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European Learning Experience Platform

Latvia feedback form results

Pilot phase

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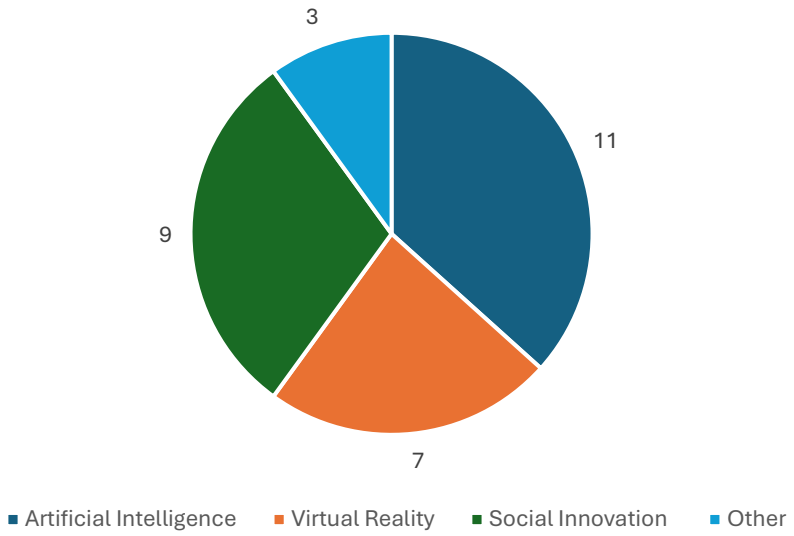
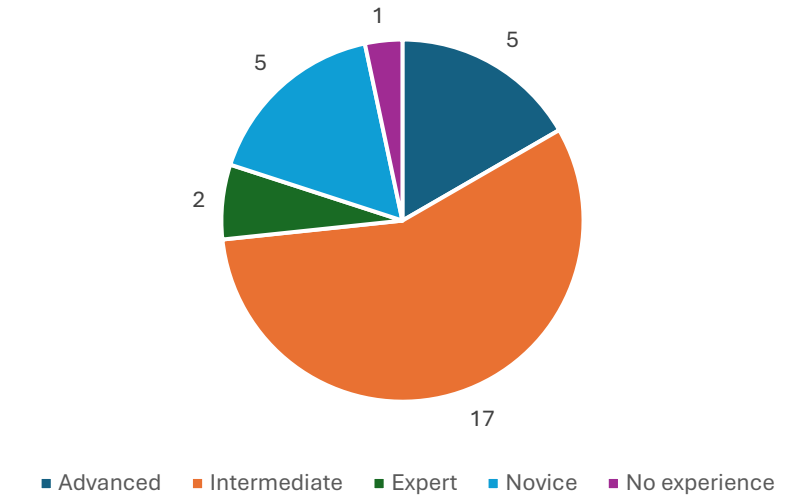
Background of the participants

Your expertise area



Your experience with online learning platforms and online training delivery



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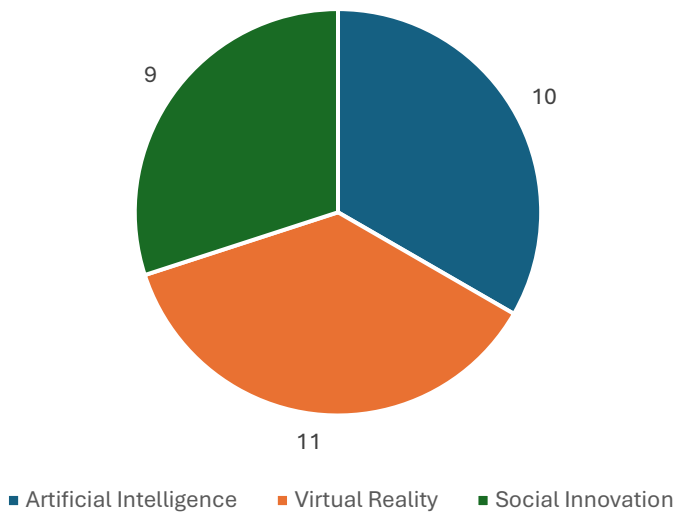
Which course did you review during the Pilot phase?



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- Most participants have expertise in **Artificial Intelligence (11 people)**. There are also **9 people** with knowledge in **Social Innovation** and **7 people** in **Virtual Reality**. A small group of **3 people** chose **"Other"** as their expertise. This shows that many participants focus on AI and new technologies, with some interest in social innovation.
- Most participants have intermediate experience with online learning platforms and training delivery (17 people). 5 people have advanced experience, while another 5 are novices. A small group includes 2 experts and 1 person with no experience. This suggests that most respondents have some familiarity with online learning, with a mix of higher and lower experience levels.
- Most participants reviewed the **Virtual Reality** course (**11 people**), followed by **Artificial Intelligence** (**10 people**) and **Social Innovation** (**9 people**).

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AI

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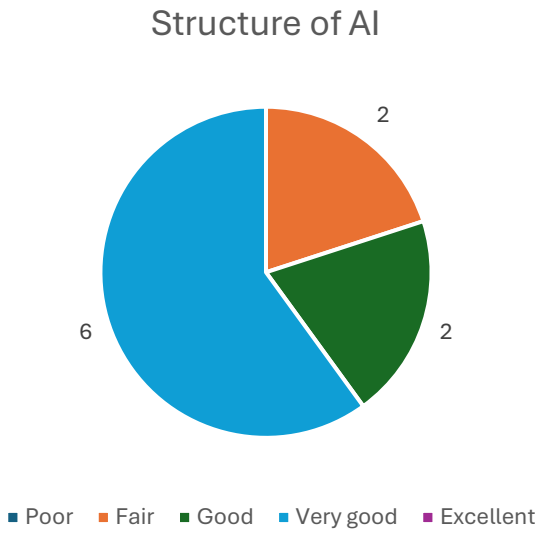

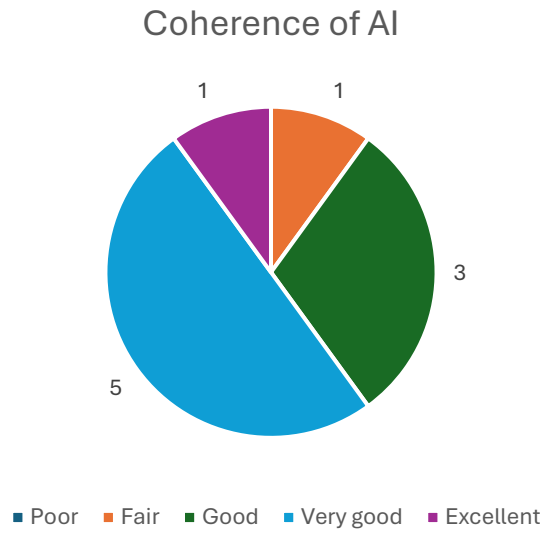

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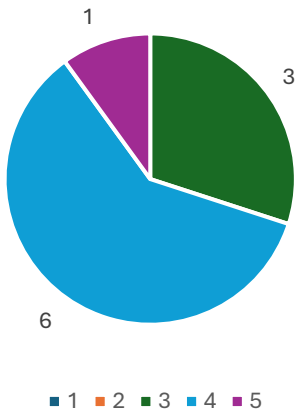
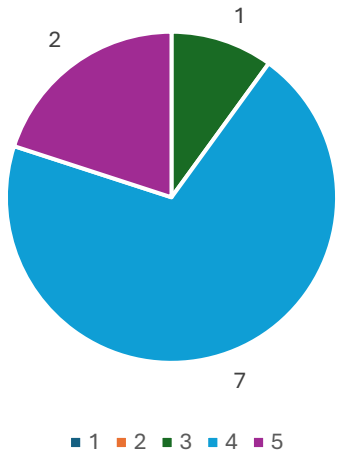
How well do the AI modules and units within the course build upon each other



Relevance of AI



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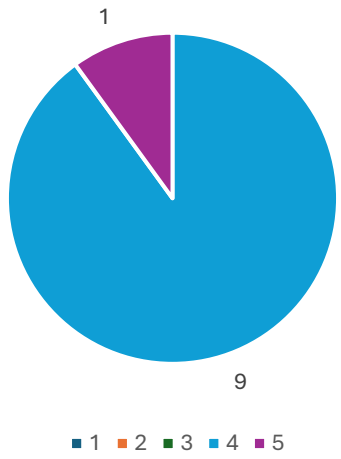
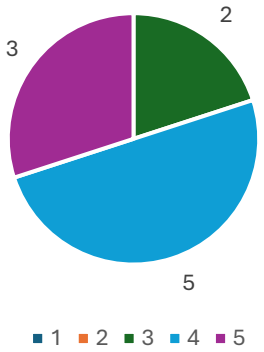
Up-to-date of AI



To what extent did the course content meet the learning objectives stated at the beginning of AI unit?



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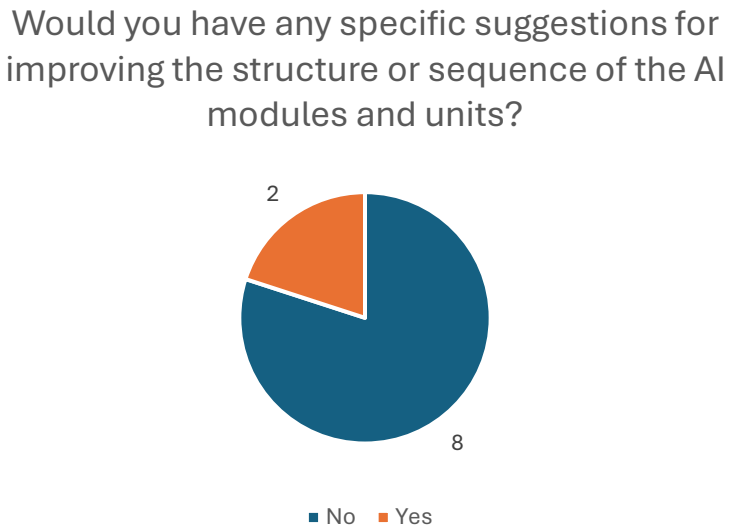

SUGGESTION 1:

In module 4, part 2 of the Moodle test, if the answers are shuffled, do not include an option like "All of the above answers are correct." It looks odd when such an answer appears somewhere in the middle of the options. If the test is timed, it would be helpful to display the number of remaining questions. This was missing in the test, which seemed to have 25 questions. In module 2 and other modules, review and ensure that attached links and documents open in a new browser window. It is inconvenient when they open on top of the course, and you need to either press back or search for the course start link to return.

Please also indicate at the beginning of the course which sections/tasks have been completed. It is frustrating to go through everything again to check if all tasks are marked as done and identify what is missing, especially when the module does not show 100% completion. Does the H5P evaluation automatically transfer to the Moodle gradebook? Right now, I am unsure whether completing H5P tasks is meaningful or not.

It would be particularly useful to specify in each task, including H5P tasks, at the beginning or end, that you need to press DONE for the task to be counted as completed.

SUGGESTION 2:

Much more practical work with AI tools. Just theory doesn't build skills.

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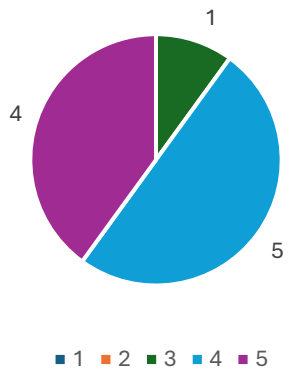
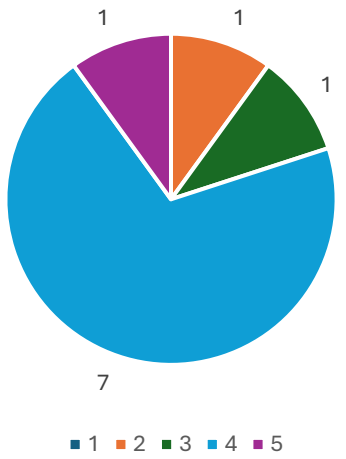
How would you rate the quality of learning resources (e.g., readings, videos, case studies) provided in the AI course?



Engagement



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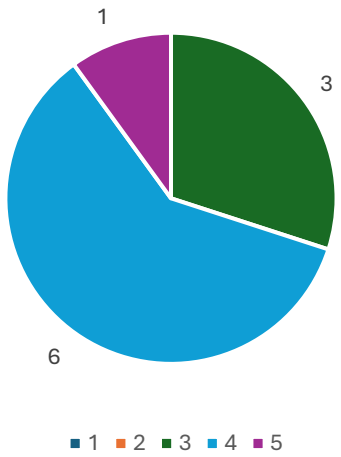
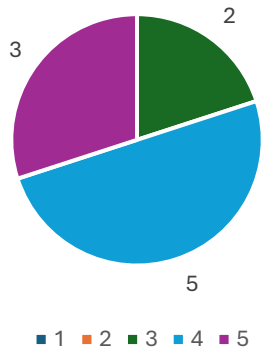
Interactiveness



How useful were the supplementary resources for the AI (e.g., external links, additional readings)?



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Are there any additional resources you would recommend including in the course to enhance the learning experience?

- It would be good to define the deliverables more clearly for some of the assignments, to define at the outset what the work to be developed is. Maybe a bit more hands-on with some free AI tools.
- All is good
- For the business side (SWOT etc.) there should be examples of how a finished assignment looks.

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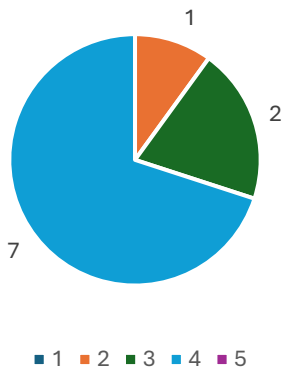
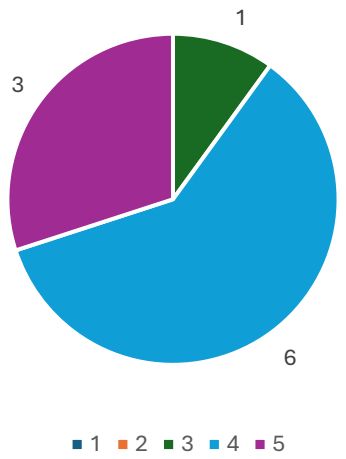
How effective were the learning activities (e.g., discussions, exercises, case studies) in supporting the course objectives?



Appropriate



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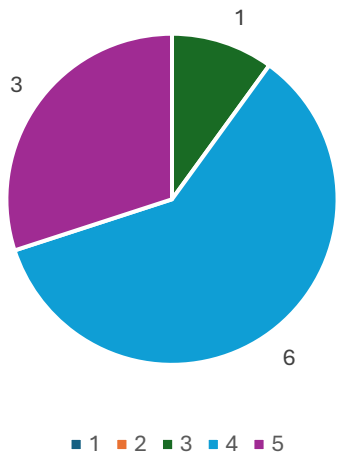
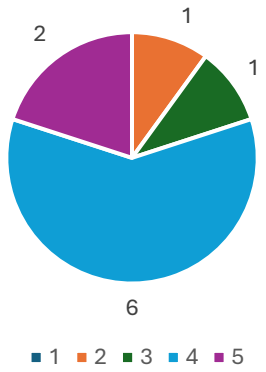
Aligned



Do you consider the feedback expected in the assessments to be constructive and helpful for learner improvement?



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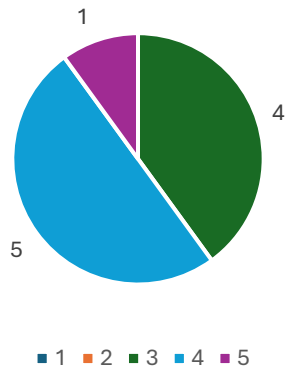
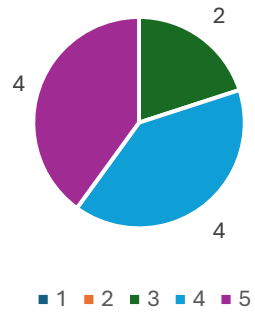
Do you consider that the assessment practices measure the intended learning outcomes effectively?



Pedagogical Soundness: Do you consider that the course is structured to build knowledge progressively, with each module reinforcing and expanding upon previous lessons?



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Do you have any suggestions for further improving the activity design and assessments to better support the learning outcomes?

- Description for assignments too long, please consider to accept word files or at least write in the assignment that in ppx is the document that you will be able to upload.
- There was a mismatch between completed and uncompleted tasks. Some of them I had to fill in multiple times to get score.
- Maybe organize some in-person classes so that you can consolidate your knowledge in group work and get to know other students better to build a future collaboration network.
- Again - much more practical work with various AI tools.

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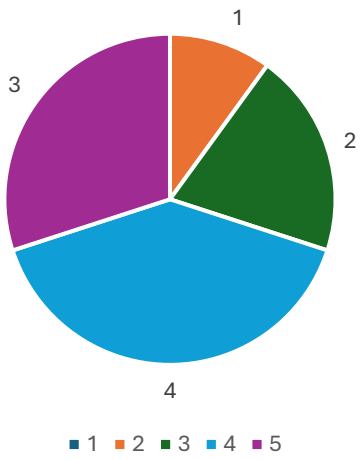
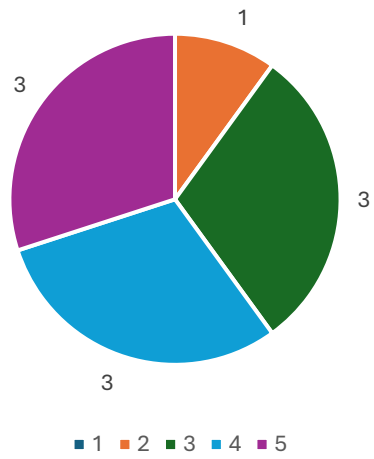
Intuitive



User-friendly



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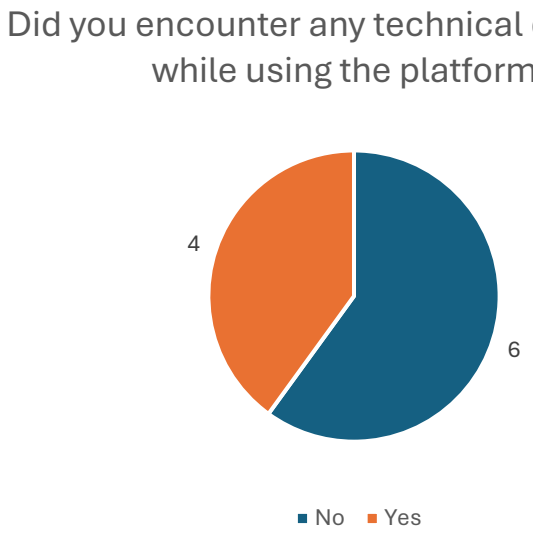

- In the end there where problems to change role to student and all progress was lost.
- Navigation, find DONE button, new documents opened on course link :(
- Some of the offered materials did not have the option to connect directly, so they had to be accessed in a different way.
- At beginning, problems with use roles. Some sections can be marked as "done", some cannot. Sometimes you can get lost in subsections of subsections and cannot understand if you have seen all the content.

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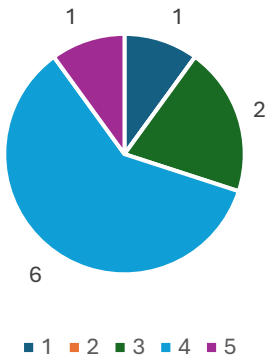
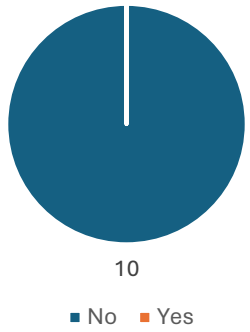
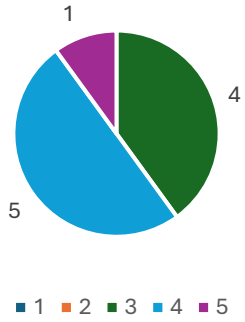
How effective was the platform in facilitating interaction and engagement (e.g., forums, collaborative tasks) among participants?



Do you think that any features or functionalities need to be added to the EULEP platform to enhance user experience?



After comprehensively reviewing the course, do you feel prepared to train others by offering methodological guidelines for completing the learning pathways?



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What additional support or resources, if any, do you think are necessary to better prepare trainers for the next phase (training businesses)?

- The lecturers are currently well prepared and it is important for lecturers to improve their knowledge, as the ICT industry is developing very rapidly.
- Regular updates to training materials are essential, as AI evolves rapidly, ensuring trainers stay current with the latest advancements and methodologies.
- The opportunity to have at your disposal the materials compiled for this course
- Again - without practical work with AI tools you cannot evaluate what tools would be useful for business or anything.
- More activities

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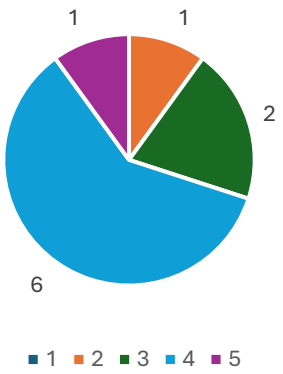
What is your overall satisfaction with the training pathway (MOOC) you reviewed and tested?



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Additional comments or suggestions that would help to improve the overall quality of the course and the learning experience.

- All good, thank you!
- Ensuring interactive sessions, incorporating real-world case studies, and providing access to the latest AI tools and resources could greatly enhance the course's quality and the overall learning experience. Regular feedback loops with participants would also help in continuous improvement.
- In module 4, part 2 of the Moodle test, if the answers are shuffled, do not include an option like "All of the above answers are correct." It looks odd when such an answer appears somewhere in the middle of the options. If the test is timed, it would be helpful to display the number of remaining questions. This was missing in the test, which seemed to have 25 questions. In module 2 and other modules, review and ensure that attached links and documents open in a new browser window. It is inconvenient when they open on top of the course, and you need to either press back or search for the course start link to return. Please also indicate at the beginning of the course which sections/tasks have been completed. It is frustrating to go through everything again to check if all tasks are marked as done and identify what is missing, especially when the module does not show 100% completion. Does the H5P evaluation automatically transfer to the Moodle gradebook? Right now, I am unsure whether completing H5P tasks is meaningful or not. It would be particularly useful to specify in each task, including H5P tasks, at the beginning or end, that you need to press DONE for the task to be counted as completed.
- Include the latest AI news in each upcoming issue
- Thanks for the course. It was interesting to know so much new information.
- Much more practical work. Even videos where the teacher shows how various tools work would help a lot.

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Summarising all of the information, following conclusions can be drawn:

- The majority of respondents rated the course structure as “Very Good” or “Good”, indicating that the modules and units are well-organised.
- Most participants agreed that the courses build upon each other logically, with ratings mostly at level 4 or 5.
- The course materials received high scores for both relevance and currency, meaning they align well with current industry trends and best practices.
- The alignment of content with learning objectives was also highly rated, mostly at level 4 or 5.
- Readings, videos, and case studies were well-received, with most respondents rating their quality as 4 or 5.
- While most users found the platform user-friendly, some faced technical difficulties with navigation, finding buttons, and accessing materials.
- Platform engagement (e.g., forums and collaborative tasks) was rated positively, but there is room for improvement.
- Many respondents felt prepared to train others, but some suggested additional support, updates to materials, and access to more resources to enhance their confidence.
- Most participants were satisfied with the MOOC courses, with ratings mostly 4 or 5.
- Some minor improvements were suggested, such as adding interactive elements and keeping materials updated with the latest industry trends.
- **AI feedback indicates that the course is well-structured, relevant, and supported by high-quality learning materials, with most participants feeling satisfied and prepared to train others. However, minor technical issues, engagement improvements, and additional resources could further enhance the learning experience.**

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VR

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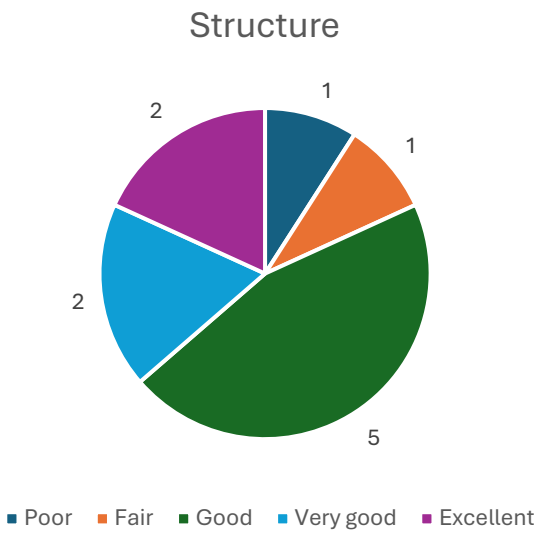

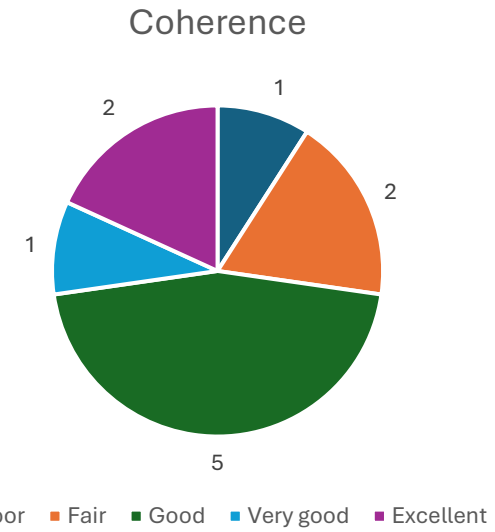

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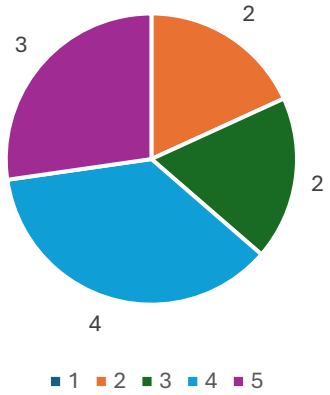
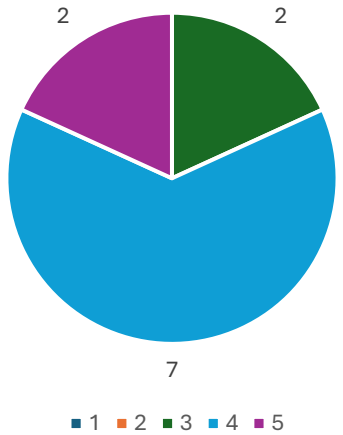
How well do the modules and units within the course build upon each other



Relevant



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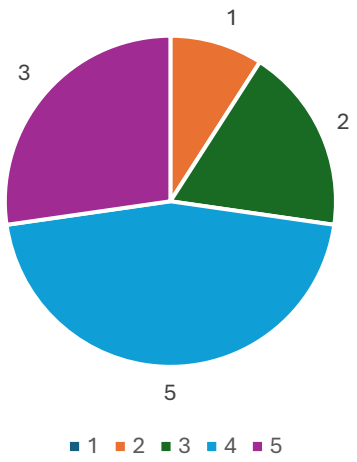
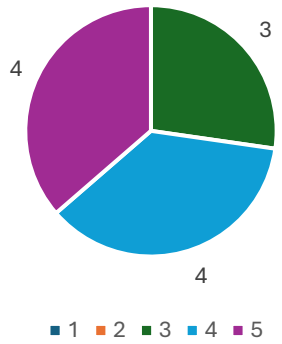
Up-to-date



To what extent did the course content meet the learning objectives stated at the beginning of each unit?



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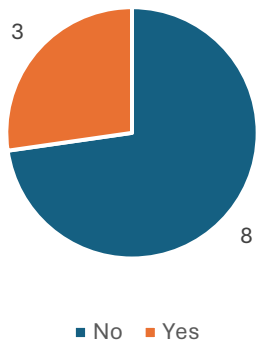
Would you have any specific suggestions for improving the structure or sequence of the modules and units?



SUGGESTION 1:
Making a pdf into a video is insane.
An AI guy in one of the vide lectures was redundant and stole the attention from the lecture material.
Too much text to read.
Make video lectures divided in 6-20 min.
Avoid using Youtube videos and other sources that have adds in them. Avoid videos with V-tubers (unless You want to show how deep from grace humanity has fallen).
H5P exercises should be short. Large texts make it uncomfortable to drag the appropriate word in the space.
Hire someone who has actually worked as a lecturer providing quality online courses. People with technical skills are great, but You also need someone who knows how to deliver the course to the students.
It is tiresome to answer the same questions in a test repeatedly.
Do not use AI for voicing anything, use real people. The AI gets stuck on some of the words and spells them out. It makes it harder to understand the material.

SUGGESTION 2:
The modules are fine, but to understand VR you have to use it practically. Without practice the theory is not useful in deciding if this technology could be useful for business or anyone.

SUGGESTION 3:
Balance in Unit Distribution: Module 3 has only 1 unit, while Module 4 has 4 units. This creates an imbalance and may suggest that some topics are underexplored.
Progression of Complexity: The learning path could benefit from a more gradual build-up in complexity across modules, especially from understanding VR applications to monitoring and evaluating its impact.
Integration Across Modules: The modules appear somewhat siloed. There could be more emphasis on how concepts introduced in earlier modules inform the processes in later ones.

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Would you have any specific suggestions for improving the structure or sequence of the modules and units?

- An imbalance in VR modules was highlighted, with Module 3 containing only one unit compared to Module 4's four units. Addressing this could provide more equal coverage of topics.
- It was noted from VR participant that some lectures were overwhelming with information overload. Reducing text density and breaking video lectures into shorter segments (6-20 minutes) can enhance learning. Other participant pointed to avoid lengthy YouTube videos with ads and limit content featuring youtubers.
- Create a more gradual build-up in complexity across modules, particularly regarding VR applications and their evaluation. Suggestion is to look for more links between terms and modules within VR units.
- Simplifying navigation between submodules to enhance the user experience.
- Need for a clearer indication of completed sections to enhance user navigation and comprehension of course status.
- Positive remarks congratulating the project team for efforts, with suggestions for increased duration (to 65 hours) and more online meetings for enhanced engagement.

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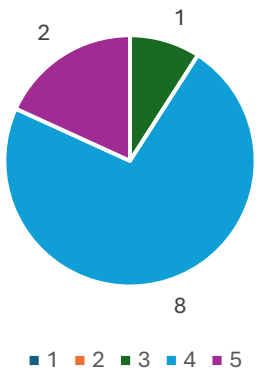
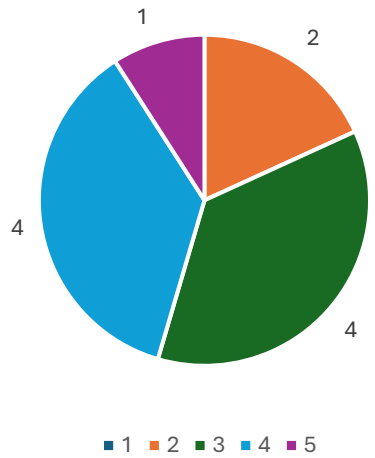
How would you rate the quality of learning resources (e.g., readings, videos, case studies) provided in the course?



Engaging



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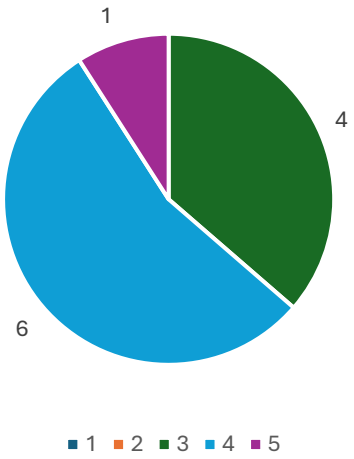
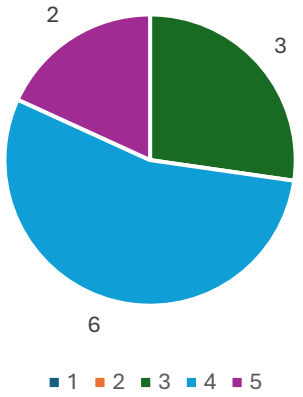
Interactive



How useful were the supplementary resources (e.g., external links, additional readings)?



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Are there any additional resources you would recommend including in the course to enhance the learning experience?

- There's a call for more hands-on practical VR experience to complement the theoretical knowledge.
- VR participant suggests to increased integration of H5P features in video lectures for interactivity.
- Strong emphasis on including hands-on work with VR headsets and interactive VR demos tailored to different industries. Inclusion of webinars or talks from industry leaders to provide real-world insights.
- Incorporate hands-on VR exercises where learners can create basic VR experiences using tools like CoSpaces or Unity.
- Advocacy for hiring individuals with pedagogical knowledge and teaching experience who can ensure high-quality instructional design.

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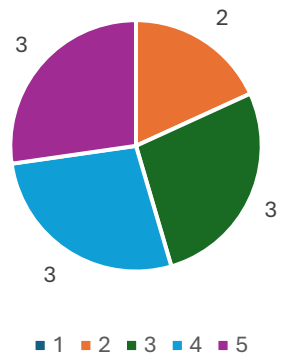
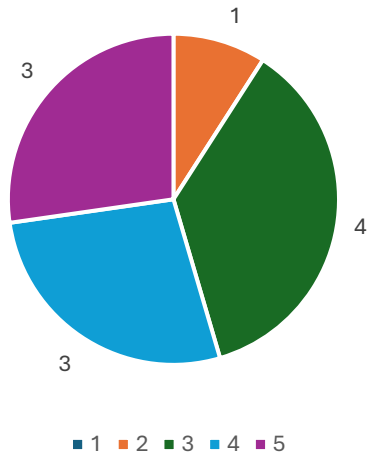
How effective were the learning activities (e.g., discussions, exercises, case studies) in supporting the course objectives?



Appropriate



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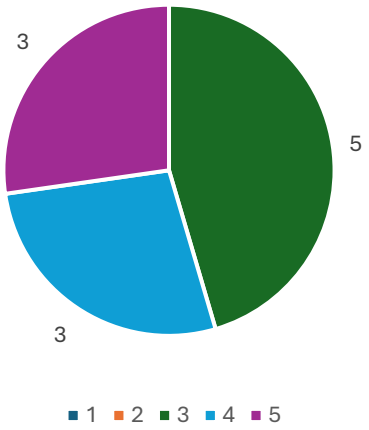
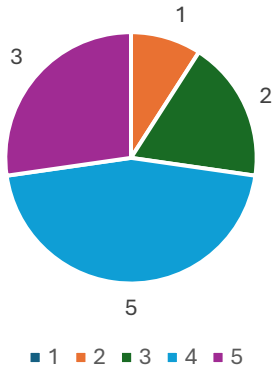
Aligned



Do you consider the feedback expected in the assessments to be constructive and helpful for learner improvement?



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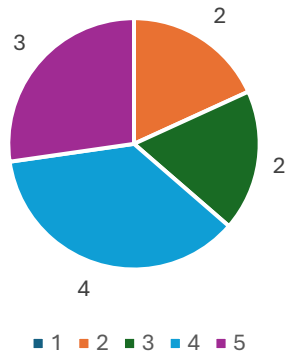
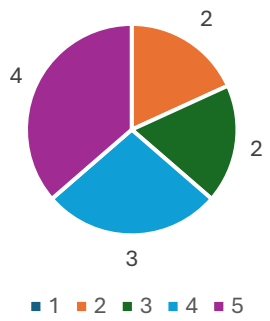


Pedagogical Soundness: Do you consider that the course is structured to build knowledge progressively, with each module reinforcing and expanding upon previous lessons?



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Do you have any suggestions for further improving the activity design and assessments to better support the learning outcomes?

- As stated in the previous section: hire someone with pedagogical knowledge. Not someone with a degree, but someone who has proven themselves with excellent ratings from students.
- At the moment there is not, but by applying the acquired knowledge and skills in practical work, new ideas will emerge.
- Again - practical work with VR.
- Hands-On VR Exercises. Provide tasks where learners can experiment with VR tools (e.g., creating a basic VR experience using CoSpaces or Unity).
- Simplifying the login process by allowing access via email and clarifying the role transition to avoid confusion.
- Offering options for customizable learning paths tailored to specific industries or roles and providing a mix of synchronous and asynchronous learning opportunities.
- Recommendation to avoid scheduling courses during holiday periods.

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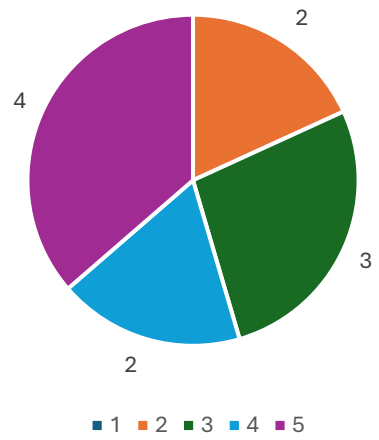
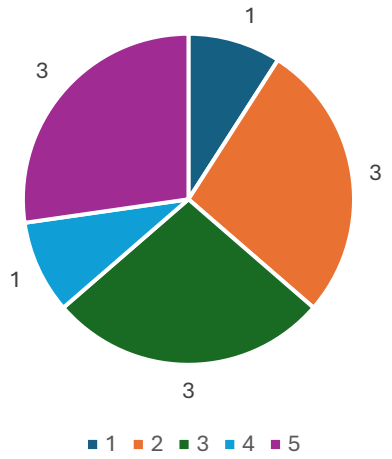
Intuitive



User-friendly



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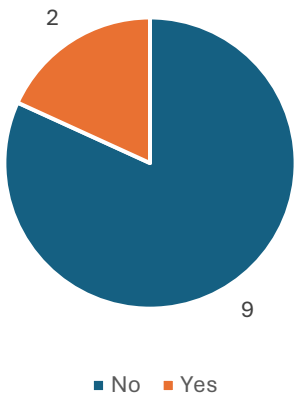
Did you encounter any technical difficulties while using the platform?



- A person should be able to log in with e-mail. What was up with the role change to a student at the beginning? Unnecessary.
- Some sections can be marked as "done" some cannot - it gets confusing to find what has been done and what not.

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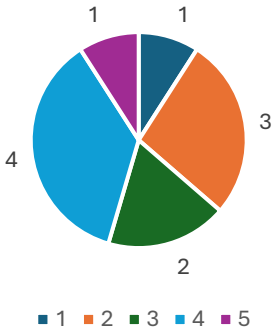
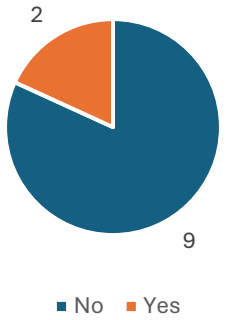
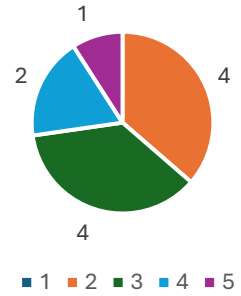
How effective was the platform in facilitating interaction and engagement (e.g., forums, collaborative tasks) among participants?



Do you think that any features or functionalities need to be added to the EULEP platform to enhance user experience?



After comprehensively reviewing the course, do you feel prepared to train others by offering methodological guidelines for completing the learning pathways?



- Video lectures with high-quality editing. Remove the AI.

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What additional support or resources, if any, do you think are necessary to better prepare trainers for the next phase (training businesses)?

- Overall general satisfaction is achieved. Comprehensive Trainer Guide outlining VR concepts for business, instructional best practices, and problem-solving strategies would be recommended.
- Inclusion of train-the-trainer workshops to improve delivery techniques and participant engagement is also pointed.
- A user experience guide.
- Face-to-face training
- The material is enough to start introductory training on business issues in VR, but it concerns of my competence in the field of business, then I need to supplement the competence in the field of business.
- No additional resources are required.
- Practical work with VR headsets.
- Comprehensive Trainer Guide: Develop a detailed manual or playbook for trainers, including Key concepts of VR for business applications. Best practices for delivering VR training to diverse audiences. Troubleshooting common challenges during training. Train-the-Trainer Workshops: Conduct workshops where trainers can practice delivering the course content, refine their instructional techniques, and gain feedback.

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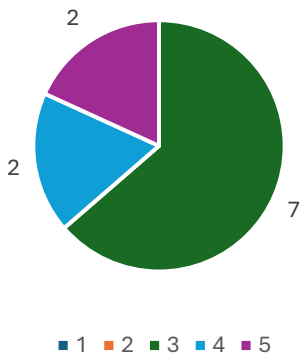
What is your overall satisfaction with the training pathway (MOOC) you reviewed and tested?



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Additional comments or suggestions that would help to improve the overall quality of the course and the learning experience.

- Do NOT offer a course like that during the Holiday season! Never.
- Thank you very much for nicely spent couple days collecting new information:)
- More online meetings about the learning subjects.
- "No ideas for improvement yet. I would like to congratulate the project team for a job well done. Thank you."
- "The project team has done a good job. The length of the course could be extended to 65 hours. Thank you for your work."
- Practical work with VR headsets.
- "Customized Learning Paths: Allow learners to tailor the course to their specific industry or job role by offering optional modules or supplementary materials. For example: Industry-specific use cases (e.g., healthcare, retail, or manufacturing VR applications).Role-focused training (e.g., managerial decision-making vs. technical implementation).Self-Paced Learning Options: Provide a mix of synchronous (live sessions) and asynchronous (self-paced) learning opportunities to accommodate diverse schedules and learning preferences."

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Summarising all of the information, following conclusions can be drawn:

- The course structure was mostly rated as “Very Good” or “Good”, indicating a well-organised curriculum.
- Coherence was similarly rated highly, showing that the course modules logically build upon each other.
- Most respondents rated the way the modules build upon each other at level 4, suggesting a strong logical sequence.
- The Virtual Reality course content was rated highly relevant and up to date, with scores mostly 4 or 5.
- Participants felt that the course content met the stated learning objectives well, with most ratings at level 4 or 5.
- While most participants did not suggest structural changes, a few mentioned technical issues or navigation difficulties.
- The quality of learning materials (e.g., videos, case studies, readings) was generally high, with most ratings at 4 or 5.
- While many found the platform user-friendly, some encountered technical difficulties, such as problems with navigation and accessing certain materials.
- Some respondents had trouble finding buttons or changing roles on the platform.
- The platform was rated positively for facilitating interaction, with scores mostly at level 4.
- Some respondents felt that more collaborative tasks or discussions could enhance engagement.
- Most respondents felt the platform did not need additional features, but a small number suggested possible usability improvements.
- Many respondents felt prepared to train others, but some suggested additional support or materials to enhance confidence in delivering training.
- **VR feedback indicates a need for enhanced structure, practical application, and expert instruction within the Virtual Reality course. By addressing these concerns, the overall learning experience can be significantly improved, leading to better outcomes for the participants.**

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SI

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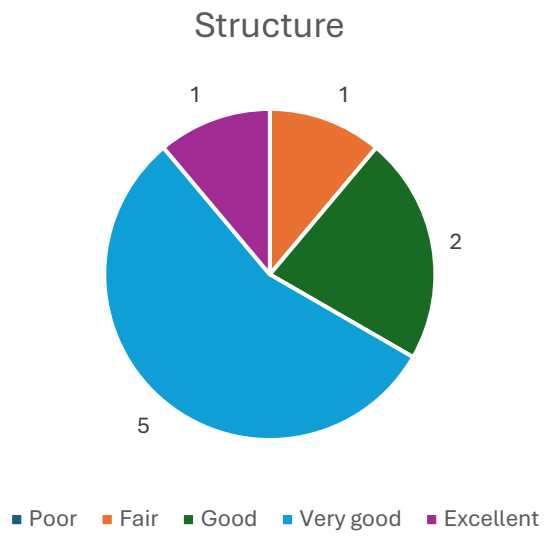

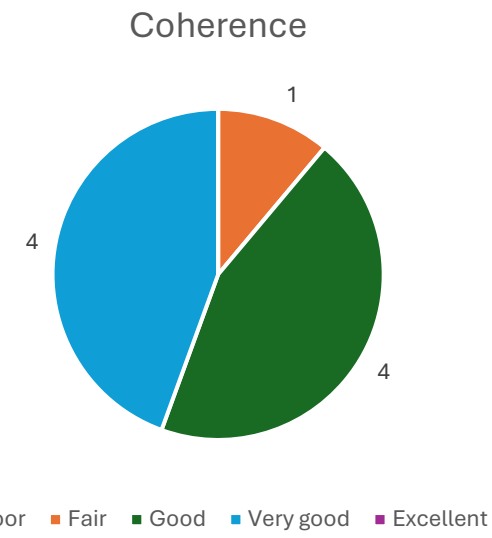

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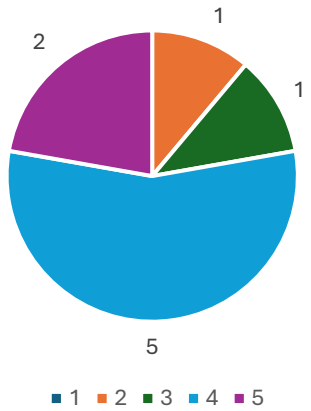
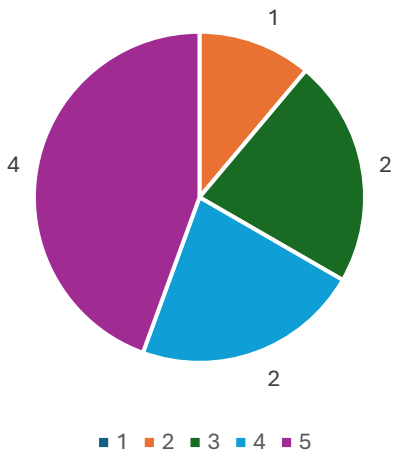
How well do the modules and units within the course build upon each other



Relevant



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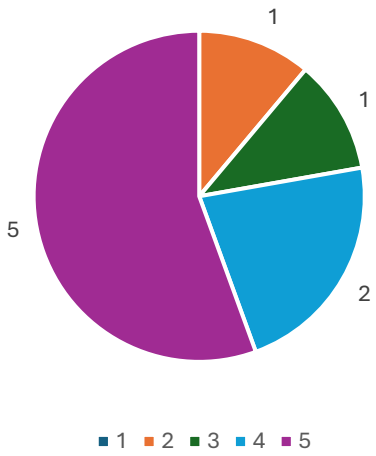
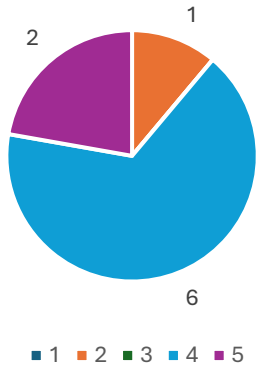
Up-to-date



To what extent did the course content meet the learning objectives stated at the beginning of each unit?



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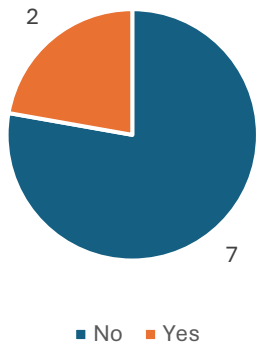
Would you have any specific suggestions for improving the structure or sequence of the modules and units?



- There have been concerns regarding the repetition of material across SI modules, emphasizing the need to streamline content to eliminate redundancies.
- SI modules should be organized using a unified structure and logic. Currently, the inconsistency makes it challenging for learners to follow the course smoothly. There is noted to avoid using questions where correct answers depend on precise wording, as this led to confusion in grading. Eliminate exercises requiring subjective assessment to improve clarity and fairness in evaluations.
- General appreciation also for SI course but noted the need for careful evaluation of content presentation to reduce redundancy (e.g., the same test appearing in multiple topics).
- In SI feedback reported problems with feedback forms, such as duplicated fields and non-functional text input areas. Some minor text errors were also noted. Issues with marking sections as complete may have impacted perceived progress in the course.
- More organized and consistent design throughout course materials is needed to improve user experience.
- Concerns that SI Module 1 felt too easy and generic compared to subsequent modules, suggesting a reassessment of module content alignment.
- Feedback indicates that the course might require more time for completion; participants found the quantity of reading and viewing materials to be overwhelming.

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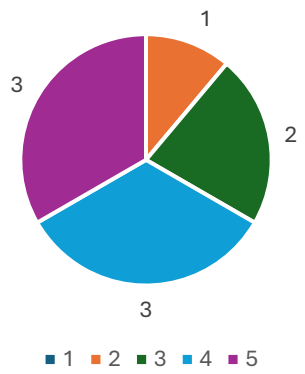
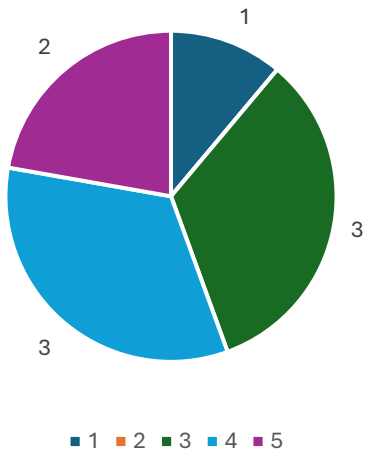
How would you rate the quality of learning resources (e.g., readings, videos, case studies) provided in the course?



Engaging



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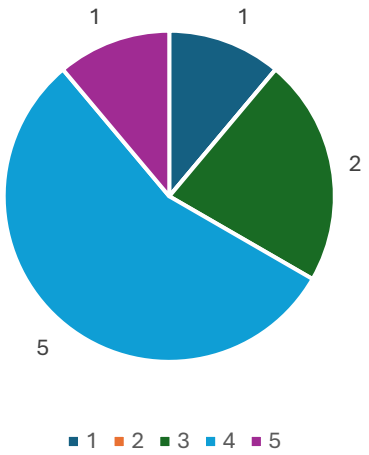
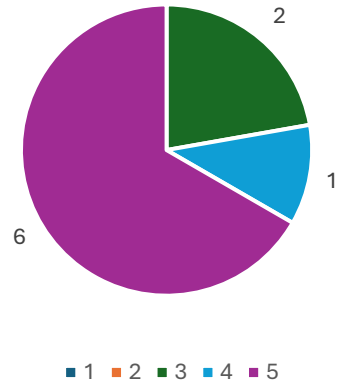


How useful were the supplementary resources (e.g., external links, additional readings)?



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Are there any additional resources you would recommend including in the course to enhance the learning experience?

- Recommendations to include for SI module more interactive tasks and practical exercises to facilitate active participation, shifting focus from excessive reading and case studies.
- Suggestions for incorporating more recent case studies, particularly from 2023 and onward, to align with the evolving landscape of social innovation.
- Also for SI module access to webinars, expert lectures, and subscriptions to industry journals would help trainers stay current with digital transformation trends and technologies.
- Encouragement for more experience sharing among participants and inclusion of technical assessments with video components to enhance engagement.

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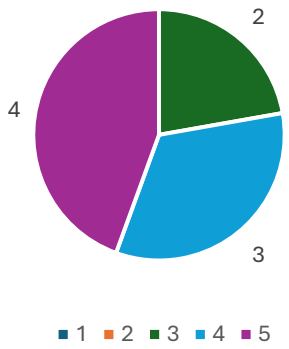
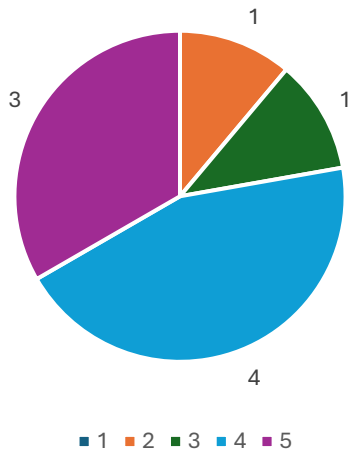
How effective were the learning activities (e.g., discussions, exercises, case studies) in supporting the course objectives?



Appropriate



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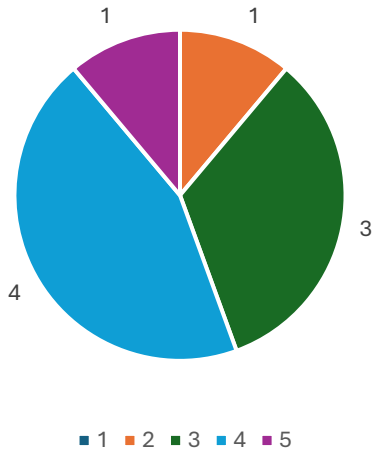
Aligned



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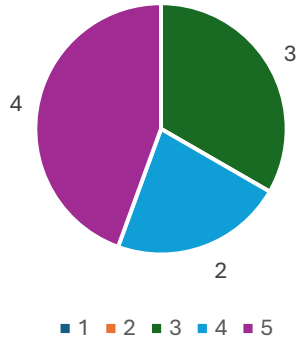

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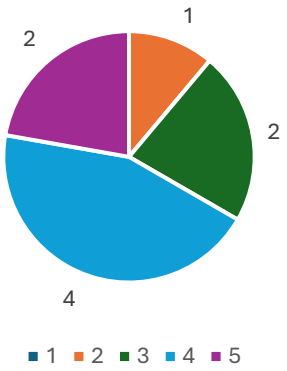

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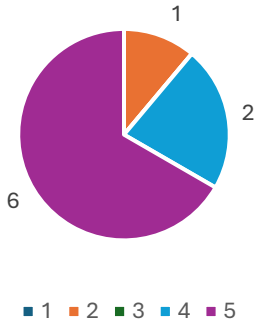

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Do you have any suggestions for further improving the activity design and assessments to better support the learning outcomes?

- Improved discussions in SI module around the use of AI in production processes could benefit the course.
- SI modules focused on communication, empathy, and change management can equip trainers to effectively lead digital transitions and address resistance.
- To make the course more technologically advanced, more interactive exercises should be included - less reading material and case studies, and more practical exercises and tests that allow students to actively participate in the learning process.
- Please, don’t include questions, where correct answer is marked only, when to use precise expressions and words(programmed in moodle). I experienced answers marked-wrong, even I said the same meaning mentioned in correct answer, but in different words.
- Do not include exercise where is subjective assessment

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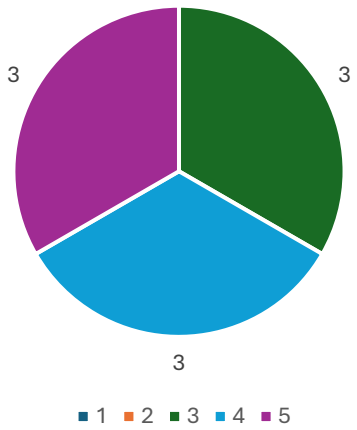
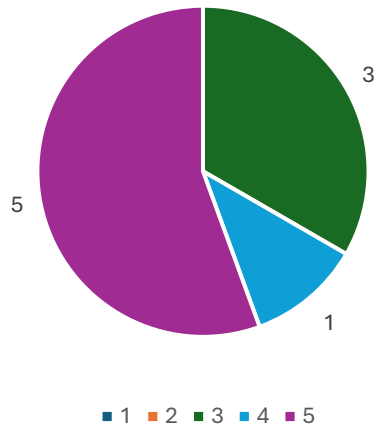
Intuitive



User-friendly



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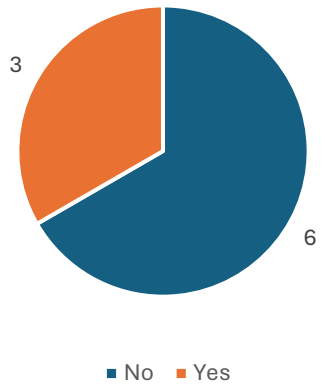
Did you encounter any technical difficulties while using the platform?



- In feedback forms, fields are doubled. Some fields doesn't work for text input. There is some minor text mistakes
- Could not fill in one quiz. That was not possible.
- Quizzes which repeat and cant answer correctly

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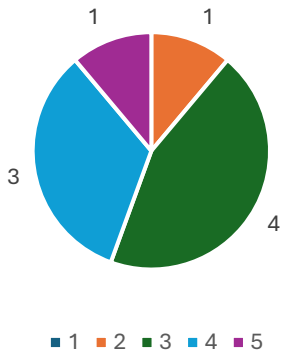
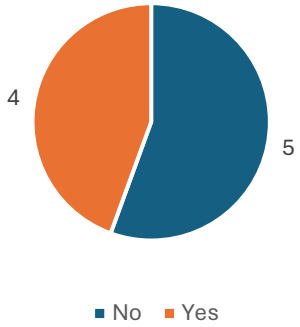
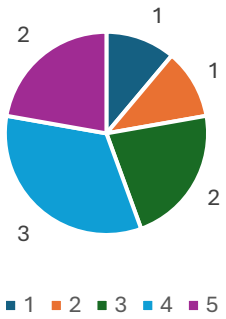
How effective was the platform in facilitating interaction and engagement (e.g., forums, collaborative tasks) among participants?



Do you think that any features or functionalities need to be added to the EULEP platform to enhance user experience?



After comprehensively reviewing the course, do you feel prepared to train others by offering methodological guidelines for completing the learning pathways?



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What features or functionalities need to be added to the EULEP platform to enhance user experience?

- But SI module participants have named the inclusion of various types of tests. Specifically, there is an interest in having not only written assessments but also video-based tasks. This approach aims to diversify the assessment methods and enhance engagement.
- Feedback indicates a need for a more organized and unified text design across different course components. The current variability in design is causing discomfort among participants, suggesting that a more cohesive presentation would improve the learning experience. Several participants has expressed for more opportunities for experience sharing among participants. This could foster a collaborative learning environment and allow participants to learn from each other's insights and expertise.
- SI participants suggest that the assessment process should focus more on technical skills, especially in an online course format. This implies a preference for evaluations that prioritize practical application over theoretical discussion. We can also see recommendation as to introduce a mix of written and video-based assessments to cater to different learning styles and increase participant engagement. Review and revise the design elements used in course materials to ensure a consistent and unified look and feel across all components.
- Participants request is for regular interactive sessions or discussion boards that encourage them to share their experiences and insights, enhancing the community aspect of the course.
- Align assessments more closely with practical skills and technical knowledge, ensuring that evaluations reflect the competencies required for the course topics. Addressing these feedback points could significantly improve the overall experience and effectiveness of the course, leading to enhanced participant satisfaction and learning outcomes.

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What additional support or resources, if any, do you think are necessary to better prepare trainers for the next phase (training businesses)?

- To ensure that teachers are up-to-date with the latest developments in digital transformation and new technologies, access to webinars, expert lectures or subscriptions to industry journals should be provided. Soft skills development - offer modules on communication, empathy and change management to enable educators to deal effectively with resistance and guide staff through digital transitions.
- Online training
- Everything is understandable
- Online workshops, experience sharing, case studies.
- I do not feel like teaching is my best side.
- Discussion about assessment

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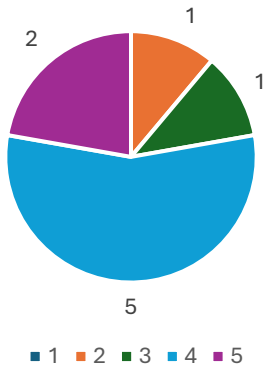
What is your overall satisfaction with the training pathway (MOOC) you reviewed and tested?



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Additional comments or suggestions that would help to improve the overall quality of the course and the learning experience.

- I would really appreciate if the same test wasn't added to different topics.
- I already wrote about visual design of training course, it should be improved for better user experience
- Some comments from my side:1. In unit 2.6. there are 4 quizzes that are completely the same. This material shouldn't be given to company representatives. Seems a bit silly to repeat the same quiz 4 times...2. In many parts it was not possible to click ""Mark as done"", therefore, it might affect the overall percentage of material completion3. I think, in comparison with 2. and 3. modules, the 1. module was very easy and too generic. It seemed like this module shouldn't be together with 2 and 3. Not quite cohesive.4. Question - what to do, if the teacher/mentor decides that students don't upload case study solutions in platform, but it is discussed during calls and online meetings? Will it count if mentor just adds a comment that particular student passes the specific unit task because they engaged and participated in discussion?
- We need more time to fulfill the course. I think that content of the course could me more constructive, too much to read and watch
- **The SI module feedback suggests a strong desire for improvement in the structure and delivery of the Social Innovation course. By addressing content repetition, enhancing interactivity, improving assessment design, and providing ongoing support for trainers, the course can better meet the needs of its participants and foster a more effective learning environment.**

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Summarising all of the information, following conclusions can be drawn:

- The course structure was generally rated as “Very Good” or “Good”, with a few respondents rating it “Excellent”.
- Coherence was also rated positively, but a small number found it only “Fair”.
- Most participants rated the logical progression of the modules at level 4 or 5, but a few felt the structure could be improved (rated as low as level 2).
- The course was seen as highly relevant and current, with most ratings at 4 or 5.
- Most participants found that the course met the learning objectives well, with scores mainly at 4 or 5.
- A few respondents suggested structural changes, mainly to improve visual design and consistency.
- Some suggested adding more interactive tasks, rather than just written assessments.
- Learning resources (e.g., readings, videos, case studies) were rated mostly 4 or 5, showing overall satisfaction with the materials.
- Most respondents found the platform user-friendly, with ratings generally at level 5.
- Some encountered technical difficulties, such as duplicate feedback form fields and disorganised text formatting.
- While the platform was rated positively for engagement, a few participants felt it could be improved, with ratings between 2 and 4.
- Most respondents did not request additional features, but a few suggested improvements such as better text organisation and more diverse testing formats.
- Some participants felt very confident (rating 5) in training others, while others felt less prepared (rating as low as 1 or 3).
- Those who lacked confidence suggested more structured training resources and online workshops.
- Several respondents suggested regular updates for trainers, online workshops, case studies, and experience-sharing sessions.
- Most participants were satisfied with the course, with overall ratings at 4 or 5. A small number rated their satisfaction as low (2 or 3), indicating areas for improvement.
- Some respondents suggested improving the visual design of the training materials. A few participants also noted that they would appreciate consistent formatting and better-structured assessment tasks.

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