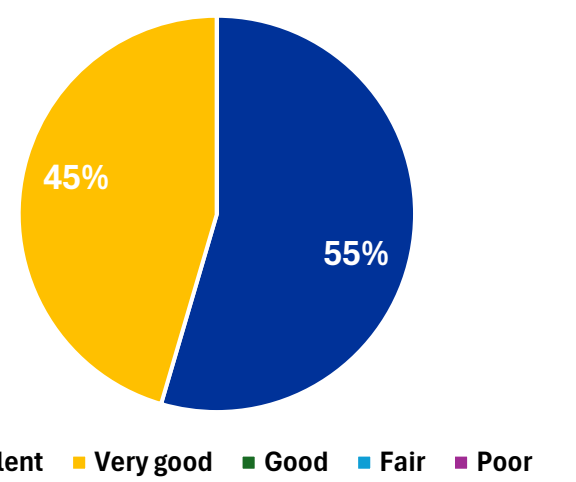
VR



SI



Ai



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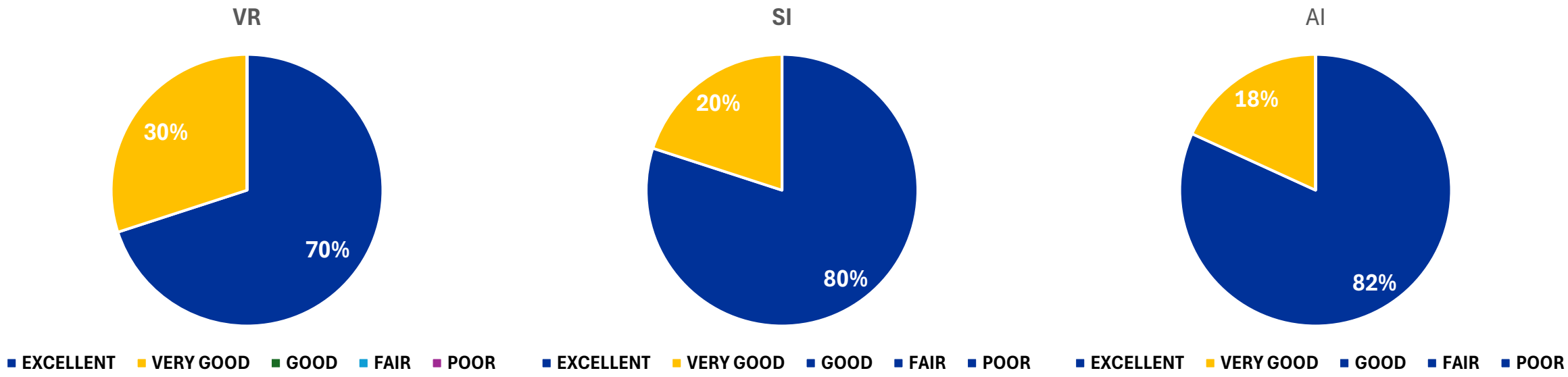
II. Modules content and methodology

PEDAGOGICAL SOUNDNESS: ARE THE COURSES STRUCTURED TO BUILD KNOWLEDGE PROGRESSIVELY?



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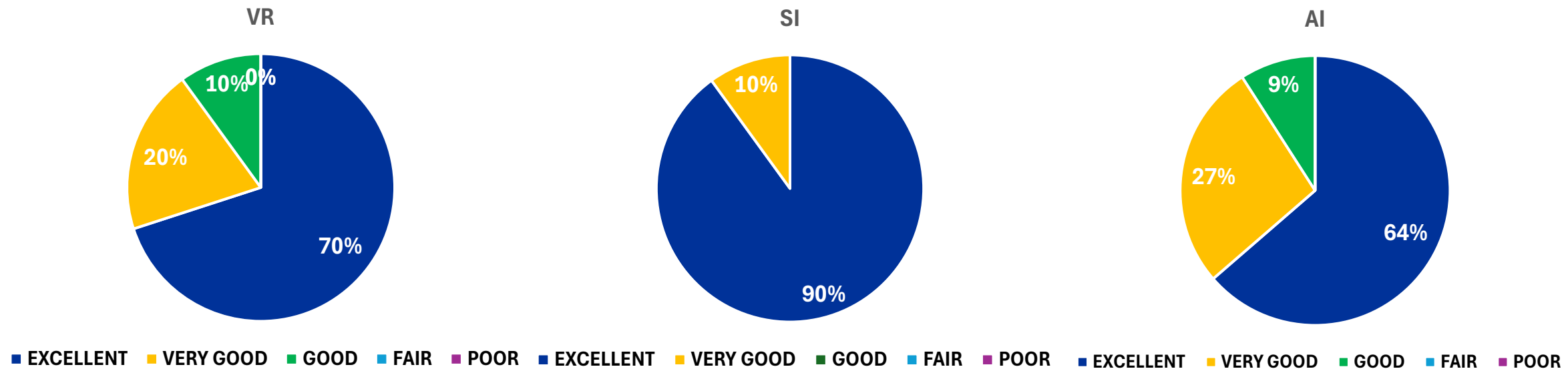
II. Modules content and methodology

IS THE FEEDBACK IN THE ASSESSMENTS CONSTRUCTIVE AND HELPFUL FOR LEARNER IMPROVEMENT?



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Further into the "open questions"

SUGGESTIONS FOR IMPROVING THE STRUCTURE OR SEQUENCE OF MODULES AND UNITS
VR
➢ **Identical questions in the four quizzes** despite different themes/subjects. ➢ Issues with simultaneous translation in native language ➢ Approximate definitions (e.g., metaverse) ➢ Highly textual presentations. **Suggestions include** adding diagrams or fiches and exploring development perspectives more thoroughly.
SI
➢ Some sequences were repetitive, suggesting a global review for improved coherence.

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Further into the "open questions"

RECOMMENDATIONS FOR ADDITIONAL RESOURCES
VR
➢ The current modules are rich in content and well-structured, with no additional resources needed. Some participants suggested adding interactive elements or real-life case studies.
SI
➢ The course is rich in resources, with no additional materials needed. Some participants suggested more pictograms and visual aids for better comprehension.
AI
➢ The course offers a rich learning experience with comprehensive materials. It has been suggested to incorporate additional interactive elements (hands-on AI simulation tools or industry webinars). Simplifying instructions and adding practical examples for assignments were also recommended.

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Further into the “open questions”

SUGGESTIONS FOR IMPROVING ACTIVITY DESIGN AND ASSESSMENTS
VR
➢ In small businesses, extensive learning activities might be challenging due to time constraints. Shorter assignments were recommended. ➢ The presentation of evaluation results could be more interactive.
SI
➢ Noted heterogeneity in learning materials' interactivity, suggesting better coherence.
AI
➢ Many participants found the current activity design and assessments effective and well-aligned with learning outcomes, with no further suggestions for improvement.

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Global Summary

- Participants rated the quality of learning resources, including readings, videos, and case studies, very highly.
- The resources were found to be engaging and interactive.
- Supplementary resources, such as external links and additional readings, were also considered useful.
- Most participants did not recommend additional resources, indicating satisfaction with the current materials.
- Some suggested incorporating more interactive elements, visual aids, and practical examples to further enhance the learning experience.

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To conclude on VR…

OVERVIEW OF THE LEARNING RESOURCES AND MATERIALS
VR
➢ **Quality of Learning Resources**: Rated highly. Participants found the resources comprehensive and well-structured. ➢ **Engagement and Interactivity**: The resources were engaging and interactive. ➢ **Supplementary Resources**: Most participants did not recommend additional resources, indicating satisfaction with the current materials. Some suggested adding interactive elements or real-life case studies.

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To conclude on SI…

OVERVIEW OF THE LEARNING RESOURCES AND MATERIALS
SI
➢ **Quality of Learning Resources**: Rated highly. Participants found the resources comprehensive and well-structured. ➢ **Engagement and Interactivity**: The resources were engaging and interactive. ➢ **Supplementary Resources**: Most participants did not recommend additional resources, indicating satisfaction with the current materials. Some suggested more pictograms and visual aids for better comprehension.

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To conclude on AI…

OVERVIEW OF THE LEARNING RESOURCES AND MATERIALS
AI
➢ **Quality of Learning Resources**: Rated highly. Participants found the resources comprehensive and well-structured. ➢ **Engagement and Interactivity**: The resources were engaging and interactive. ➢ **Supplementary Resources**: Most participants did not recommend additional resources, indicating satisfaction with the current materials. Some suggested incorporating additional interactive elements such as hands-on AI simulation tools or access to industry webinars.

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III. Usability of the online learning platform

SI	AI	VR
INTUITIVE		
80% found it excellent	55% found it excellent	70% found it excellent
USER FRINEDLY		
70% found it excellent	55% found it excellent	70% found it excellent
TECHNICAL DIFFICULTY		
Issues with quiz completion and navigation.		
INTERACTION AND ENGAGEMENT		
80% found it excellent	55% found it excellent	60% found it excellent
ADDITIONAL FEATURES		
Better navigation tools and more interactive elements.		

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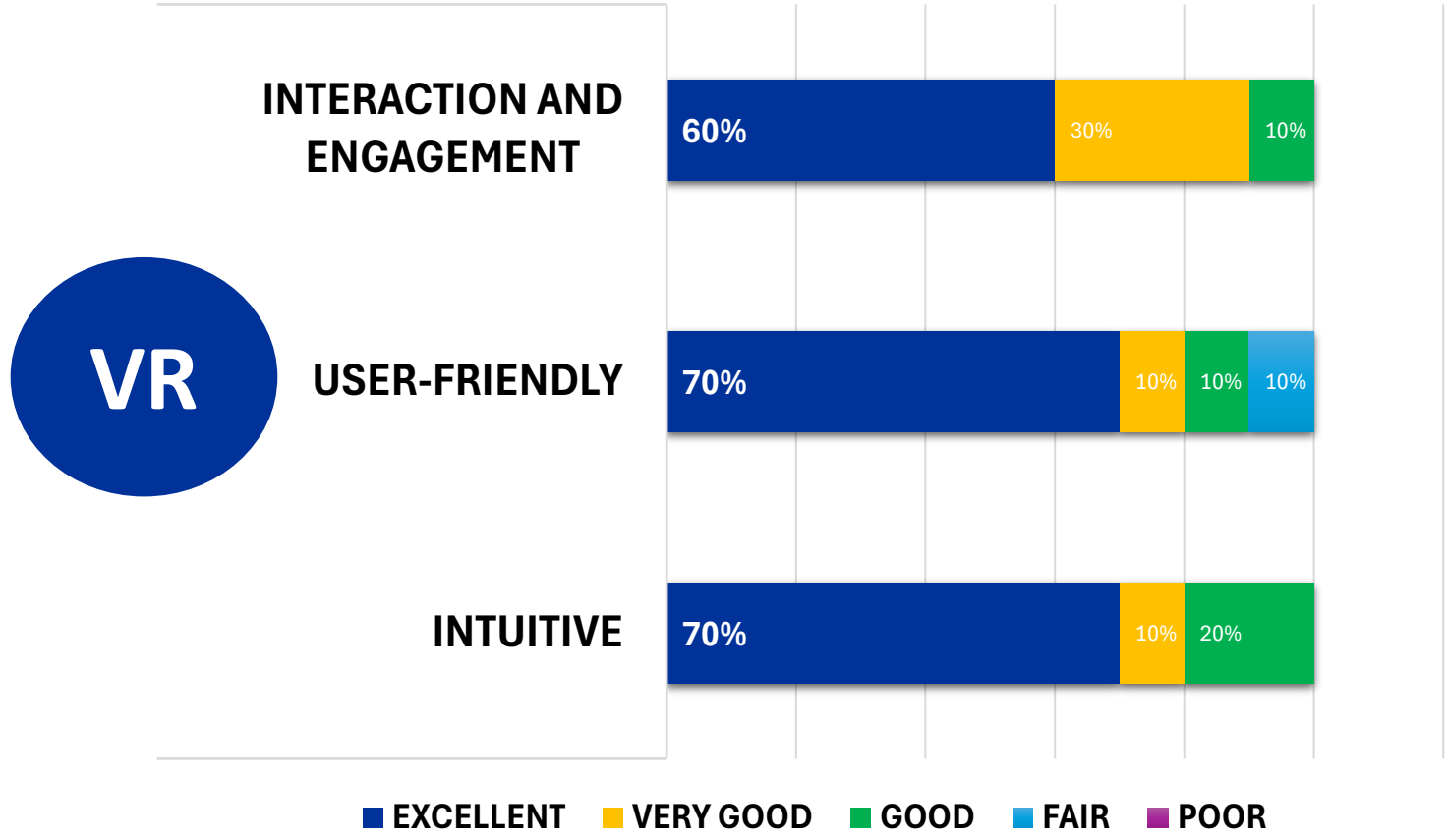
III. Usability of the online learning platform



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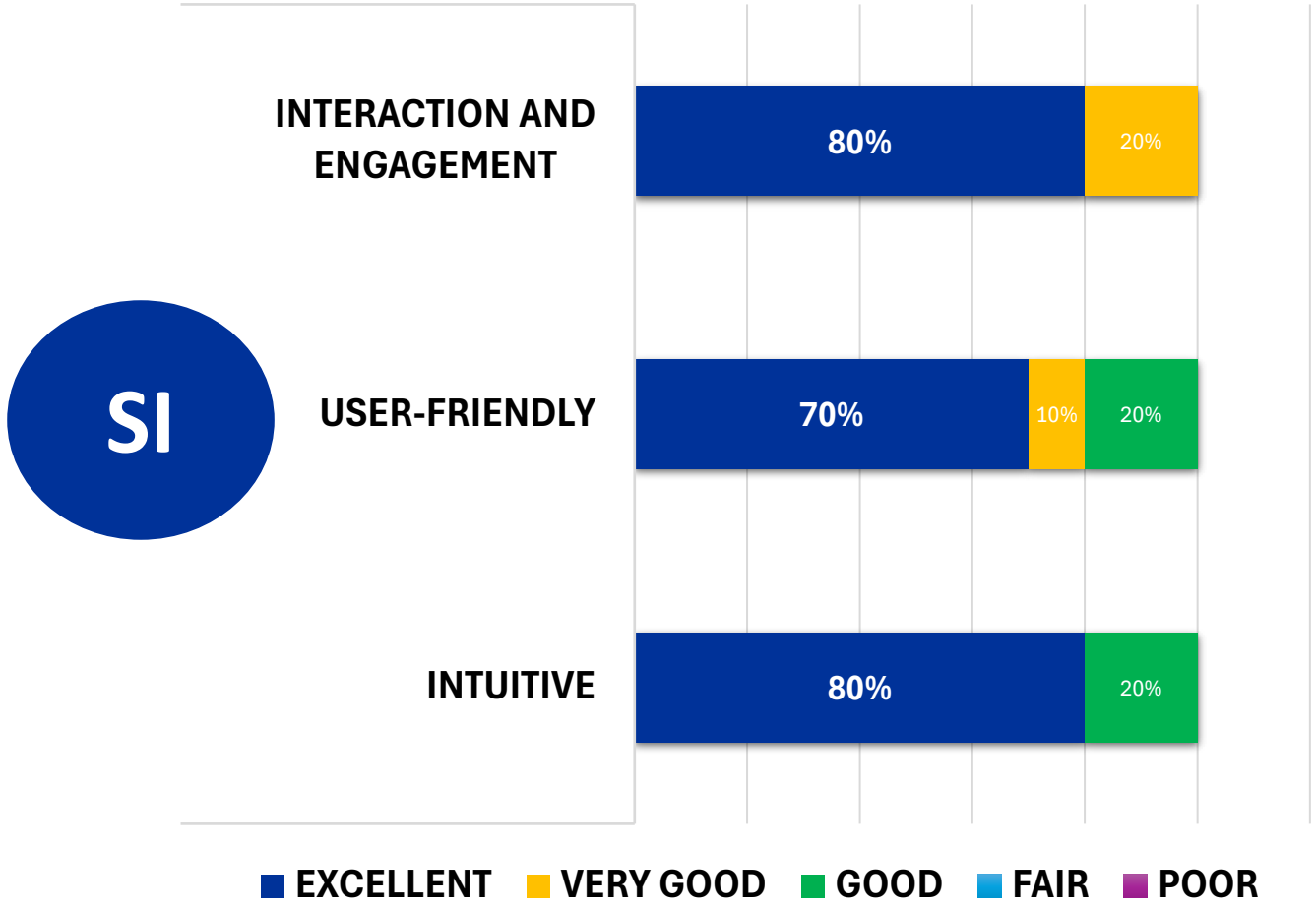
III. Usability of the online learning platform



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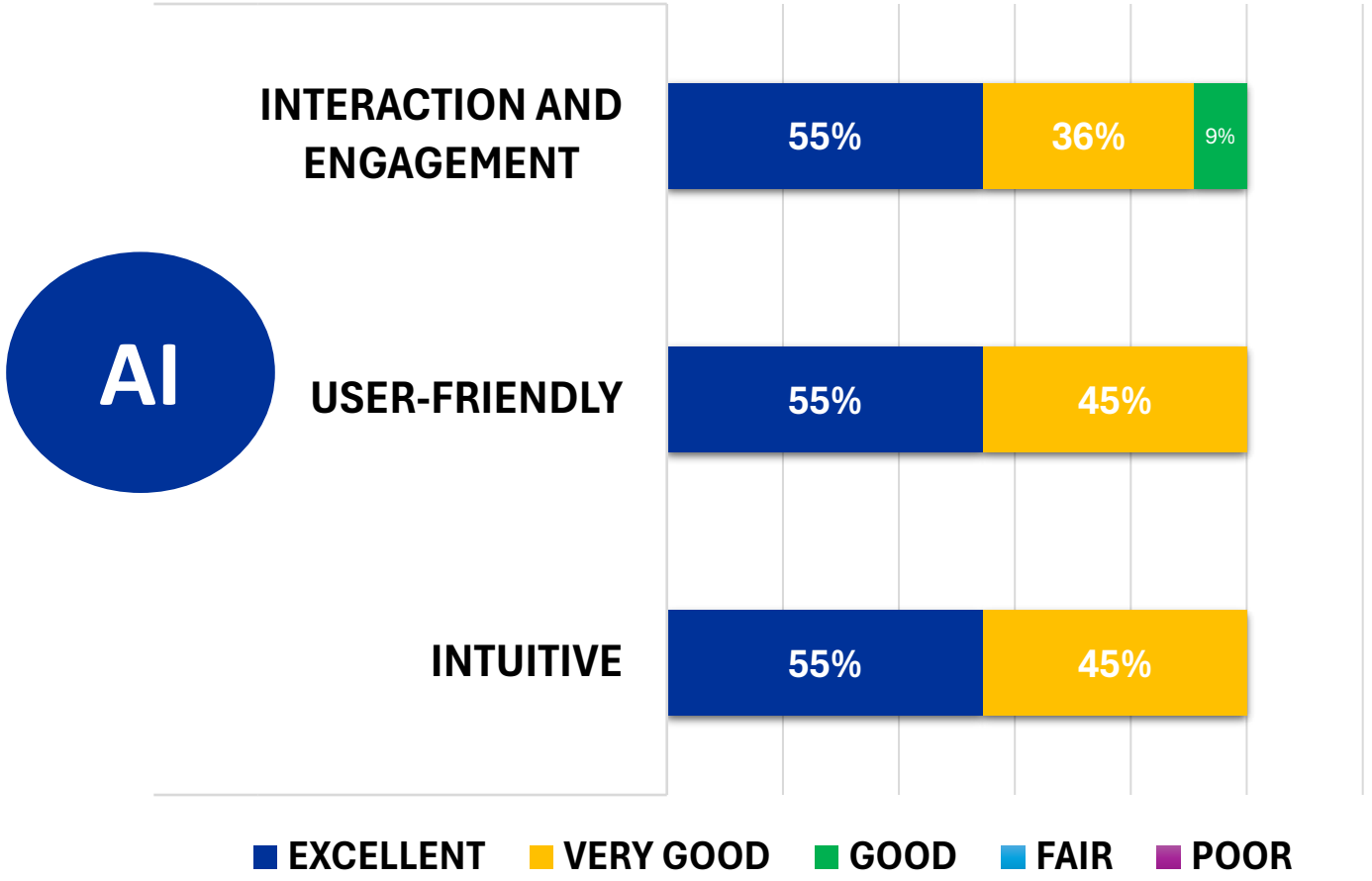
III. Usability of the online learning platform



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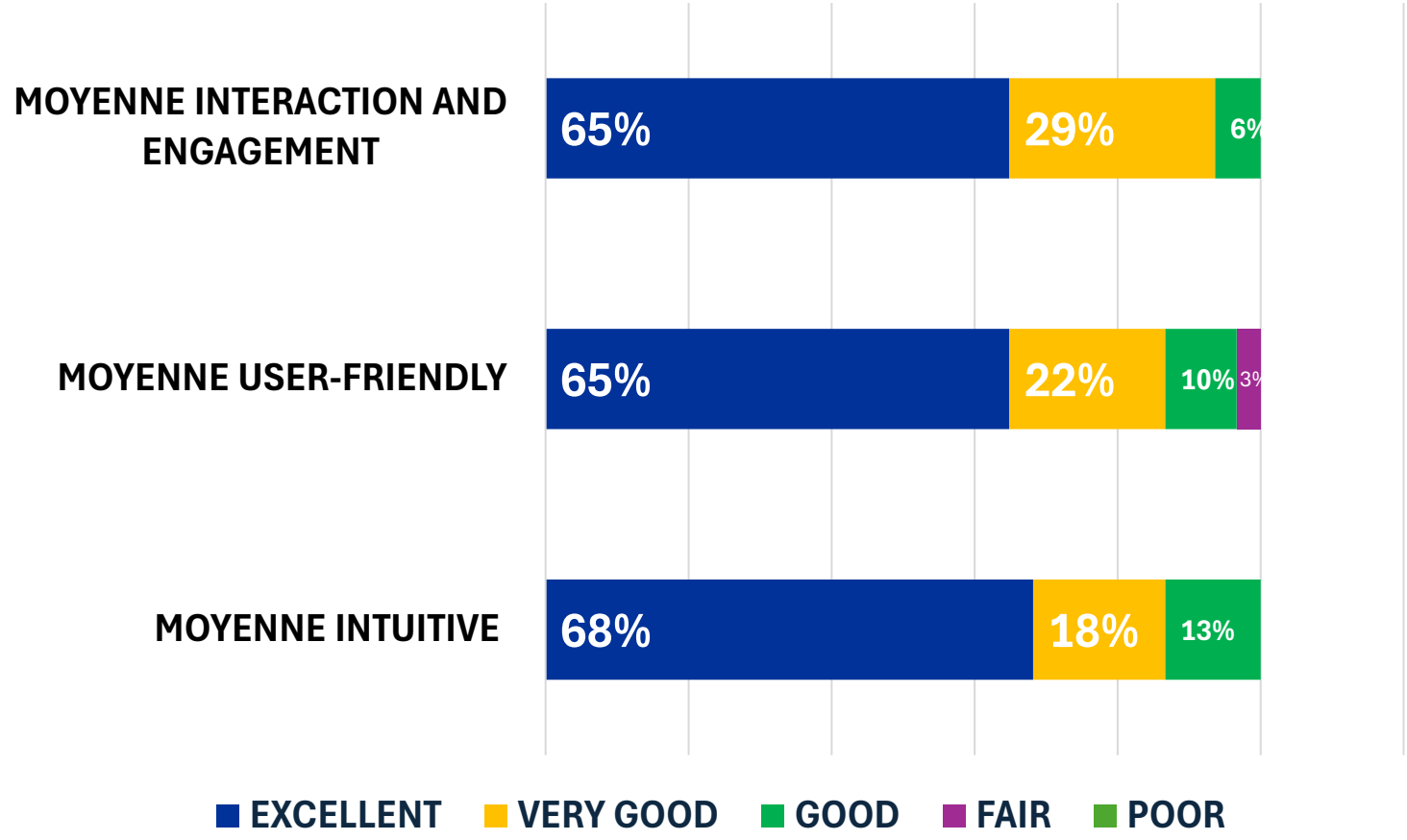
III. Usability of the online learning platform

VR

SI

AI



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IV. Satisfaction level

PREPAREDNESS AND TRAIN-THE-TRAINER COMPONENT

OVERALL DEGREE OF SATISFACTION
VR
➢ Participants rated the preparedness of the trainers highly. They appreciated the trainers' knowledge and ability to convey complex concepts effectively.
SI
➢ The trainers' preparedness was also rated highly. Participants valued the trainers' expertise and their ability to engage the audience.
AI
➢ Participants rated the trainers' preparedness highly. They appreciated the trainers' depth of knowledge and their ability to make the content accessible.

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IV. Satisfaction level

PREPAREDNESS AND TRAIN-THE-TRAINER COMPONENT
MAIN SUGGESTIONS FOR IMPROVEMENT
VR
➢ Some participants suggested more hands-on training sessions and practical examples to enhance understanding.
SI
➢ Participants recommended incorporating more real-life case studies and examples to illustrate key concepts.
AI
➢ Suggestions included more interactive elements and practical exercises to reinforce learning.

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IV. Satisfaction level

PREPAREDNESS AND TRAIN-THE-TRAINER COMPONENT

MAIN SUGGESTIONS FOR IMPROVEMENT
VR
➢ Some participants suggested more hands-on training sessions and practical examples to enhance understanding.
SI
➢ Participants recommended incorporating more real-life case studies and examples to illustrate key concepts.
AI
➢ Suggestions included more interactive elements and practical exercises to reinforce learning.

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IV. Satisfaction level

OVERALL FEEDBACK AND IMPROVEMENT
OVERALL DEGREE OF SATISFACTION
VR
➢ Participants expressed high overall satisfaction with the course. They appreciated the comprehensive content and the engaging delivery.
SI
➢ The overall satisfaction was also high. Participants valued the relevance and depth of the content.
AI
➢ Participants expressed high overall satisfaction. They appreciated the well-structured content and the practical applications.

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IV. Satisfaction level

OVERALL FEEDBACK AND IMPROVEMENT

MAIN SUGGESTIONS FOR IMPROVEMENT
VR
➢ Participants suggested adding more interactive elements and real-life case studies to enhance engagement.
SI
➢ Recommendations included more visual aids and practical examples to illustrate key concepts.
AI
➢ Participants suggested incorporating more hands-on exercises and interactive elements to reinforce learning.

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IV. Satisfaction level

LEVEL OF PREPAREDNESS OF TRAINERS FOR TRAINING BUSINESSES
READINESS OF TRAINERS FOR TRAINING BUSINESSES
VR
➢ Trainers were considered well-prepared for training businesses, with participants appreciating their ability to convey complex concepts effectively.
SI
➢ Trainers were also seen as well-prepared, with participants valuing their expertise and engagement skills.
AI
➢ Trainers were rated highly for their preparedness, with participants appreciating their depth of knowledge and ability to make the content accessible.

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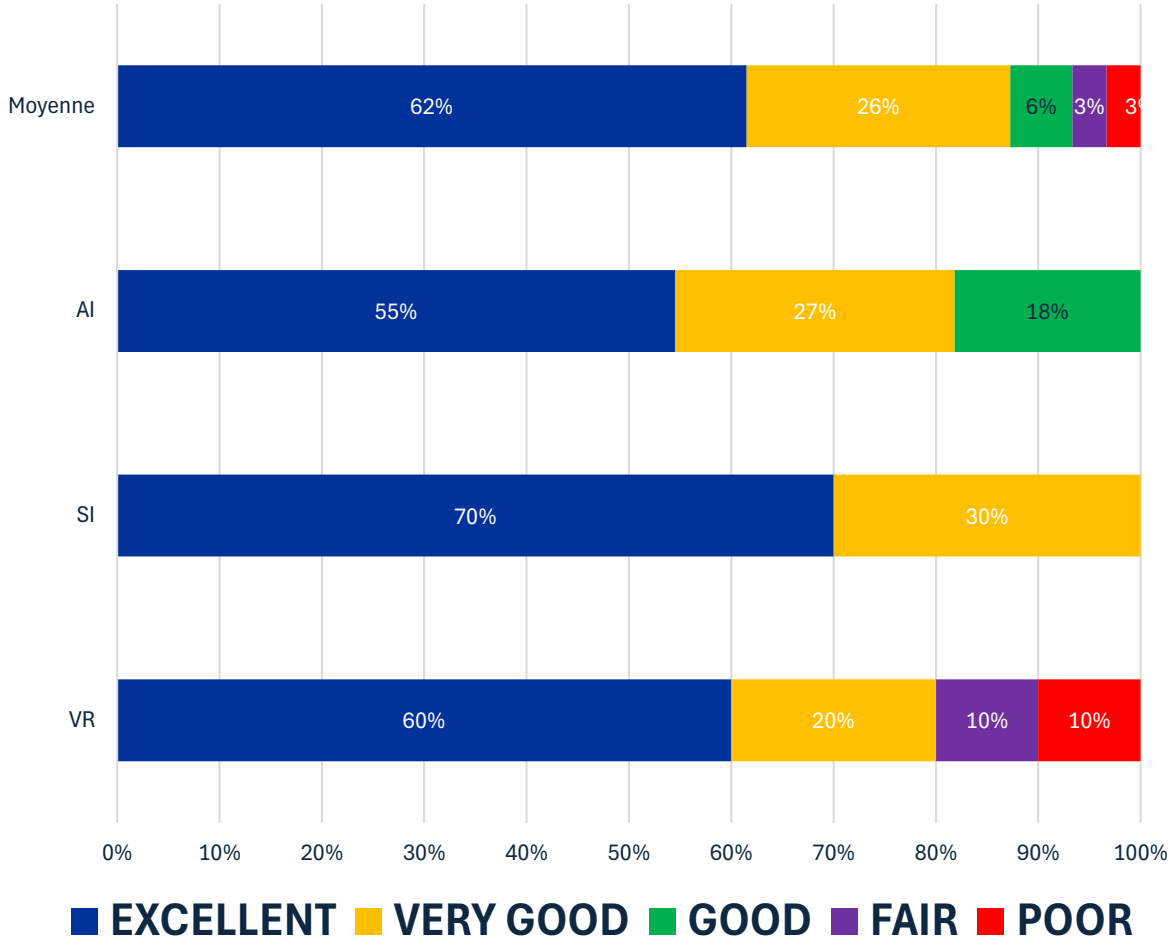
IV. Satisfaction level

READINESS OF TRAINERS FOR TRAINING BUSINESSES



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IV. Satisfaction level

ADDITIONAL SUPPORT OR RESOURCES FOR TRAINERS

- **VIRTUAL REALITY**:
  - **Hands-on Training**: Participants suggested more hands-on training sessions.
  - **Updated Materials**: Regular updates to training materials to keep up with the latest advancements in VR technology.
  - **Peer Learning**: Opportunities for trainers to learn from each other through peer learning sessions.
- **SOCIAL INNOVATION**:
  - **Real-life Case Studies**: Incorporating more real-life case studies to provide practical examples.
  - **Interactive Workshops**: More interactive workshops to enhance trainers' engagement skills.
  - **Resource Library**: Access to a comprehensive resource library with up-to-date materials and references.
- **ARTIFICIAL INTELLIGENCE**:
  - **Practical Exercises**: More practical exercises and simulations to help trainers gain hands-on experience.
  - **Industry Webinars**: Access to industry webinars and expert talks to stay updated with the latest trends in AI.
  - **Mentorship Programs**: Mentorship programs to support trainers in their professional development.

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IV. Satisfaction level

ADDITIONAL COMMENTS OR SUGGESTIONS FOR COURSE IMPROVEMENT

- **VIRTUAL REALITY**:
  - **Interactive Elements**: Adding more interactive elements and real-life case studies.
  - **Simplified Instructions**: Simplifying instructions and adding practical examples for assignments.
  - **Feedback Mechanism**: Implementing a more robust feedback mechanism to gather continuous input from participants.
- **SOCIAL INNOVATION**:
  - **Visual Aids**: Incorporating more visual aids and diagrams to illustrate key concepts.
  - **Practical Examples**: Adding more practical examples and case studies to make the content more relatable.
  - **Enhanced Interactivity**: Increasing the interactivity of learning materials to keep participants engaged.
- **ARTIFICIAL INTELLIGENCE**:
  - **Hands-on Exercises**: Including more hands-on exercises and practical applications to reinforce learning.
  - **Interactive Tools**: Adding interactive tools and simulations.
  - **Continuous Improvement**: Regularly updating the course content to reflect the latest advancements in AI.

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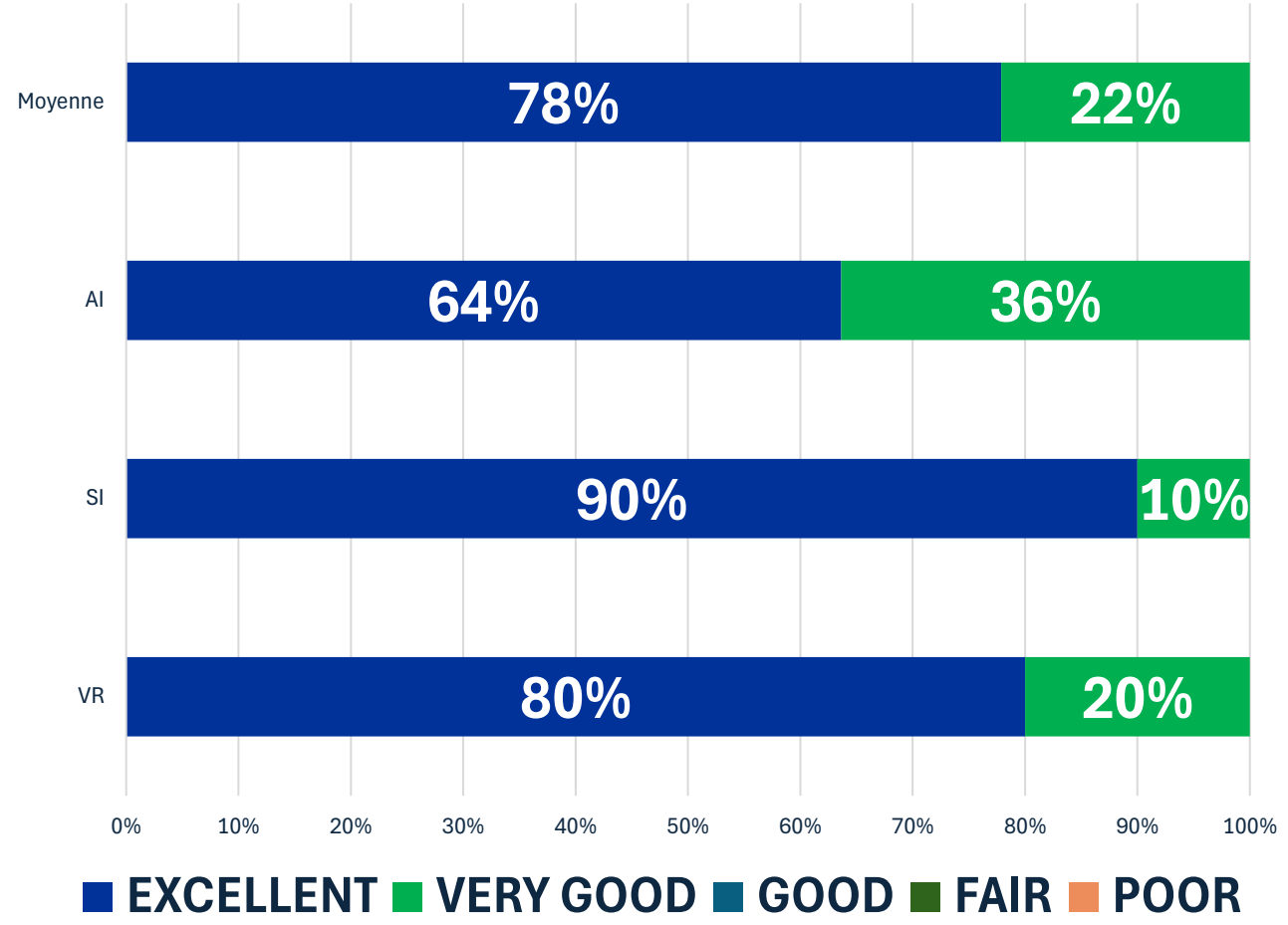
IV. Satisfaction level

OVERALL SATISFACTION



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Thank you!

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