



Erasmus+

D3.3a Deployment of pilots in a real environment

2020-1-CY01-KA226-VET-082750

Remote Class System



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Abstract	The deliverable provides a comprehensive report on the results of the mock-up test, which was conducted with a sample of 50 teachers and students from Greece and Ireland. It includes valuable feedback on the usability and effectiveness of the platform, which will be used to guide the development of the final product. The deliverable also serves as a resource for end-user organisations to ensure consistent testing of the real prototype and supports the technical partners in their efforts to enhance the overall user experience of the CLASSY platform.



THE CONSORTIUM

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CONTENTS

The consortium.....	2
Disclaimer	2
Contents	3
1. Introduction	4
2. 1 st Mock-up Field Test	5
2.1 Analysis of the field tests in Greece.....	8
2.2 Analysis of the mock-up field tests in Ireland	12
Conclusions	16
References	16
Annexes	17



1. INTRODUCTION

CLASSY project's main objective is to bring immersive 3D guided lessons into education using an accessible browser agnostic approach. The CLASSY project has received funding from the EU's Erasmus+ Call 2020 Round 1 KA2 – Cooperation for innovation and the exchange of good practices (Grant Agreement: 2020-1-CY01-KA226-VET-082750). More specifically, CLASSY project aims to offer the following services in a user-friendly environment for teachers, students, and education professionals:

- 1)** Development of a platform that offers a novel, technically advanced and appealing e-learning method that is accessible to students and teachers both remotely and in class.
- 2)** Offers immersive educational experiences by interacting with a variety of virtual reality (VR) learning resources.
- 3)** A system that allows teachers and students to create and launch unique learning resources in a convenient way.

The present deliverable presents the results of the mock-up field test, which was conducted with a sample of over 50 teachers and students from Greece and Ireland. The mock-up test was designed to simulate a real-world environment and provide valuable feedback on the usability and effectiveness of the CLASSY platform. The data collected from this test will be used to guide the technical partners in the development of the final version of the platform, ensuring that it meets the needs of end-user organizations and enhances the overall user experience.



2. 1ST MOCK-UP FIELD TEST

This section will present a summary of the main findings and conclusions of the 1st mock-up field test. In the scope of the current study, the questionnaire survey method and cognitive walkthrough were selected to reach out to CLASSY targeted users i.e. teachers/trainers and student/trainees. The main objectives were to identify the obvious and/or hidden user needs that can lead to better customized services, with increased chances of being effectively adopted by teachers and students in a real-world environment. Several scenarios using a mock-up and a questionnaire survey were used to gather information.

Scenarios

Below there are 9 scenarios along with the corresponding listed actions that were completed during the mock-up up test. Throughout this procedure, the facilitators noted down comments, issues, problems that they came across to or anything that was different than described or difficult to be understood, identified, or followed from the perspective of a student, teacher or educational professional.

Scenario 1: User registration

- Click 'Register' button to create a new profile
- Add details such as username, name, and email address
- Click 'Register' button to create the new profile

Scenario 2: Log into CLASSY

- Click the 'Log in' button
- Type the email used and password
- Click the 'Log in' button to submit details for authentication

Scenario 3: Creating a session

- Click the 'Create Session' button
- Choose a title and add a name and description
- Add extra information to your session
- Click the 'Save' button to save the session

Scenario 4: Creating a 3D experience

- Click the 'My Experience' button
- Click the 'Create new Experience' button to start the building process
- Add a title, description, and information to the experience

Scenario 5: User creates a session in his/her experience

- Click the 'My Experiences' button
- Choose a title and add a date for the experience
- Click 'Finish' to create a session

Scenario 6: Users can see details of the session

- Click the button 'My Sessions'
- Copy the session code with an icon of copy to share it with your students
- Explore the session title, date and time of starting the experience
- Option to delete the session by clicking the 'Delete session' button

Scenario 7: Users can edit their profile

- Click the button 'Profile' on the left-hand side of the dashboard
- Select an avatar; choose a colour or texture
- Click the 'Save' button

Scenario 8: Users can logout of the platform

- Click the 'Logout' button on the left-hand side of the dashboard

Scenario 9: Student joins the session

- Click the 'Join Class' button
- Copy the session code into the box provided
- Add a username
- Choose an avatar and add characteristics
- Click the 'Join Session' button to join the session

Survey/Questionnaire

A questionnaire survey was used to collect information on the users' experiences as they moved through the 9 scenarios.

The online survey consisted of 18 questions including a mock-up of the platform and was developed in one language, English. (ANNEX I). The Greek questionnaire was disseminated in specific groups of AUTH (Academic personnel, Students and Professors)



and the English questionnaire and mock-up was disseminated to teachers and students in a variety of schools.

The survey was set up and run via Survey Monkey (ANNEX I) software and was anonymous. An information sheet and a consent form was approved by the Ethics Committee and the Data Protection Officer (DPO) of AUTH and a consent form and information sheet complimented the Irish survey (ANNEX I).

A total of 50 users completed the survey and tested the mock-up. In the following section, the results of the mock-up survey are presented in detail per country.



2.1 Analysis of the field tests in Greece

The online survey consisted of 18 questions, including a mock-up of the platform, and was developed in English. The survey focused on testing four key features. These included:

- Registration
- Experience layout
- Starting and creating an experience
- Student access and profile information

In the analysis that follows, we will examine the four key features.

Registration

In Greece, a total of 25 responses were collected. From the data provided (Figure 1), it was found that 68% or 17 users found it easy to find the 'Register' button and enter their details on the platform. In order to make the process as quick as possible, users were asked for their name and email address.

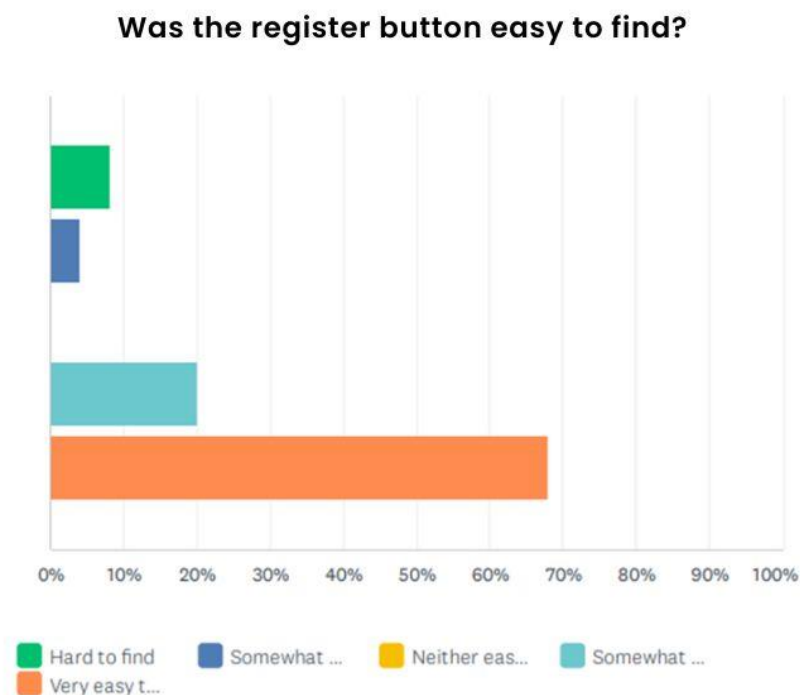


Figure 1: Was the register button easy to find?

Users (88%) reported that they found it easy to locate the registration button on the platform, while a small percentage (8%) found it very difficult. To improve the user experience, we may consider increasing the size and visibility of the buttons, while also ensuring that accessibility guidelines (such as WCAG compliance) are met.

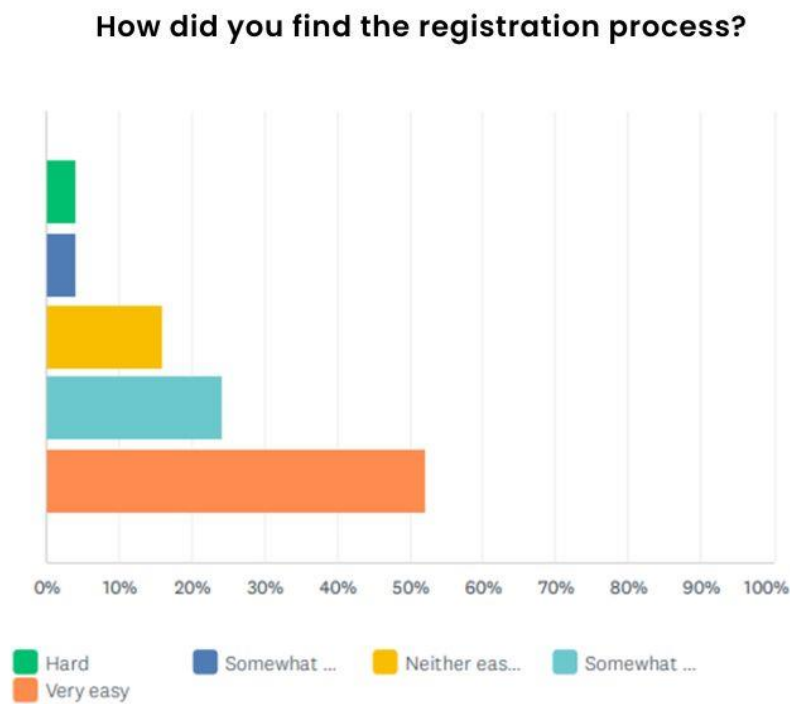


Figure 2: How did you find the registration process?

Users (52%) found the registration process to be very easy, while 24% found it somewhat easy. However, a notable portion (24%) found the process to be less straightforward than expected. This may be due to the additional step of providing additional information, which some users found to be time-consuming. In contrast, the majority of users (88%) found the login process to be easy with little to no difficulty.

Regarding the colour of the buttons, 72% of users expressed that they liked or really liked the chosen colour scheme, while only 8% expressed dislike for it.



Did you like the colour of the registration and login buttons?

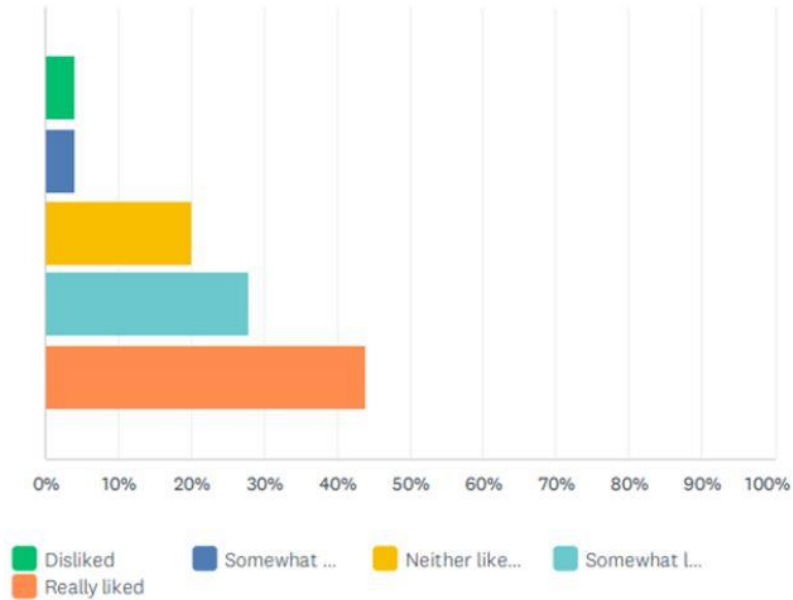


Figure 3: Colour of registration buttons

Experience Layout and Information

48% of users expressed that they really liked the layout of the experiences, and 64% found it very easy to locate information about each experience.

Did you like the experience layout?

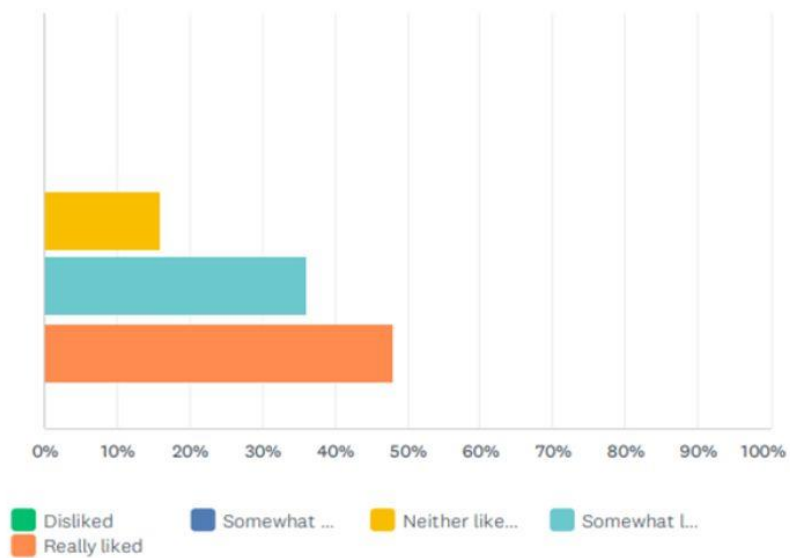


Figure 4: Experience layout

Most users successfully accessed the platform's content and discovered the educational 3D experiences they sought. All users found the information to be presented in a user-friendly manner, a key feature of the CLASSY application.

Starting and creating an experience

A significant aspect of the CLASSY platform is the ease with which teachers and students can initiate and develop educational 3D interactive tours, known as "experiences." When polled on the process of creating a session, the majority of users (71%) reported it to be very simple, while 17% found it to be moderately straightforward.

Was it easy to start a session or experience?

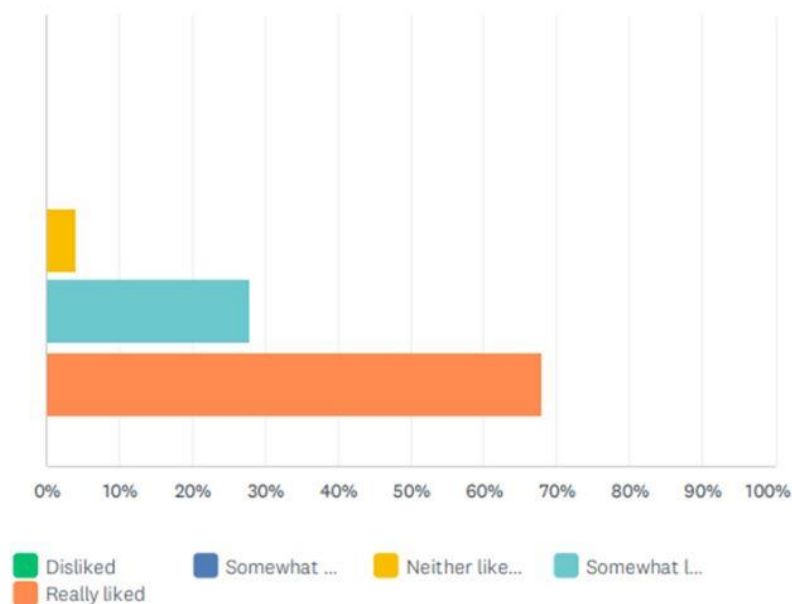


Figure 5: Starting a session

A majority of users (72%) found it easy to add a description and upload an image to their experiences. However, a small percentage (8%) had difficulty uploading content, either finding it hard or somewhat hard to do so.



Student access and profile information

The platform can be accessed by students using a unique lesson code. A vast majority of users (80%) reported that it was very simple for them to share the code with their students.

Was it easy to copy and share a code with students?

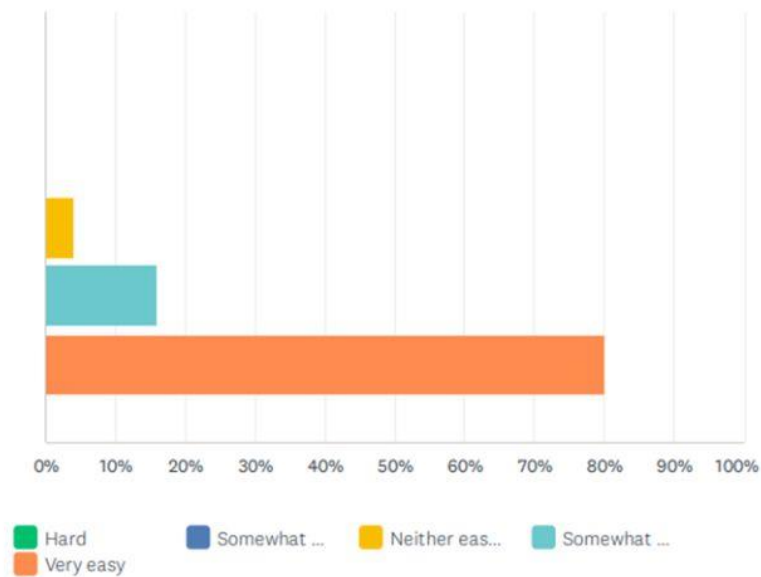


Figure 6: Sharing a lesson

The vast majority of users were able to access and manage their profile and avatar information within the platform. The profile area on the dashboard allows users to update account details, change passwords, and select from predefined avatar characters. Over 90% of respondents found the process of updating their profile information to be either easy or very easy.

2.2 Analysis of the mock-up field tests in Ireland

Registration

In Ireland, a total of 25 responses were collected. From the data provided (Figure 1), it was found that 79% or 18 users found it somewhat easy or easy to find the 'Register' button and enter their details on the platform. This was in line with the Greek survey feedback.

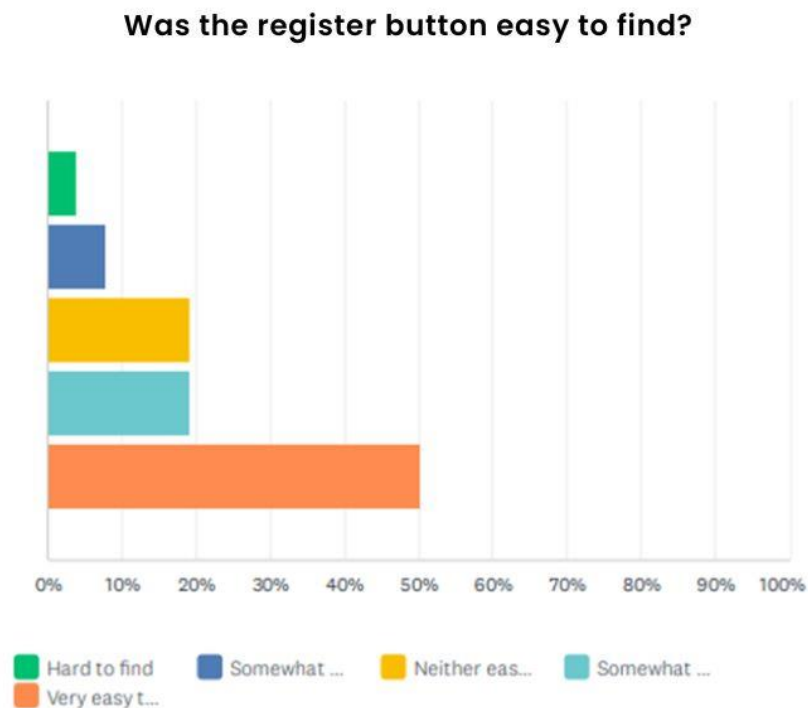


Figure 7: Registration process

Almost all the users (88%) found it somewhat easy or very easy to find the registration button on the platform. Interestingly, some users (10%) found it very difficult to find the button. In order to address some of the difficulties faced by users here, it might be important to increase the size and visibility of the buttons presented to users.

The overall registration process was somewhat easy (23%) or very easy (57%). Interestingly, (7%) of users did not find the process as straightforward as first thought (Figure 8). Unlike the logging in process where users (88%) of which had little or no



difficulty, the additional step of adding extra information slowed the process or made it more time consuming for users.

Do you like the colour of the registration and login buttons?

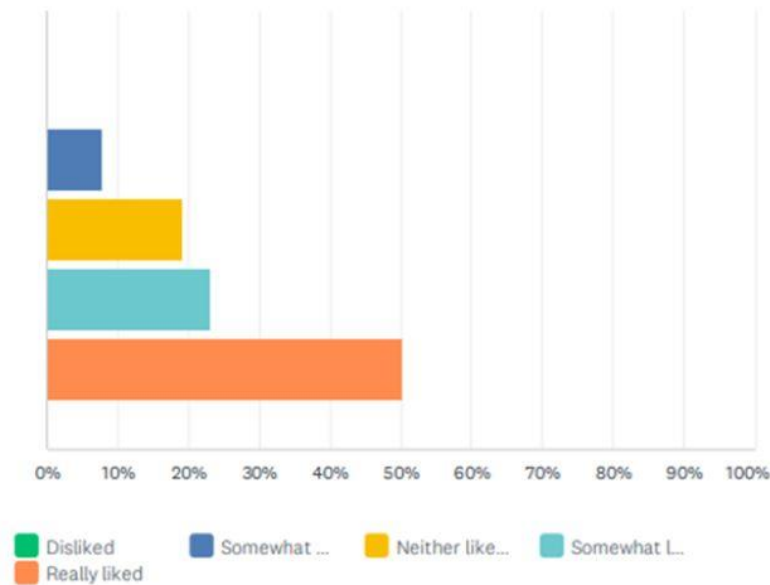


Figure 8: Colour of registration buttons

Users were also asked about the preferential colour of the buttons to register and log in. 73% of users somewhat liked or really liked the colour of the chosen buttons. Only 7% of users somewhat disliked or disliked the colour scheme.

Experience Layout and Information

73% of users really liked the experience layout and 73% of users found it somewhat easy or very easy to find the information about each experience. The majority of users had no issues accessing the platform content and were able to find the 3D experiences they were interested in learning more about. All the users who used this platform found that the information was displayed in an accessible way.

Starting and creating an experience

When asked about creating a session, half of the users (50%) reported that it was very easy to do so. Additionally, nearly 27% of users found the process to be moderately straightforward. With regard to adding a description and uploading an image to their experiences, almost 77% of users found it easy. However, a notable 15% had difficulty uploading content, finding it hard or somewhat hard.

Student access

The process of sharing a unique lesson code with students proved to be very easy for 73% of the users surveyed. This percentage was slightly lower than the responses from Greek users. The simplicity of this feature is crucial for facilitating access to the platform for students, and it's clear that the majority of users found it straightforward. This feature allows educators to easily invite their students to access the learning experiences they have created, making it possible for students to learn in an interactive and engaging way. Overall, this feature is a fundamental aspect of the platform and its ease of use is highly valued by users

Was it easy to copy and share a code with students?

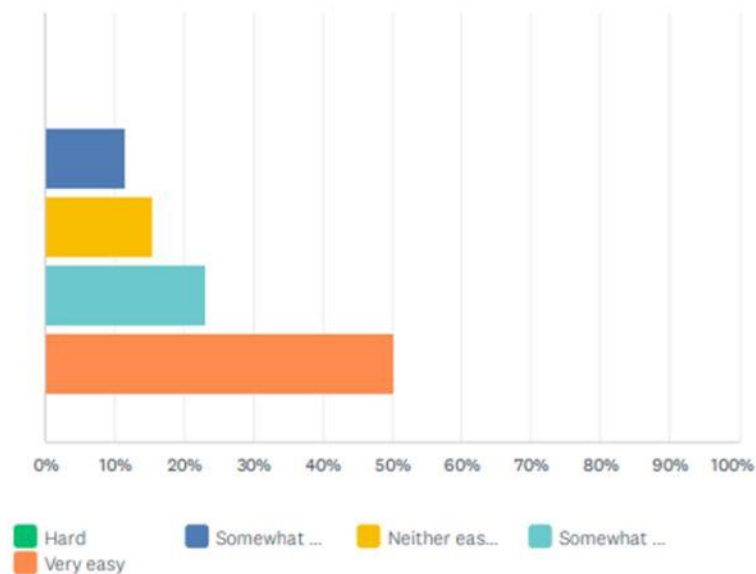


Figure 9: Sharing codes with students

CONCLUSIONS

The current report presents the findings from the initial field test of the CLASSY platform. Nine scenarios were designed to simulate the experiences of users across different categories, including age, educational level, and purpose of use. To evaluate the usability of the platform, a combination of a questionnaire survey and mock-up testing was employed. Over 50 responses were gathered from a diverse sample of participants from Greece and Ireland, comprising both teachers/trainers and students/trainees. The results of this analysis will be used to inform and improve the design of the platform for the final deployment, ensuring that the needs and preferences of real users are fully considered.

Overall, the analysis will feed in the design of the platform for real users of the CLASSY platform during the final deployment.

REFERENCES

- [1] Comparison of heuristic and cognitive walkthrough usability evaluation methods for evaluating health information systems, Reza Khajouei Misagh Zahiri Esfahani Yunes Jahani, *Journal of the American Medical Informatics Association*, Volume 24, Issue e1, 1 April 2017, Pages e55–e60, <https://doi.org/10.1093/jamia/ocw100>
- [2] Blackmon, M. H. Polson, P.G. Muneo, K & Lewis, C. (2002) Cognitive Walkthrough for the Web CHI 2002 vol.4 No.1 pp463–470.

ANNEXES

ANNEX I: INFORMATION SHEET IN ENGLISH & GREEK LANGUAGE English Form of Classy – Remote Class System Information Sheet INFORMATION SHEET

Project title: "CLASSY - Remote Class System" (GA No 2020-1-CY01-KA226-VET082750) Project Coordinator: GEOIMAGING LIMITED

Funding Organisation: European Commission Erasmus+ programme

Data Controller: Aristotle University of Thessaloniki (AUTH)

Names of the coordinators of the research from AUTH side:

Efstratios Stylianidis

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Data Protection Officer (DPO): data.ptotection@auth.gr

Important Information

Important Information

You will be given information on the research to be conducted within CLASSY and you will be invited to take part in the study. Your participation is voluntary.

Classy is an EU Erasmus+ project which aims at promoting remote education using a 3D simulation of a classroom. Classy endeavors to develop a remote education platform that will address the needs both of the teachers/trainers and the students targeting to bring 3D guided lessons into education. In the framework of the project, a questionnaire survey will be implemented to identify the user requirements for the platform to be developed.

You can talk about this study and the consent form with other people such as family/friends/or whoever you feel comfortable with. You do not have to decide right away. You can decide whether you want to take part in the study after you have thought/discussed this.

There may be words you do not understand or some things you would like for me to explain to you in detail. You can stop anytime and ask questions.

Why are we conducting this study?

The EU Erasmus+ “CLASSY: Remote Class System” (GA No 2020-1-CY01-KA226-VET082750) aims at promoting remote education using a 3D simulation of a classroom. The current study is being performed to map the user requirements of the end users i.e. trainers and trainees. This focuses on identifying and meeting the obvious and/or hidden user needs and can lead to better customised services, with increased chances of being effectively adopted in practice. The objective of this survey is to collect insights on about your current experience with virtual reality applications and what do you expect from a virtual reality education software.

The information collected during the survey that will be implemented will be used to develop a product prototype customized to end users’ needs in line with their preferences, avoiding unnecessary design and increasing its acceptance.

Why are we requesting your participation?

You have been invited to take part in this survey because you are a trainer or a trainee. Your participation in this survey will help the consortium understand how a virtual reality education software can be designed and developed in order to successfully meet the needs of its users.

Do I have to do this?

You do not have to take part in the study if you don’t want to. Even if you say “yes” now, you can change your mind later and pull out of the study at any time.

What will this cost me?

Your participation in the survey does not involve any cost.

What will happen if you take part in the study?

If you accept the invitation, you will be asked to fill in a 10-minute questionnaire about your current experience with virtual reality applications and what do you expect from a virtual reality education software.

A mockup of the CLASSY platform will be also presented to you. You may choose to not answer to any question that you do not feel comfortable with.

What kind of data will be collected?

The questionnaire collects information through electronic submission in a properly formatted form using the "limesurvey" software. Apart from your views on virtual reality platforms we will collect some personal data namely: - Whether you are a trainer or a trainee

Is this bad or dangerous for me?

There are no risks involved in this study.

Will this be beneficial for me?

By participating in this survey, you will be contributing towards the development of a virtual reality education software which will meet your needs and you may benefit by using either as a trainer or trainee.

Will you inform me on the conclusions?

When the research is finished, the results will feed in the development of the CLASSY prototype. If you wish you may be invited to the following project activities where you may test the project prototype and check if this meets your needs and expectations as well as suggest improvements.

Can I choose not to be part of this study?

Can I change my mind? Your participation is not forced. You can stop the research at any time if you wish. During the survey, if you change your mind, you may not submit your answers. In this case your answers will not be saved. Consent is provided for 24 months.

Data managing

After submitting your answers, for the purposes of the research, the verification of your identity is not required by those responsible for the processing of your personal data. As a result, the latter are not obliged to obtain, or retain or process additional information to verify your identity. Consequently, you may not exercise the following rights: a) the right of access to your personal data, b) the right of correction, c) the right of deletion, d) the right of restriction of processing, and e) the right of data portability in accordance with the General Data Protection Regulation.



If you have any questions about your rights you may contact the Scientific Coordinator by sending an email to sstyl@auth.gr or phone at 2310-995973.

If you finally decide that you would like to take part in the study, you may save a copy of this document.

Greek Form of Classy – Remote Class System Information Sheet

ΕΝΗΜΕΡΩΣΗ ΕΝΔΙΑΦΕΡΟΜΕΝΟΥ

Τίτλος Μελέτης:

“CLASSY - Remote Class System” (GA No 2020-1-CY01-KA226-VET082750).

Επιστημονικά Τπεύθυνος:

GEOIMAGING LIMITED

Οργανισμός Χρηματοδότησης:

Πρόγραμμα Erasmus+ της Ευρωπαϊκής Επιτροπής

Τπεύθυνος Επεξεργασίας Δεδομένων:

Αριστοτέλειο Πανεπιστήμιο Θεσσαλονίκης (ΑΠΘ)

Ονόματα των συντονιστών της έρευνας από την πλευρά του ΑΠΘ:

Ευστράτιος Στυλιανίδης

Ηλεκτρονικό ταχυδρομείο: sstyl@auth.gr Τηλέφωνο: 2310-995973

Διεύθυνση: Αριστοτέλειο Πανεπιστήμιο Θεσσαλονίκης Πολυτεχνική Σχολή Τμήμα Μηχανικών Χωροταξίας και Ανάπτυξης Εργαστήριο Γεωπληροφορικής Πανεπιστημιούπολη 54124 Θεσσαλονίκη Ελλάδα

Τπεύθυνος Προστασίας Δεδομένων (ΤΠΔ):
data.protection@auth.gr

Σημαντικές πληροφορίες:

Σας δίνουμε μερικές πληροφορίες σχετικά με τη μελέτη που διεξάγουμε στα πλαίσια του Ευρωπαϊκού Έργου “CLASSY - Remote Class System” το οποίο χρηματοδοτείται από Πρόγραμμα Erasmus+ της Ευρωπαϊκής Επιτροπής (Αρ. Συμβ.: 2020-1-CY01- KA226-VET-082750) και θα σας προσκαλέσουμε να λάβετε μέρος. Η συμμετοχή σας είναι εθελοντική.

Το Classy στοχεύει στην προώθηση της εξ αποστάσεως εκπαίδευσης μέσω της τρισδιάστατης προσομοίωσης μιας τάξης. Στο πλαίσιο αυτό το Classy πρόκειται να



αναπτύξει μια πλατφόρμα εξ αποστάσεως εκπαίδευσης που θα καλύπτει τις ανάγκες τόσο των δασκάλων/εκπαιδευτών όσο και των μαθητών που είναι πρόθυμοι να ενσωματώσουν την εικονική πραγματικότητα στην εκπαίδευση.

Μπορείτε να συζητήσετε τις πληροφορίες αυτού του εντύπου με κάποιον από την οικογένειά σας, με φίλους ή με όποια/ον νιώθετε άνετα. Δεν χρειάζεται να αποφασίσετε άμεσα. Μπορείτε να αποφασίσετε αν επιθυμείτε να συμμετάσχετε αφού το σκεφτείτε/συζητήσετε.

Σας παρακαλούμε να το μελετήσετε προσεκτικά και να μη διστάσετε να επικοινωνήσετε με τους παραπάνω υπεύθυνους μελέτης για περισσότερες πληροφορίες ή διευκρινήσεις αν το επιθυμείτε. Μπορείτε ακόμη να μας ρωτήσετε οποιαδήποτε στιγμή συναντηθούμε από κοντά για οποιοδήποτε λόγο.

Γ ι α τ ι δ ι ε ξ ἄ γ ο υ μ ε α υ τ ῆ τ η μ ε λ ἔ τ η ;

Το EU Erasmus+ "CLASSY - Remote Class System" (Αρ. Συμβ.: No 2020-1-CY01- KA226-VET-082750) αποσκοπεί στην προώθηση της εξ αποστάσεως εκπαίδευσης με τη χρήση τρισδιάστατης προσομοίωσης μιας τάξης.

Η παρούσα έρευνα ερωτηματολογίου υλοποιείται για να συλλέξει πληροφορίες σχετικά με τις απαιτήσεις και τις ανάγκες των τελικών χρηστών, δηλαδή των εκπαιδευτών και των εκπαιδευόμενων. Πιο συγκεκριμένα στόχος αυτής της έρευνας είναι η συλλογή πληροφοριών σχετικά με την τρέχουσα εμπειρία των χρηστών με εφαρμογές εικονικής πραγματικότητας και τις προσδοκίες τους από τη χρήση ενός λογισμικού εικονικής πραγματικότητας στις εκπαιδευτικές διαδικασίες. Η συλλογή αυτής της πληροφορίας μπορεί να οδηγήσει στον σχεδιασμό υπηρεσιών κατάλληλα προσαρμοσμένων στις ανάγκες των τελικών χρηστών σύμφωνα με τις προτιμήσεις τους, αποφεύγοντας τον περιττό σχεδιασμό και αυξάνοντας την αποδοχή του.

Γ ι α τ ι ζ η τ ᾶ μ ε τ η σ υ μ μ ε τ ο χ ῆ σ α σ ;

Το ερωτηματολόγιο απευθύνετε σε εκπαιδευτές και εκπαιδευόμενους.

Η συμμετοχή σας σε αυτήν την έρευνα θα βοηθήσει τα μέλη της κοινοπραξίας να σχεδιάσουν και αναπτύξουν ένα λογισμικό εικονικής πραγματικότητας για να χρησιμοποιηθεί στις εκπαιδευτικές διαδικασίες που θα ανταποκρίνεται πλήρως στις απαιτήσεις των χρηστών του.

Π ῥ ἔ π ε ι ν α τ ο κ ᾶ ν ω α υ τ ὄ ;



Δεν χρειάζεται να συμμετέχετε στη μελέτη εάν δεν το θέλετε. Ακόμα και αν πείτε «ναι» τώρα, μπορείτε να αλλάξετε γνώμη κατά την διάρκεια του ερωτηματολογίου και οι απαντήσεις σας δεν θα αποθηκευτούν. *Πόσο θα μου κοστίσει αυτό;*

Η συμμετοχή σας στη μελέτη είναι εθελοντική και δεν θα επιβαρυνθείτε με κανένα κόστος.

Τι θα συμβεί αν λάβετε μέρος στη μελέτη; Εάν αποδεχτείτε την πρόσκληση, θα σας ζητηθεί να συμπληρώσετε ένα ερωτηματολόγιο 10 λεπτών σχετικά με την τρέχουσα εμπειρία σας με εφαρμογές εικονικής πραγματικότητας και τις προσδοκίες σας από ένα λογισμικό εικονικής πραγματικότητας για χρήση σε εκπαιδευτικές διαδικασίες.

Τι είδους δεδομένα θα συλλέγονται;

Το ερωτηματολόγιο συλλέγει πληροφορίες μέσω ηλεκτρονικής υποβολής σε κατάλληλα διαμορφωμένη μορφή χρησιμοποιώντας το λογισμικό "limesurvey". Εκτός από τις απόψεις σας σχετικά με τις πλατφόρμες εικονικής πραγματικότητας, θα συλλέξουμε ορισμένα δεδομένα και συγκεκριμένα: - Αν είστε εκπαιδευτής ή εκπαιδευόμενος

Είναι κακή ή επικίνδυνο για μένα;

Δεν υπάρχουν κίνδυνοι από τη συμμετοχή σας στην παρούσα έρευνα.

Θα είναι ωφέλιμο για μένα;

Συμμετέχοντας σε αυτή την έρευνα, θα συμβάλετε στην ανάπτυξη ενός λογισμικού εικονικής πραγματικότητας που θα καλύπτει τις ανάγκες σας και μπορείτε να επωφεληθείτε χρησιμοποιώντας το είτε ως εκπαιδευτής είτε ως εκπαιδευόμενος.

Θα με ενημερώσετε για τα συμπεράσματα;

Όταν ολοκληρωθεί η έρευνα, τα αποτελέσματα θα τροφοδοτήσουν την ανάπτυξη της πρώτης έκδοσης του λογισμικού Classy. Εάν επιθυμείτε, μπορείτε να προσκληθείτε στις ακόλουθες δραστηριότητες του έργου όπου μπορείτε να δοκιμάσετε την πρώτη έκδοση του λογισμικού και να ελέγξετε αν αυτό ανταποκρίνεται στις ανάγκες και τις προσδοκίες σας, καθώς και να προτείνετε βελτιώσεις.

Μπορώ να επιλέξω να μην είμαι μέρος αυτής της μελέτης; Μπορώ να αλλάξω γνώμη;



Η συμμετοχή σας δεν επιβάλλεται. Μπορείτε να επιλέξετε να μη συμμετέχετε στη μελέτη. Στη διάρκεια συμπλήρωσης του ερωτηματολογίου εφόσον αλλάξετε γνώμη μπορείτε να μην υποβάλλετε τις απαντήσεις σας. Σε αυτή την περίπτωση δεν θα αποθηκευτούν οι απαντήσεις σας. Η συγκατάθεση παρέχεται για 24μήνες.

Δ ι α χ ε ι ρ ι σ η δ ε δ ο μ έ ν ω ν

Μετά την υποβολή των απαντήσεών σας, για τους σκοπούς της έρευνας, η επαλήθευση της ταυτότητάς σας δεν απαιτείται από τους υπεύθυνους για την επεξεργασία των προσωπικών σας δεδομένων. Ως αποτέλεσμα, οι τελευταίοι δεν είναι υποχρεωμένοι να αποκτήσουν, να διατηρήσουν ή να επεξεργαστούν πρόσθετες πληροφορίες για να επαληθεύσουν την ταυτότητά σας. Κατά συνέπεια, δεν μπορείτε να ασκήσετε τα ακόλουθα δικαιώματα: α) το δικαίωμα πρόσβασης στα προσωπικά σας δεδομένα, β) το δικαίωμα διόρθωσης, γ) το δικαίωμα διαγραφής, δ) το δικαίωμα περιορισμού της επεξεργασίας και ε) το δικαίωμα φορητότητας των δεδομένων σύμφωνα με τον Γενικό Κανονισμό Προστασίας Δεδομένων.

Για οποιαδήποτε απορία ή καθοδήγηση σχετικά με τα δικαιώματά σας μπορείτε να επικοινωνήσετε με τον Επιστημονικό Συντονιστή στέλνοντας ένα μήνυμα ηλεκτρονικού ταχυδρομείου στο sstyl@auth.gr ή τηλεφωνήστε στο 2310-995973.

Εάν τελικά αποφασίσετε να λάβετε μέρος σε αυτήν την έρευνα μπορείτε να κρατήσετε ένα αντίγραφο του παρόντος εντύπου.

ANNEX III:

CLASSY MOCK-UP FIELD TEST QUESTIONNAIRE

English Form of Classy – Remote Class System Questionnaire Dear participant, welcome to our survey! Classy is an EU Erasmus+ (GA No 2020-1-CY01-KA226-VET-082750) project which aims at promoting remote education using a 3D simulation of a classroom.

Classy endeavors to develop a remote education platform that will address the needs both of the teachers/trainers and the students. Thus, we need your help to design a virtual classroom that will meet your requirements! We invite you to participate in the following survey and provide us with feedback about your current experience with virtual reality applications and what do you expect from a virtual reality education software!

The survey lasts about 10 minutes. There are no right or wrong answers, this is only about your personal views. All data are anonymized, and your privacy is guaranteed. Before participating in the survey please read carefully the information sheet that is available here: [Information Sheet](#) Thank you for helping us gather relevant information! There are 18 questions in this survey.

I declare that I have read all the information, I know the objectives of this survey and I agree to participate. By participating in this survey I authorize the use of the data collected for the purposes of the research as described in the terms set out in the information sheet (You can find it here).



Classy Mock-up Evaluation

I understand that my participation is voluntary and that I am free to withdraw at any time without giving a reason and without my rights being affected in any way. I understand that the researchers will hold all information and data collected securely and in confidence and that all efforts will be made to ensure that I cannot be identified as a participant in the study (except as might be required by law) and I give permission for the researchers to hold relevant personal data. I agree to take part in the above survey.

*** Required**

1. Was the register button easy to find? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

2. How did you find the registration process? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

3. How did you find the login process? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy



4. Did you like the colour of the registration and login buttons? *

Mark only one oval.

	1	2	3	4	5	
Disliked	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Really Liked

5. Did you like the experiences layout? *

Mark only one oval.

	1	2	3	4	5	
Disliked	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Really Liked

6. Was it easy to find information about each experience? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

7. Was it easy to start a session or experience? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy



8. Did you understand how to start a session or experience? *

Mark only one oval.

	1	2	3	4	5	
Did Not Understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy to Understand

9. Was it easy to create a session or experience? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

10. Was it easy to add a description and upload an image for your new session or experience? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

11. Was it easy to set a date to launch your session or experience? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy



12. Was it easy to access the 'My Sessions' section? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

13. Was it easy to copy and share a code with students? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

14. Was it easy to access the 'Profile' section? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

15. Was it easy to change your avatar colour and features? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy