Pilot Report for EULEP Phase 2.
Train the Trainer Phase Catalan Node

Submitted by: UOC, Terrassa Chamber of Commerce, and Terrassa City Council

For the compilation of this report, please review the input provided by the participants in your country/region and build different graphs, attending to the different sections of the feedback form.

You can seek inspiration from the presentation that was given during the ELA Closing webinar on 8 November.

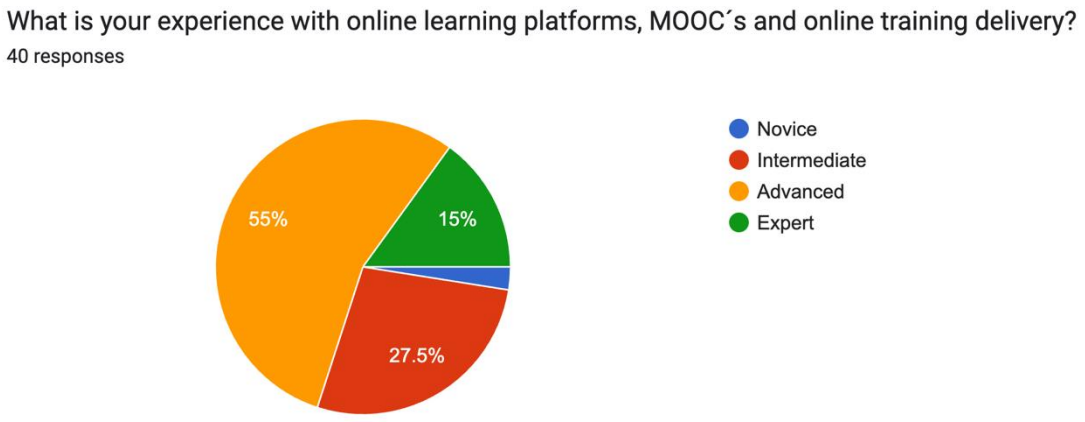
Part 1. Participant information.

Taking into account the answers provided within the first section of the feedback form, please include a summary to present the area of expertise of the participants, their experience and the course(s) they were enrolled in.

AI Pathway

**While only 10 participants completed the Feedback forum in the AI piloting phase, originally 40 participants registered for the training. The information in the Participant information section for the AI pathway reflects responses from participants who had registered for the training, but did not complete the feedback form.*

Synthesis of Participant Experience in AI for Business Users (UOC)



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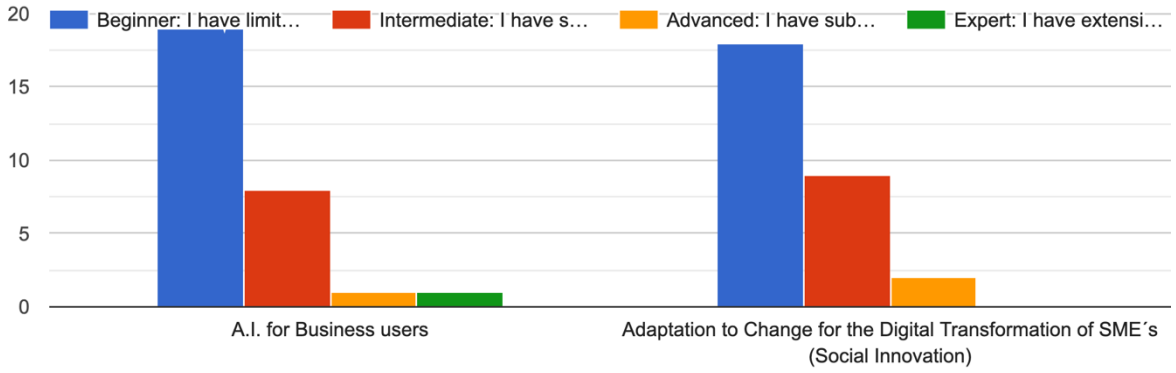
Do you have experience with on-site employee training in SME´s (i.e. workplace learning and development programs, company specific training for workforce development etc.) ?

29 responses

How would you rate your level of professional experience as a trainer with the topics covered in the EULEP training pathways ?"



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The visualizations above summarize participant responses for the four key areas:

1. **Experience with Online Learning Platforms**.
    - The majority of participants have advanced or expert level experience teaching in online platforms.
2. **Experience with On-site Employee Training**:
    - Participants vary in experience, with most reporting limited or moderate levels of exposure to on-site employee training in SMEs.
3. **Experience with AI for Business Users**:
    - The majority of participants fall into the "Beginner" category, indicating limited prior experience with AI topics. There are smaller groups at "Intermediate," "Advanced," and "Expert" levels.
4. **Experience with Adaptation to Change for SMEs**:
    - Similar to AI, most participants are at the "Beginner" level, with fewer participants at more advanced experience levels.

Background Information on Professional Experience

Experience Range:

- Participants demonstrate a diverse range of teaching experience, from beginners to highly experienced trainers.
- Most participants are seasoned educators in **vocational education and training (VET)**, specializing in areas such as:
    - **Computer Science & Information Technology** (e.g., web and mobile application development, cybersecurity, programming).
    - **Administration and Finance**.
    - **Social Innovation and Community Mediation**.
- Some participants have no prior experience with training but bring domain expertise from roles like **back-end development** and **internationalization and innovation management**.

Specialized Roles:

- Several participants have leadership or coordination responsibilities, including:
  - Erasmus+ coordination.
  - VET program design and development.
  - Online learning resource creation (e.g., Moodle).

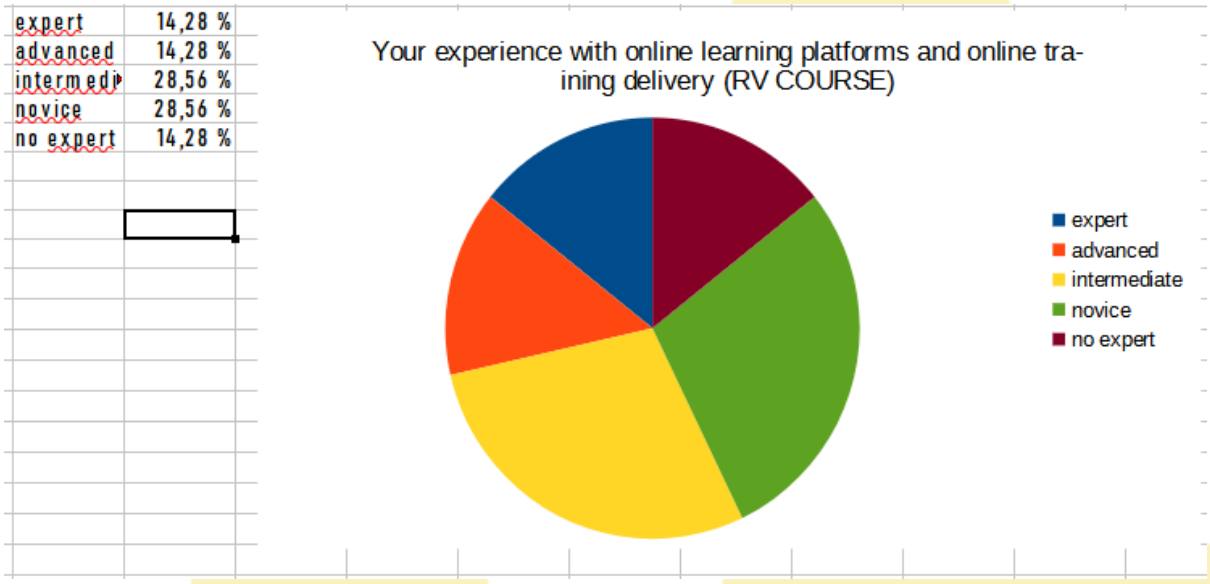
Teaching Contexts:

- Training spans **face-to-face**, **blended**, and **online formats**, with frequent involvement in **digital tools** and **platform-based education**.
- Most participants are involved in VET or professional-level training cycles.

Emerging Trends:

- A number of trainers are exploring **new technologies and digitalization**, including creating content for 3D animation, Unity, and digital transformation courses.
- Others focus on **competency-based education** and **cross-disciplinary projects**.

VR Pathway



SI Pathway

Synthesis of Participant Experience in Social Innovation (La Cambra)

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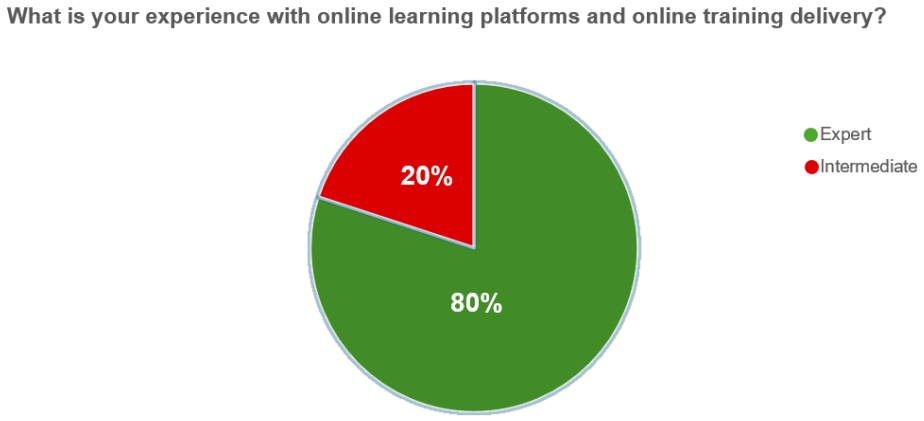


The chart illustrates the level of experience with online learning platforms:

Experts (80%): The majority have a strong command of these tools, showing significant adaptation and experience in digital environments.

Intermediate (20%): A notable portion has moderate knowledge, indicating room for improvement and the need for further training.

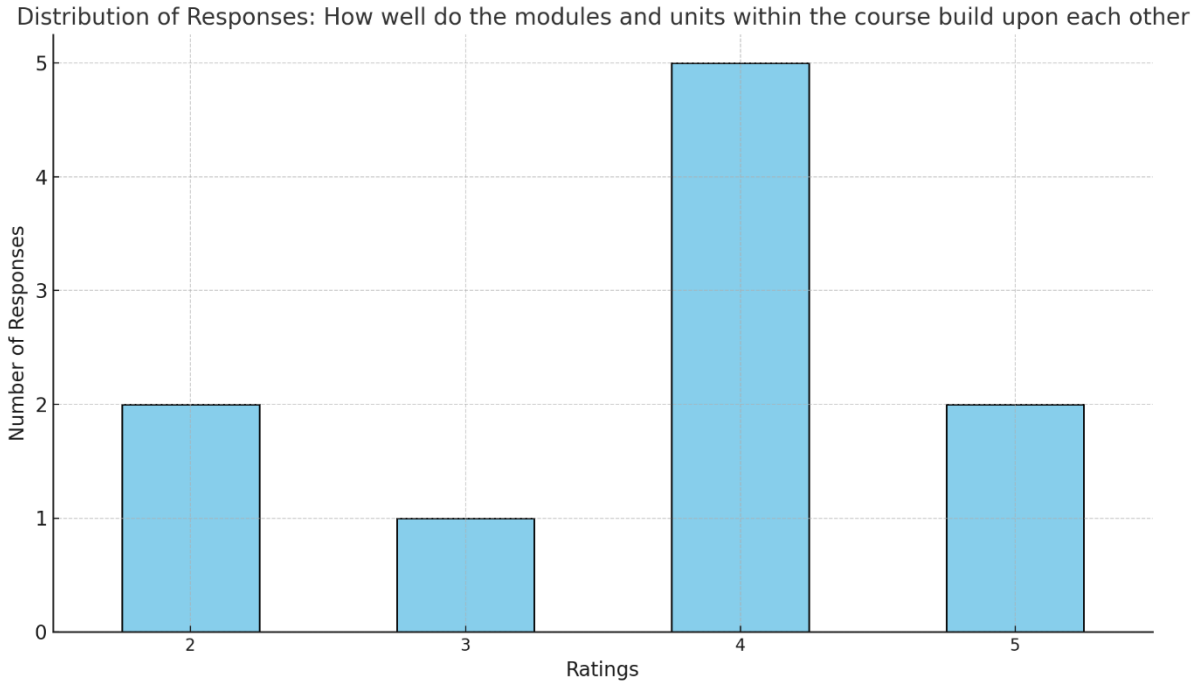
Conclusions:

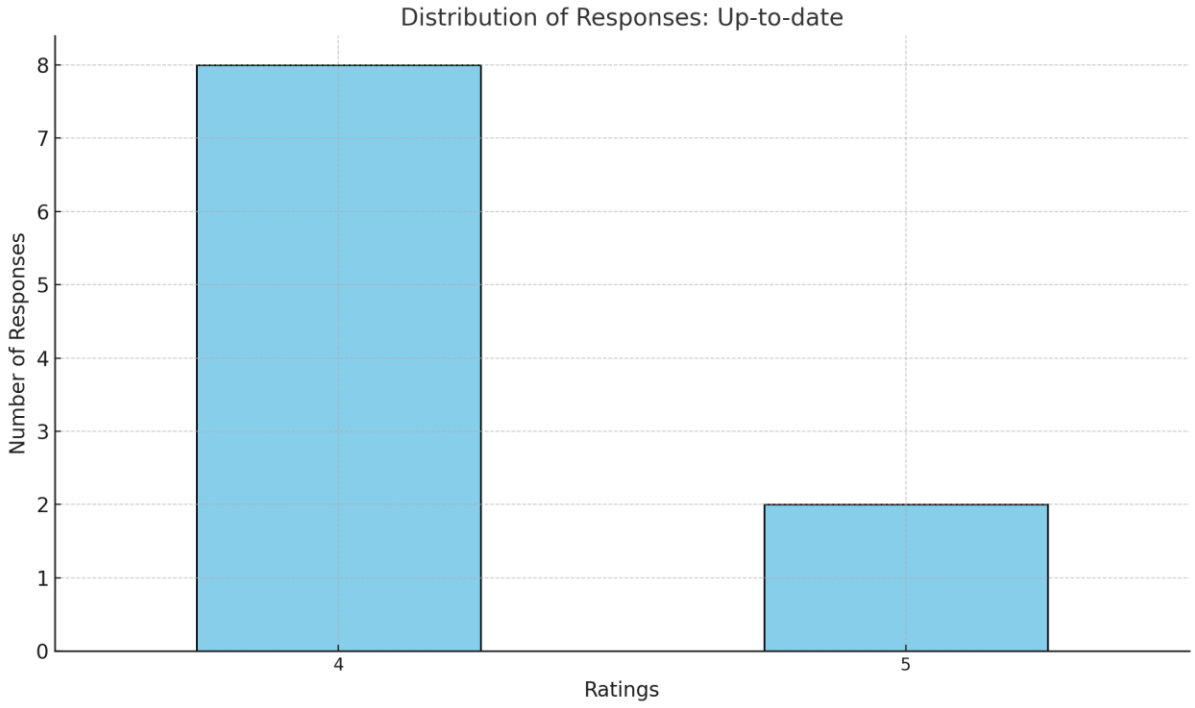
The overall outlook is positive, but the 20% intermediate group represents an opportunity to enhance skills and maximize the use of digital tools.

Part 2. Modules content and methodology.

Considering sections 2 -*Overall course structure and training content-*, 3 -*Learning resources and materials-* and 4 -*Activity design and assessment practices-* of the feedback form, please provide an overview on the courses structure, content and methodology, according to the answers provided to the questions in these sections.

AI Pathway





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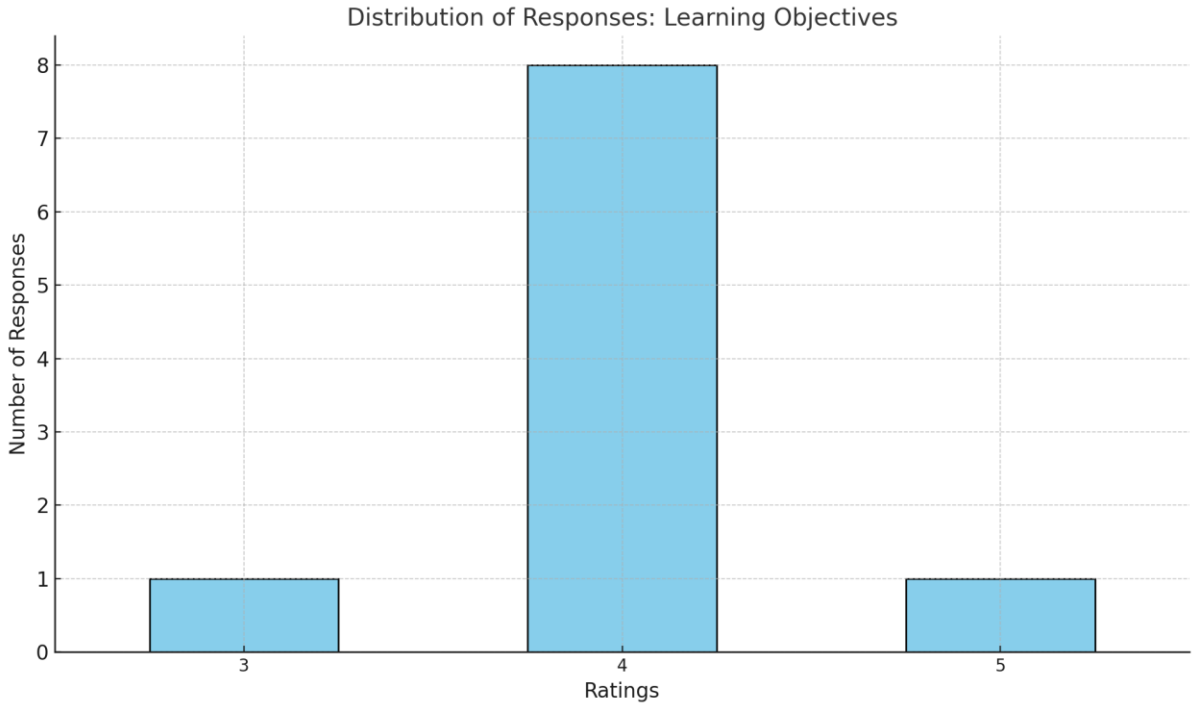

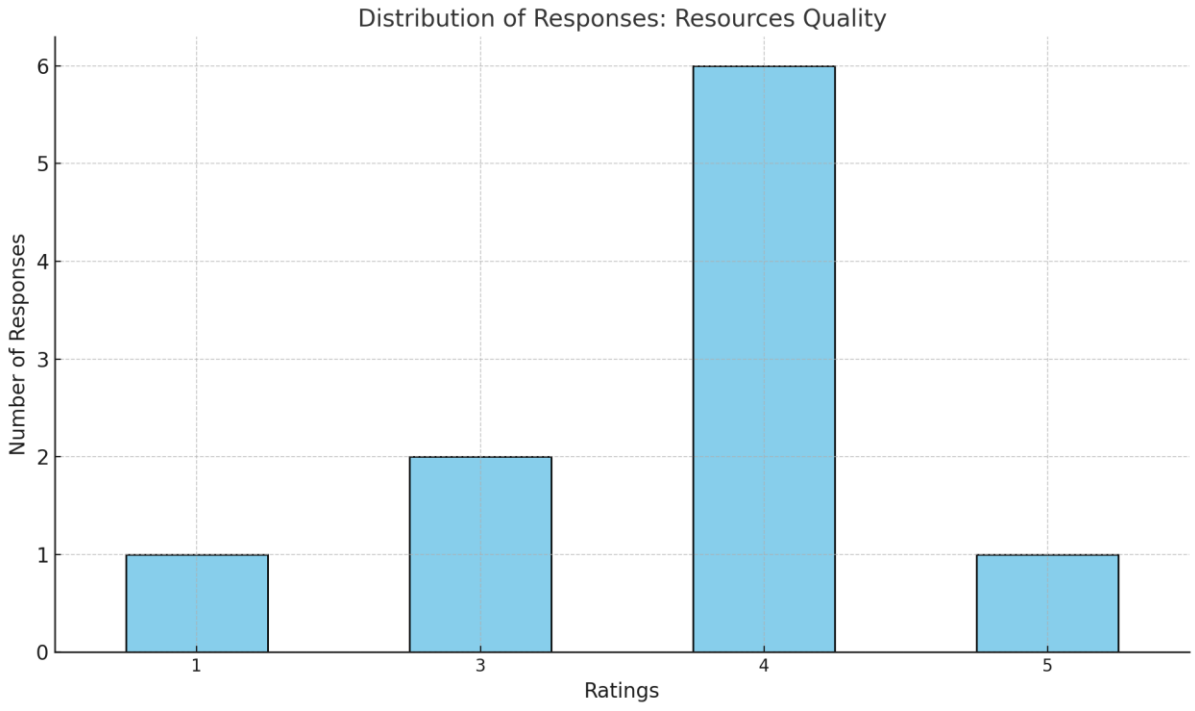

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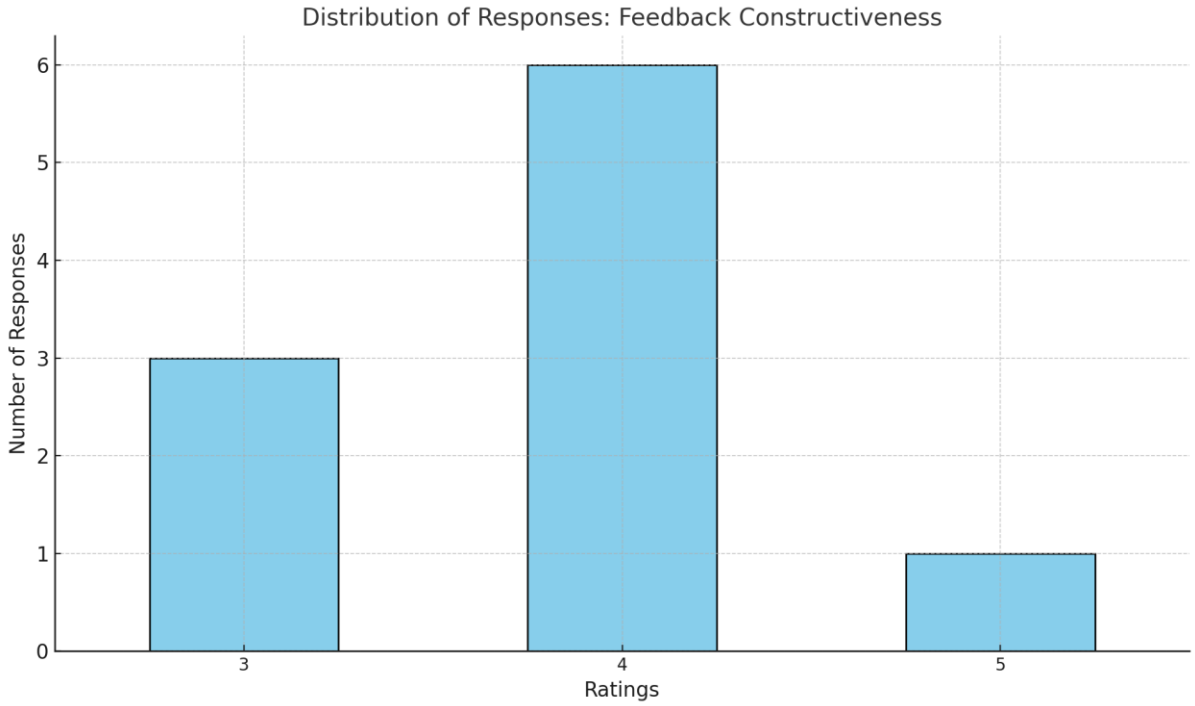

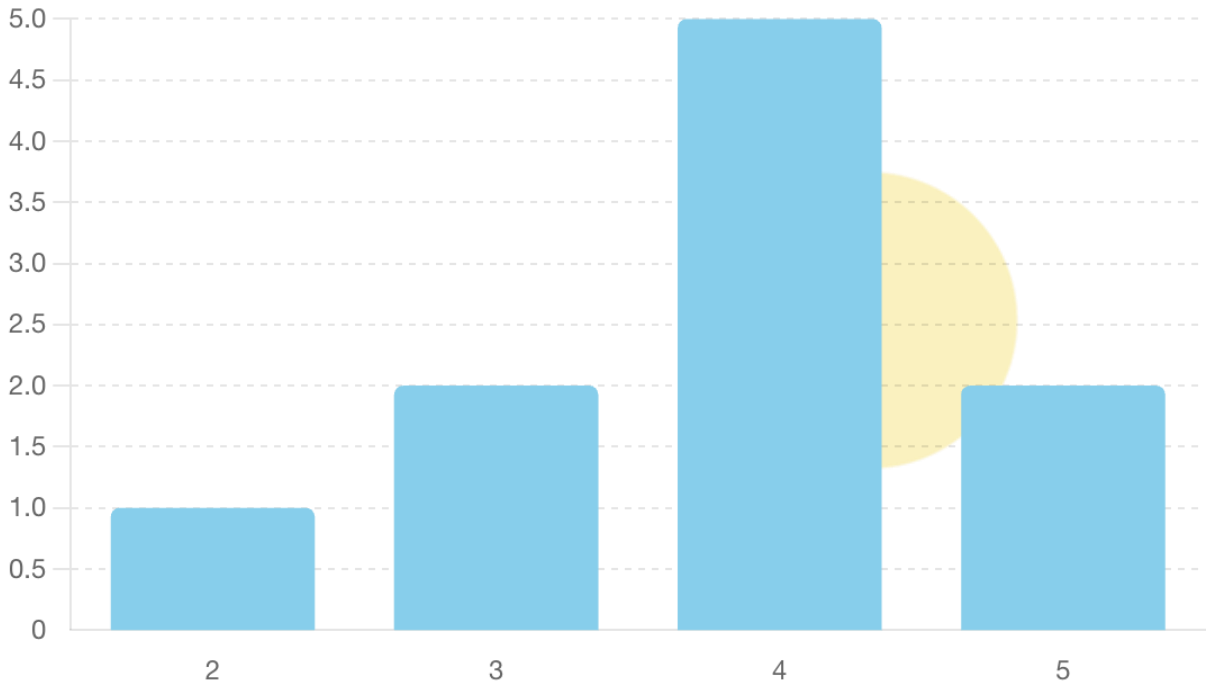

The above visualizations for key metrics from the feedback form have been generated:

Modules Build Upon: Ratings are mostly favorable (4 and 5), with some variation as there are some lower scores.

Up-to-date: Consistently high ratings, indicating satisfaction with relevance.

Learning Objectives: Solid alignment, predominantly rated 4/5.

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Resources Quality: Mixed feedback, with some lower scores highlighting room for improvement.

Feedback Constructiveness: Ratings skew towards the higher end, indicating positive experiences with assessment feedback.

Pedagogical Soundness: Ratings suggest the course structure effectively builds knowledge, though there is scope for enhancement.

Analysis of Qualitative Feedback:

Chunking Information:

- Feedback suggests the course content is overwhelming and needs to be broken down into smaller, more digestible pieces.

Case-Based Learning:

- There is a strong call for including more practical, real-world applications relevant to participants' professional scenarios.

Assumptions of Prior Knowledge:

- The course assumes that learners have advanced knowledge, which alienates participants without foundational expertise.
- The lack of a glossary or quick reference materials makes it difficult to revisit key concepts.

Actionable Improvements:

Content Structure and Delivery:

- Break down modules into smaller, thematically focused units with a clear narrative story to improve content digestibility.
- Incorporate short summaries, bullet points, and "key takeaways" at the end of each unit.

Practical Case-Based Learning:

- Add real-world case studies and scenarios that are relevant to participants' industries, sectors and roles.
- Design assignments around these cases to foster practical application of concepts.

Enhanced Assessment Design:

- Replace simple quizzes with scenario-based, problem-solving questions.
- Provide detailed feedback that goes beyond correct/incorrect responses.

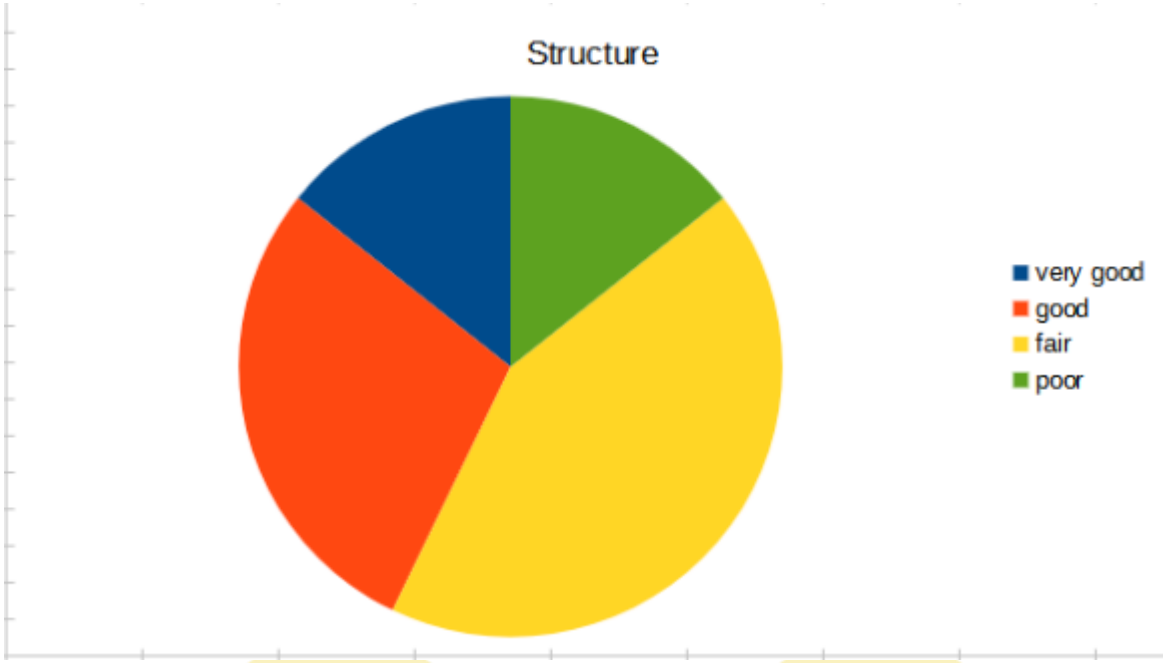
Rubrics for Assignments:

- Develop clear rubrics outlining the expectations for each assignment.
- Include criteria such as depth of analysis, creativity, and application of course concepts.

Increasing Interactivity:

- Implement collaborative tools like discussion forums, peer reviews, or group assignments.
- Organize live sessions or asynchronous video discussions for participant interaction.

VR Pathway



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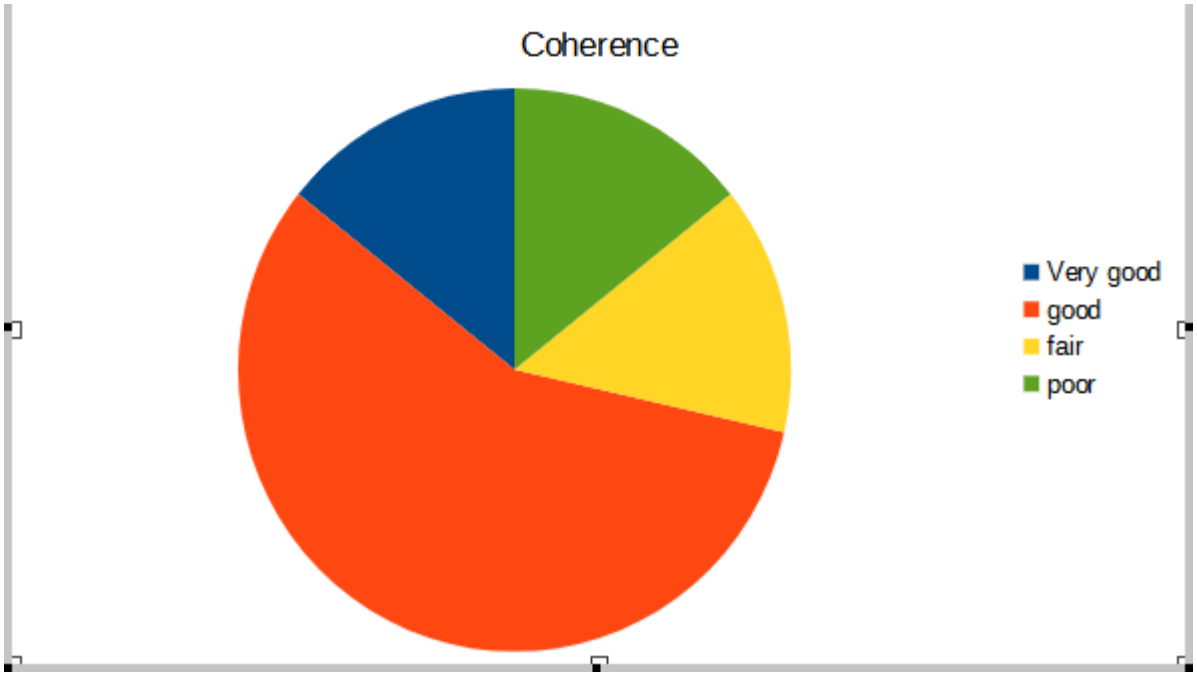

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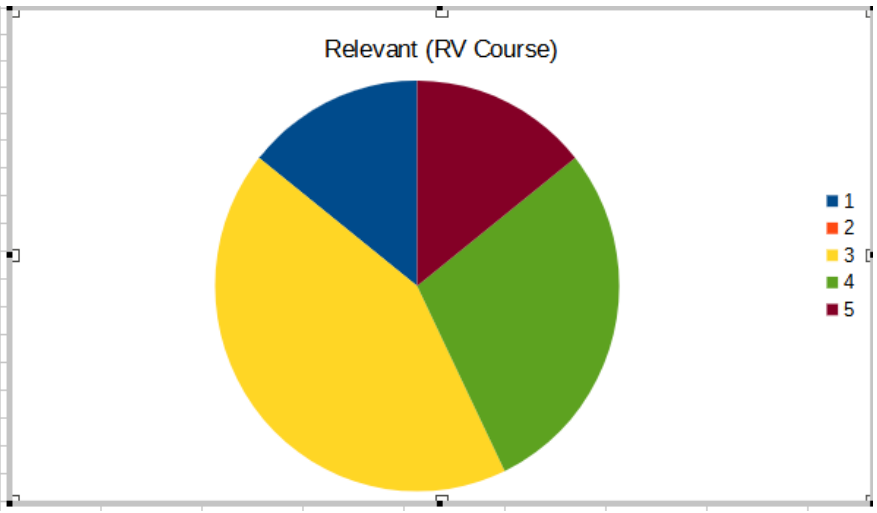

SI Pathway

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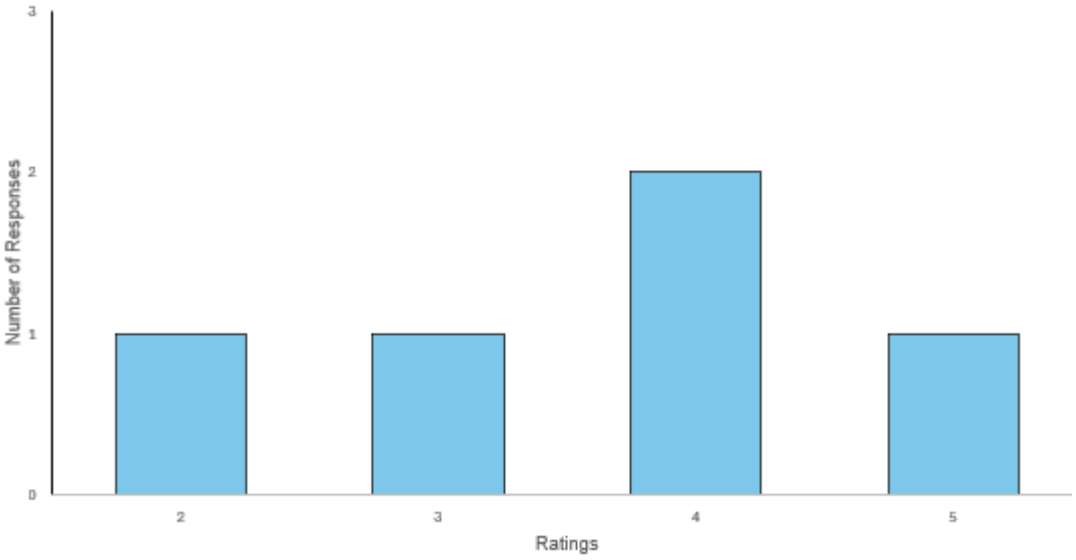
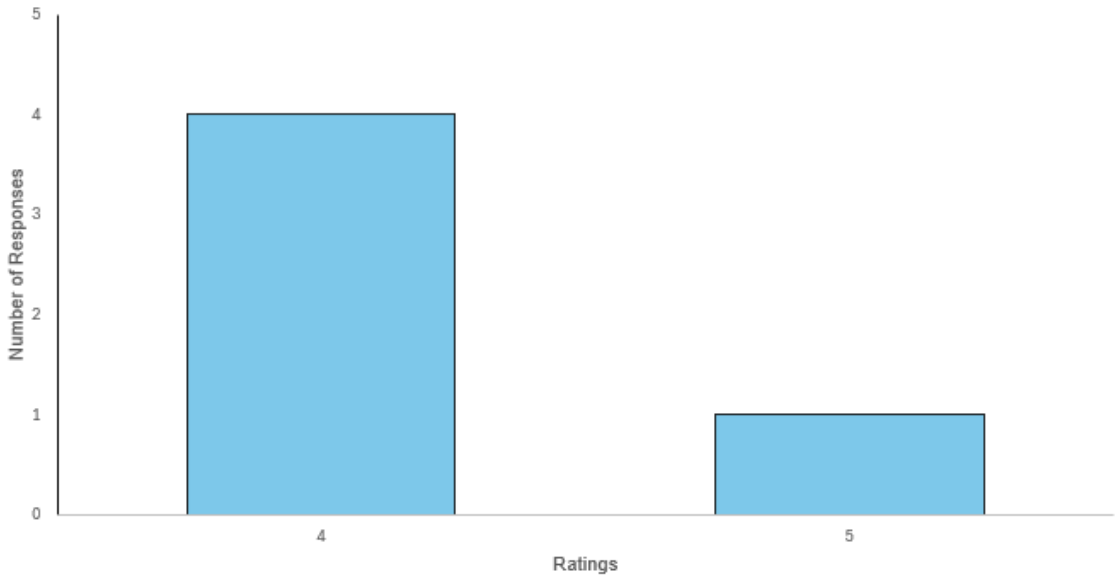
Distribution of Responses: How well do the modules and units within the course build upon each other



Distribution of Responses: Up-to-date



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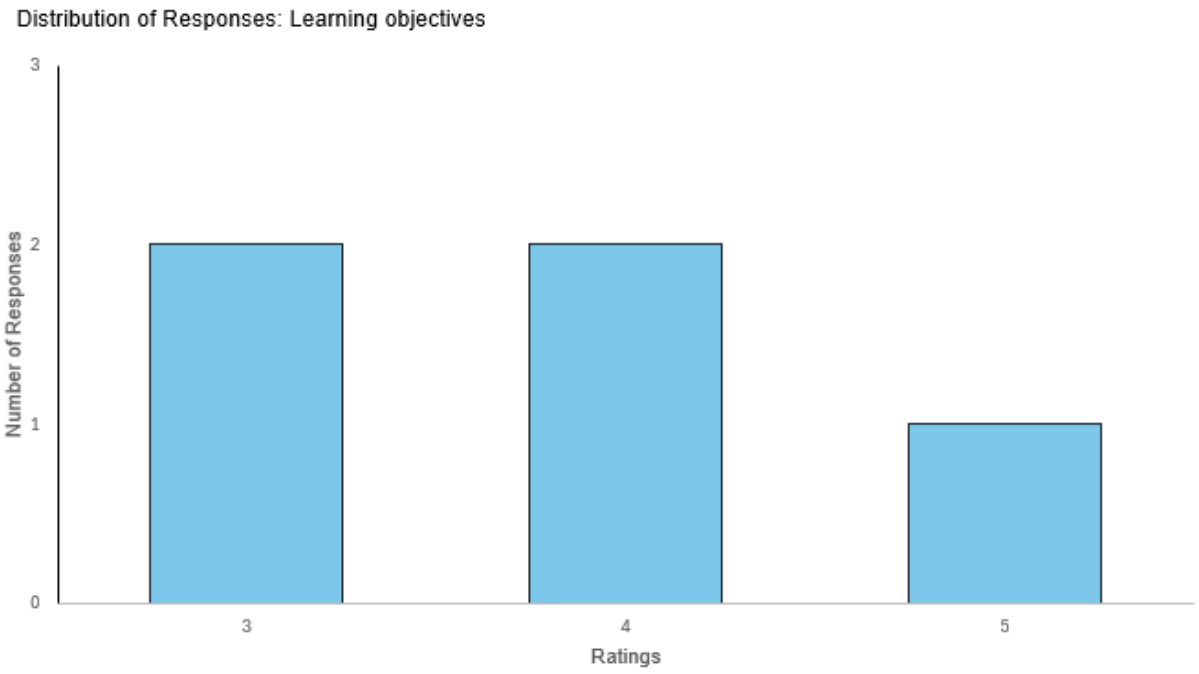

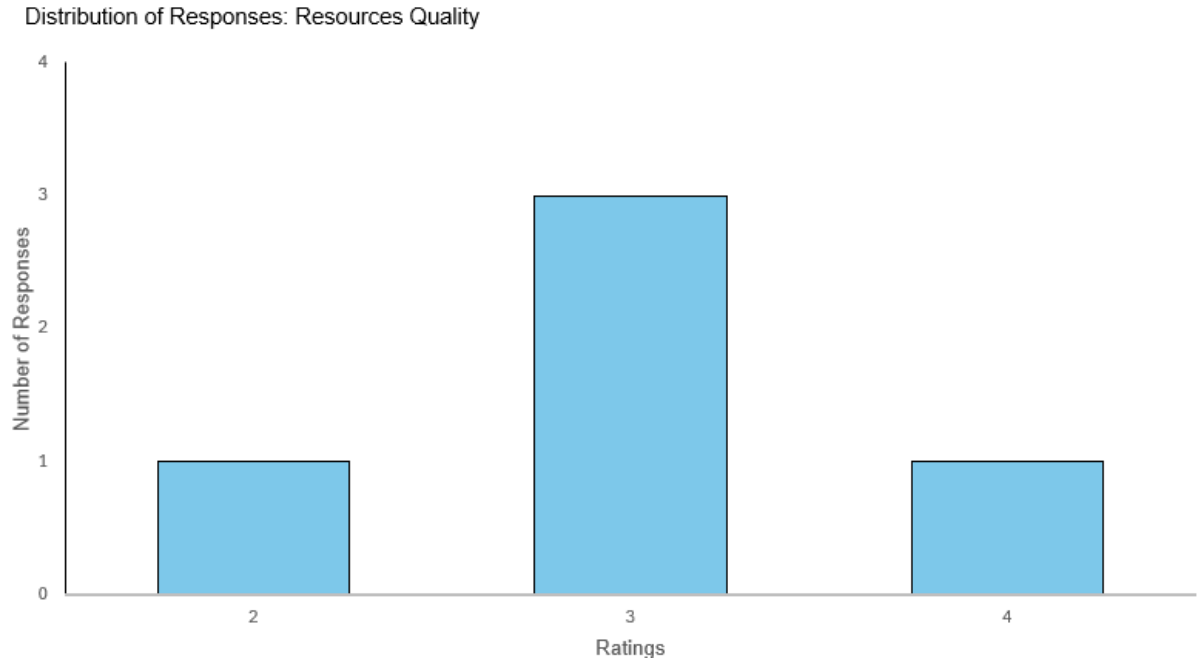

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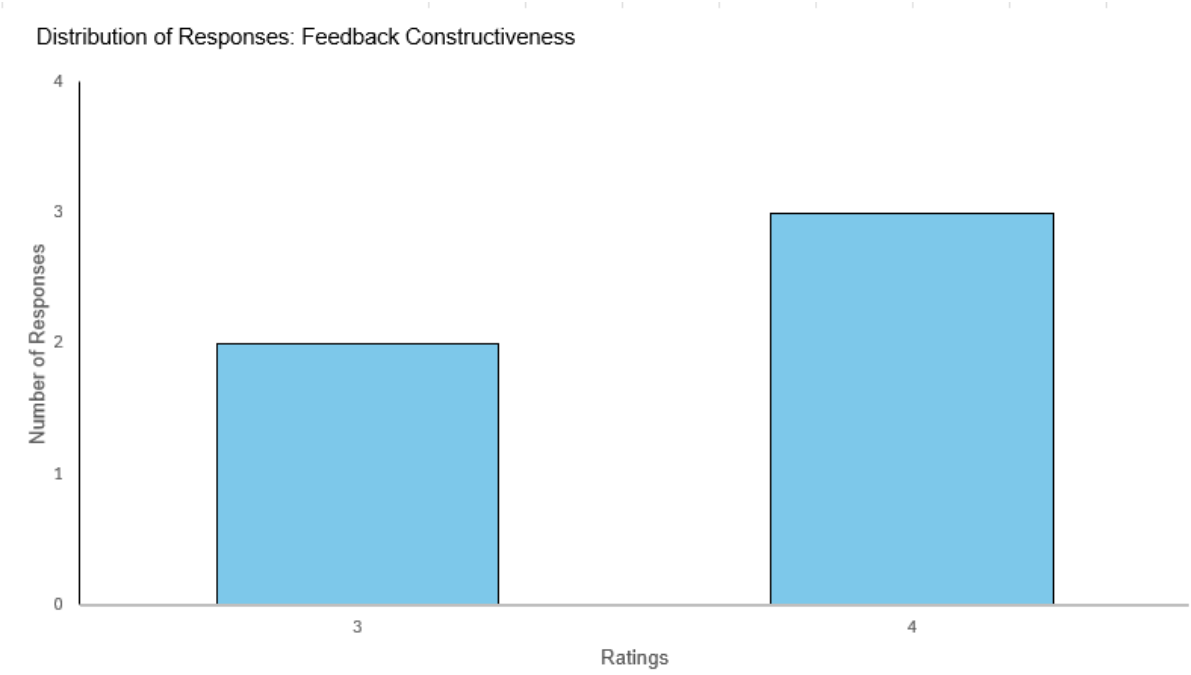

The above visualizations for key metrics from the feedback form have been generated:

1. Module and Unit Coherence

Most responses rated 4, indicating good connection between modules. Lower ratings highlight areas for improvement.

2. Content Update

80% rated it 4, reflecting updated content. Only 20% rated it as fully up-to-date.

3. Learning Objectives

Ratings are distributed between 3, 4, and 5, showing general clarity but room for greater precision.

4. Resource Quality

60% rated it 3, indicating acceptable quality. Lower ratings suggest critical areas to address.

5. Constructive Feedback

60% rated it 4, showing general satisfaction, though some expect more detailed feedback.

Conclusion:

Overall, positive ratings with opportunities to improve resource quality and module coherence.

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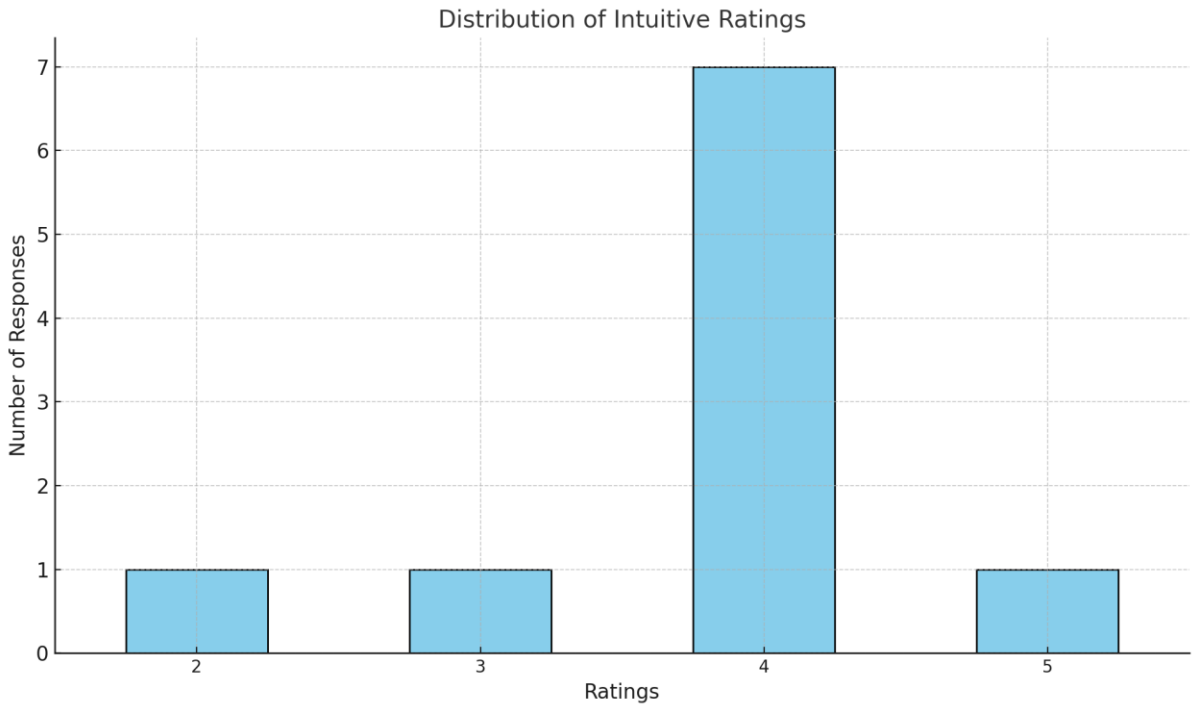
Part 3. Usability of the online learning platform.

Please compare the figures obtained in the three courses for the questions in section 5 -*Usability and user experience of the EULEP platform*-.

In addition, please structure and summarize the answers received to the question:

No.27: If yes, what features or functionalities would you suggest adding?

AI Pathway



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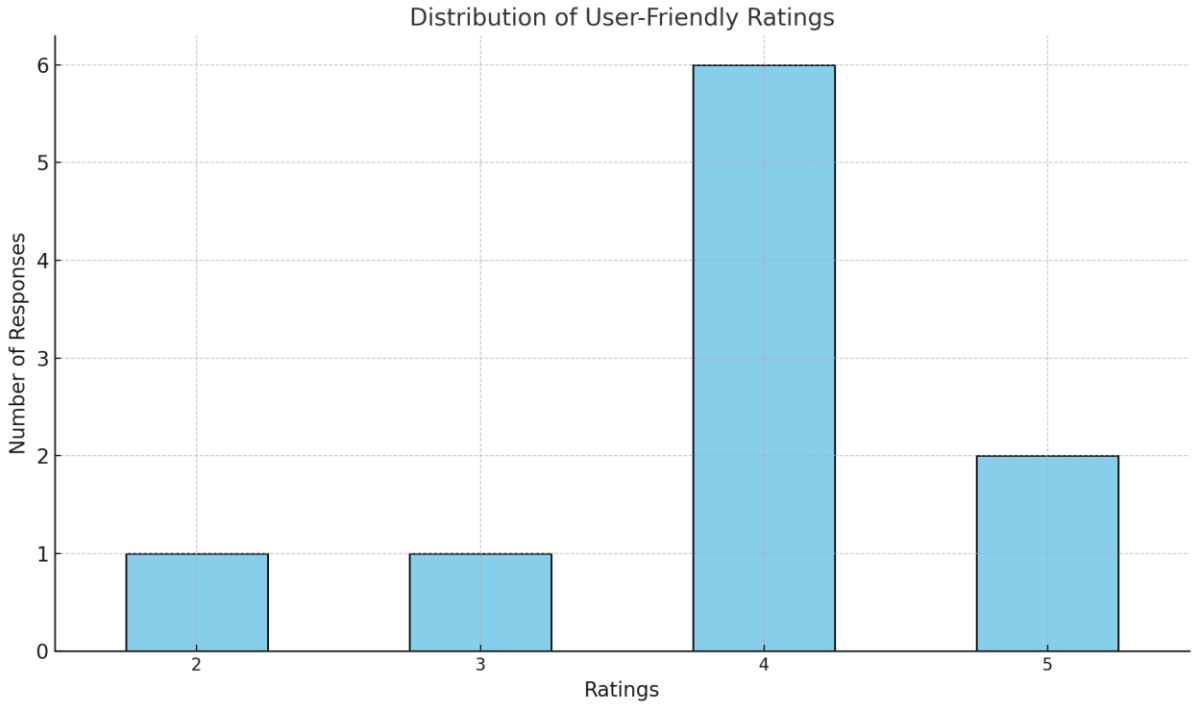


Key Findings:

Technical Difficulties:

- Most participants did not report technical issues, as indicated by frequent "No" responses to encountering difficulties.
- Few responses provide suggestions for improving platform performance or technical aspects.

Platform Effectiveness in Interaction and Engagement:

- Ratings range from 2 to 5, with an average rating around 4.
- This suggests that while the platform enables some interaction, there is room for improvement, particularly in fostering engagement and collaboration.

Feature Requests:

- Most participants stated no additional features were needed.
- One respondent noted the lack of instructional design and poor clarity in the navigation structure.

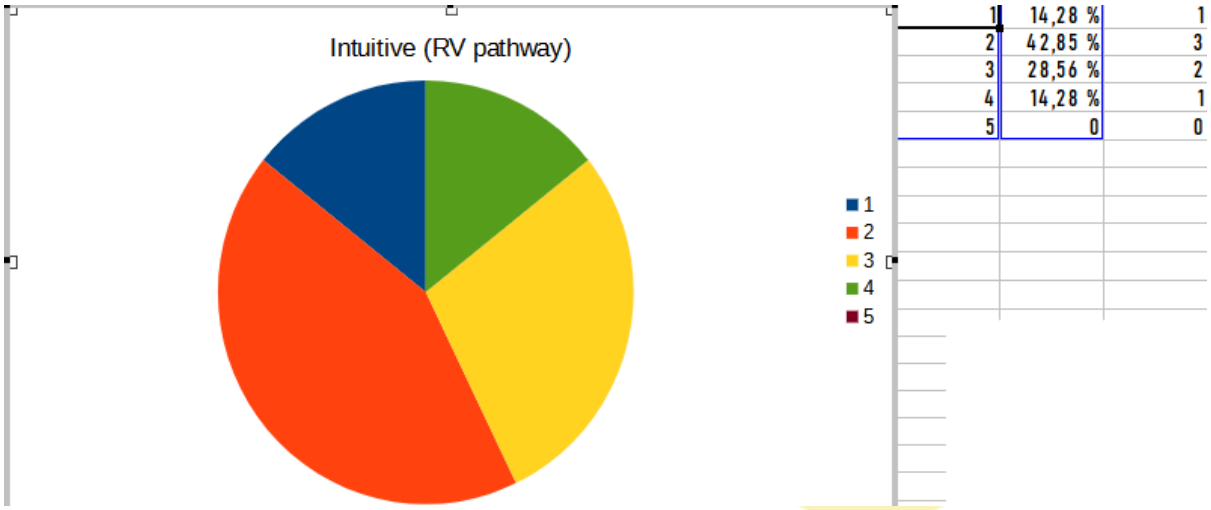
Preparedness for Training Others:

- Ratings hover around 2 and 4, indicating mixed feedback on how well the platform prepares participants to transfer knowledge to others.
- Suggestions for more practical and context-specific guides were common in open-ended feedback.

Additional Support Needs:

- Responses highlight the need for a "train-the-trainer" guide and practical examples tailored to real-world applications.
- Some comments reflect frustration with overly lengthy and vague content.

VR Pathway



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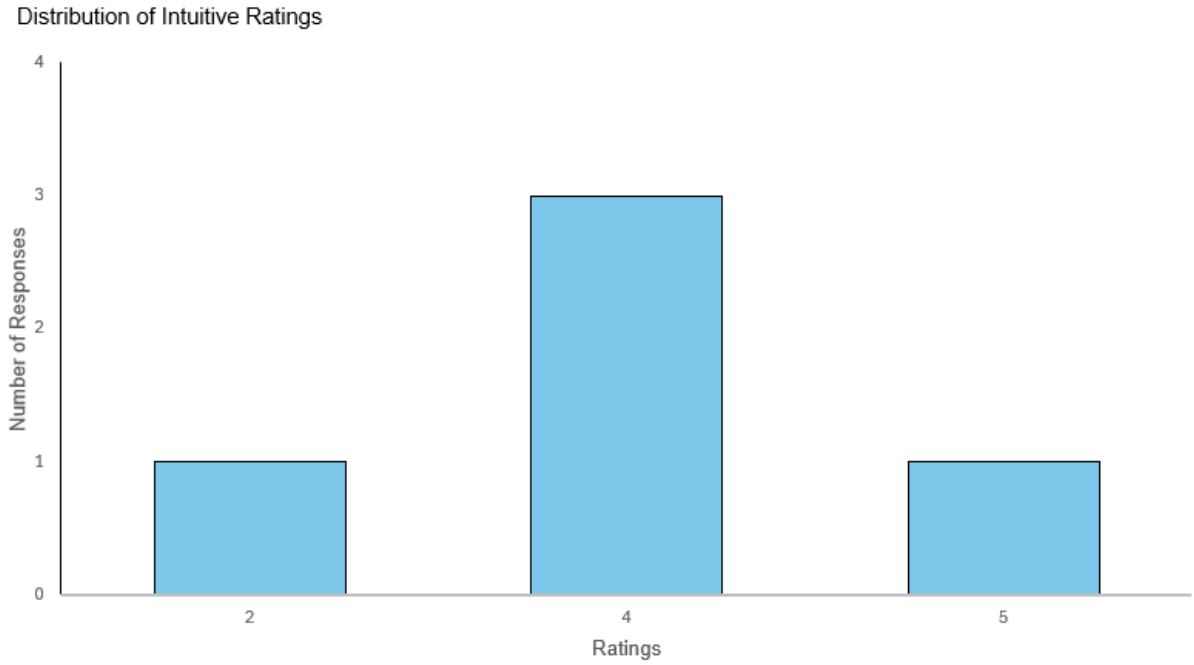
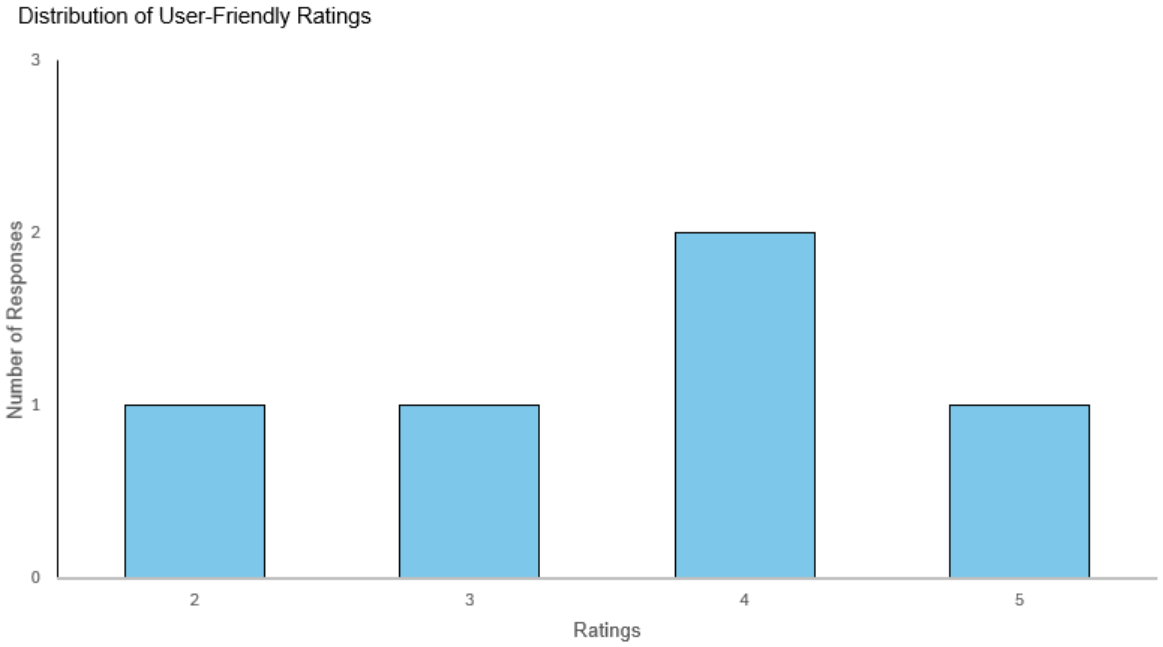
SI Pathway





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Key Findings:

1. Intuitive Ratings

60% rated it 4, indicating good intuitiveness. 20% rated it 2, suggesting some usability issues.

2. User-Friendly Ratings

40% rated it 4, showing general ease of use. Lower ratings (2 and 3) indicate room for improvement.

Conclusion:

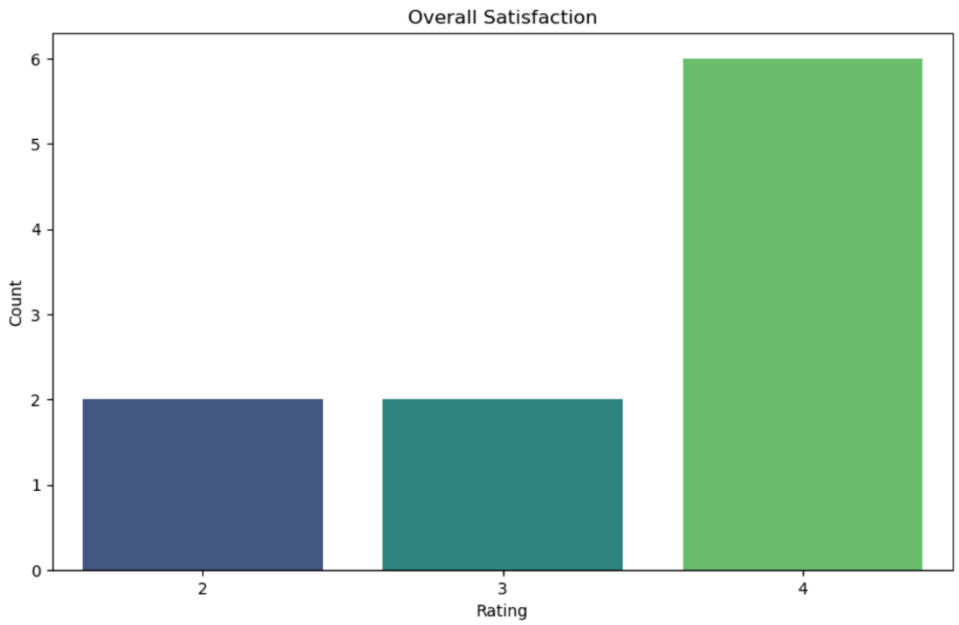
Overall positive, but improvements are needed to address usability concerns for some users.

Part 4. Satisfaction level.

Please refer to the last two sections of the feedback form -*Preparedness and Train-the-Trainer component- and -Overall feedback and improvement*- to highlight the overall degree of satisfaction of the participants for the different courses and the main suggestions for improvement, as well as the level of preparedness of the trainers for training businesses.

AI Pathway

Overall Satisfaction



Overall Satisfaction:

- Satisfaction levels are mixed, averaging 3.4/5.

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- Comments suggest that clearer design, enhanced interactivity, and better instructional alignment could enhance satisfaction.

Analysis of Overall Feedback

Contextual and Practical Information:

- Feedback highlights the lack of relevant, context-specific, and practical information.
- Theoretical materials are not sufficient for trainers to feel confident in applying the content.

Practical Resources:

- Requests for a practical "train-the-trainer" guide with clear activities and steps for implementation, particularly for online modalities.
- There is a need for resources to help trainers integrate the platform into face-to-face or blended training scenarios.

Platform Design and Integration:

- The platform is criticized for being too lengthy and vague, functioning more like a repository than an integral part of training.
- There is no manual for trainers, and the platform does not account for on-site training needs.

Interactive and Applied Learning:

- Suggestions include introducing interactive labs and practical examples to enhance engagement and relevance.
- Trainers want tools and activities that can be directly applied in real-world scenarios, including tools that integrate A.I. chatbots.

Content Adaptation:

- Some trainers feel the course content needs adaptation to fit their teaching style and audience needs.
- An overall course map linking modules and showcasing their relationships is requested for better navigation and understanding.

Actionable Recommendations

Develop a Practical "Train-the-Trainer" Guide for the Capacity building phase:

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- Include step-by-step instructions on how to deliver content, engage participants, and adapt the platform for face-to-face or blended sessions.
- Incorporate suggested activities, examples, and potential challenges with solutions.

Introduce Interactive Labs:

- Add virtual labs or exercises that simulate real-world scenarios.
- Ensure these labs are tied to the learning objectives and can be adapted for various industries.

Create an Overall Course Map:

- Develop a visual roadmap linking all modules and illustrating how they build upon one another.
- Highlight key outcomes and how each module contributes to the overall goals.

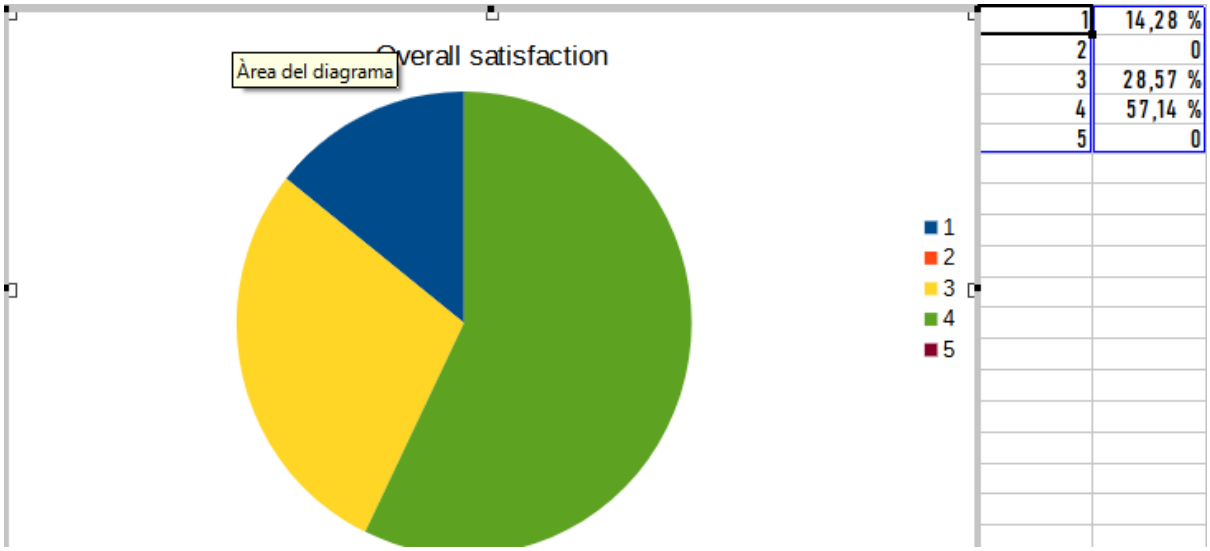
Tailor Content for Contextual Relevance:

- Provide sector-specific case studies and examples.
- Allow trainers to customize the course content to fit their audience's needs.

Enhance Platform Usability:

- Pathwayline the platform to reduce perceived length and vagueness, including cutting out repetitive and overlapping content.
- Provide a detailed guide on how to navigate and use the platform effectively.

VR Pathway



Summary of Virtual Reality Feedback

General Feedback

- Overall Satisfaction: The feedback on the Virtual Reality courses varied, with ratings ranging from "Fair" to "Very Good."

- Content Quality: Some participants found the content too extensive and suggested breaking it into smaller units. Others appreciated the content but recommended more practical and competency-based activities.

- Resources: There were mixed opinions on the resources provided. Some participants found them adequate, while others suggested adding more interactive and engaging materials, such as infographics and animations.

Specific Suggestions

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- **Structure and Navigation:**
  - Improve the structure and sequence of the modules to make them more intuitive and user-friendly.
  - Ensure consistency in the design and appearance of different units.
  - Include a progress tracker and a map of the course content to help participants navigate through the course.

- **Technical Issues:**

  - Some participants experienced technical difficulties, such as broken links and issues with the progress tracker.

  - Suggestions were made to improve the platform's functionality, such as allowing content downloads and making the platform more intuitive.

- **Engagement and Interactivity:**

  - Incorporate more interactive elements, such as VR simulators and competency-based assessments.
  - Enhance the engagement by including more practical use cases and real-world scenarios.

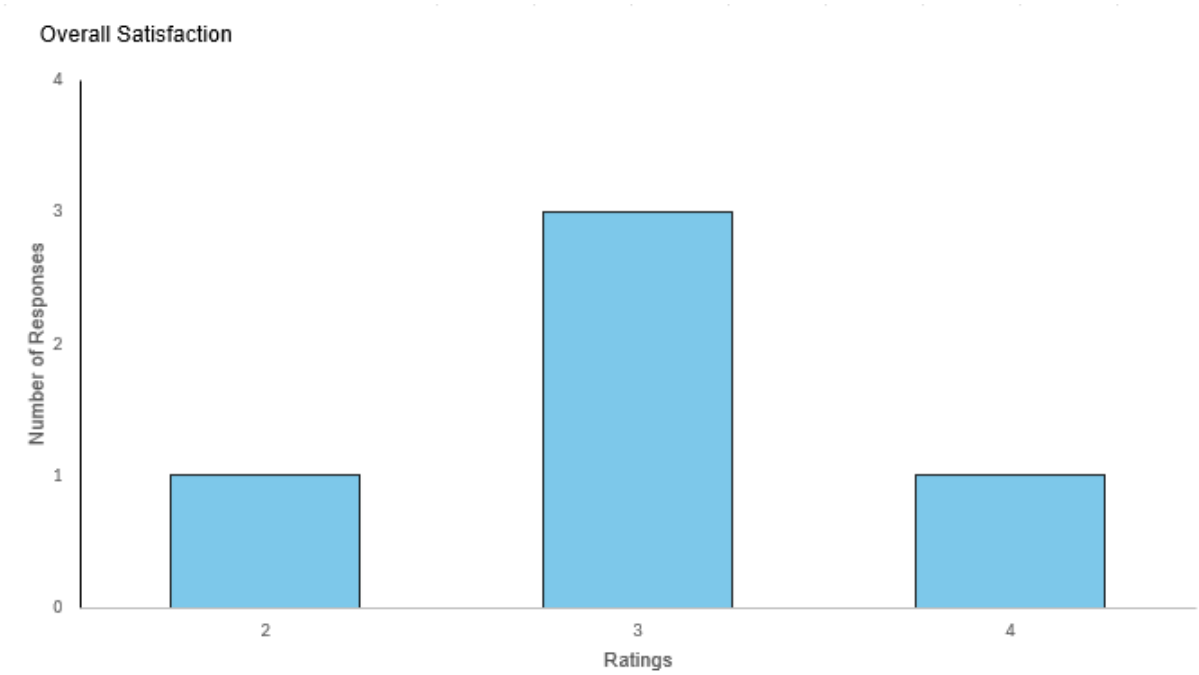
- **Additional Resources:**
  - Some participants recommended adding supplementary resources, such as external links and additional readings, to enhance the learning experience.
  - There were suggestions to include a trainers' guide and a comprehensive summary of the course content.

Positive Feedback

- Interesting Content: Many participants found the Virtual Reality MOOC interesting and appreciated the effort put into creating the course.

- Suggestions for Improvement: Participants provided constructive feedback on how to improve the course, indicating their engagement and interest in the subject matter.

SI Pathway



Overall Satisfaction

Key finding: 60% rated it 3, indicating moderate satisfaction.

Positive aspect: 20% rated it 4, reflecting higher satisfaction for some users.

Area to improve: 20% rated it 2, suggesting dissatisfaction among a minority.

Conclusion:

Satisfaction is mostly moderate, with opportunities to improve for both highly satisfied and less satisfied users

Part 5. Overall Conclusions and Action Steps for Phase 3 Country level adaptation from the Catalan Node

Overall Conclusions

- More practical activities and exercises with real-world application
- Content map linking the overall pathway structure
- Possibility to download course content for further consultation in a clear and easy to use format for each unit or module, or for the entire course.
- Elimination of unnecessary units/contents (VR Swot Analysis, Module 3.1 AI is excessive and not pragmatic

Action Steps Phase 3

- Revise units based on feedback
- Country-level adaptation: Reduce content for a duration of 20 hours of training, maximizing quality and practicality and application in the professional context of end-users, over theoretical and unnecessary content.
- Joint commercialization for Phase 4 from UOC, Chamber of Commerce Terrassa, Terrassa Ayuntamiento

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