D3.4a Recommendations based on behavioural analysis

2020-1-CY01-KA226-VET-082750

Remote Class System

Authors	SVR, AUTh, GEO and VS
Abstract	The current deliverable presents the key recommendations based on the behavioural analysis conducted during the mock-up field test. The behaviour analysis allows for an understanding of the factors that influence the decision-making process of teachers/professors and students, and how different experiences affect the acceptance of technology in educational settings. This deliverable aims to assist end-user organizations in conducting consistent testing of the real prototype and provides guidance for the technical partners in the development of the CLASSY platform. The insights gained from this analysis will be instrumental in shaping the platform to better meet the needs and

	expectations of the target users, thus increasing the chances of successful adoption and implementation.

THE CONSORTIUM

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CONTENTS

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 includes the main recommendations based on behavioural analysis that was carried out alongside the mock-up field test. The behaviour analysis permits us to understand the factors influencing the behaviour of teachers/professors and students in the decision-making process, and how experiential factors influence the acceptance of technologies in educational institutions. This deliverable will provide direction to the efforts of the technical partners for the development of the CLASSY platform.

2. PREVIOUS WORK

During the user requirement phase, which can be found in detail in D1.2 'Scenarios and User Requirements', work was carried out under a report aimed at defining the projects target groups, scenarios, and personas.

Several potential user scenarios were created for the CLASSY platform. These included:

- A high school teacher
- A high school student
- A university professor
- A scenario with a user from the outside of education institutes
- A lifelong learner
- A user with a disability
- A VET (Vocational, Educational and Training) trainer

A questionnaire survey method was selected to reach out to CLASSY targeted stakeholders to map their needs and preferences. The main objective of the survey was to identify and explore the obvious and/or hidden user needs and increase the chances of CLASSY being effectively adopted in practice as well as providing users with an accessible VR education platform.

An overview of the survey results suggested the following:

- The potential users of CLASSY cover different user categories with different characteristics.
- Most of the target groups were familiar with remote education.
- A large proportion of users did not own virtual reality equipment.

3. BEHAVIOURAL ANALYSIS METHODOLOGY

Behaviour analysis is a scientific approach that aims to understand behaviour and its consequences, with a focus on teaching people more effective ways of behaving and learning new skills. It is widely used in various fields, such as education, psychology, and healthcare, as it allows for the development of tailored interventions that can improve the quality of life for individuals.

During the CLASSY field tests, the behaviour analysis technique of prompting was used to support participants. Prompting is a method that involves providing cues to trigger a desired response. This can take the form of verbal cues, such as instructions, or visual cues, such as images designed to elicit a specific response.

During the mock-up and field tests, participants were guided through the testing process by professionals from SVR and the Aristotle University of Thessaloniki (AUTh). These professionals collected responses from a questionnaire survey and also noted information about the behaviour of participants as they moved through several scenarios and features of the platform. Verbal feedback was collected, and notes were taken to support the end-user organizations in carrying out consistent testing of the real prototype and to provide direction to the technical partners for the development of the CLASSY platform.

Overall, the use of behaviour analysis techniques, such as prompting, during the field tests allowed for a more thorough understanding of the user experience and provided valuable insights into how the platform can be improved to better meet the needs of its target users.

3.1 Behavioural factors for users in Ireland and Greece

The results of the 1st prototype field test of the CLASSY platform, conducted with teachers, professors, and students in Ireland and Greece, provided valuable and interesting insights. Both countries had a lot of similarities in terms of their participants' familiarity with remote education and the use of technology as a teaching and learning tool. However, there were also some notable differences.

In Greece, the use of technology and virtual reality (VR) in education is not as widespread. According to the user research study by the Aristotle University of Thessaloniki (AUTh), only 5% of Greek teachers and students reported having access to VR equipment, despite the majority (95%) being familiar with online education. Nationally, Greek schools and universities have not yet fully embraced the use of VR in teaching and learning, with most of the investment in these areas coming from private institutions. However, with the increasing emphasis on digitalization, it is expected that this will change in the near future.

In Ireland, the government has implemented a Digital Strategy for Schools 2020-2027 to support the Irish school system in ensuring that all learners have the opportunity to gain the knowledge and skills they need to successfully navigate an ever-evolving digital world. The strategy has been developed following a wide-ranging and extensive consultation process, and the availability of extra funding opportunities has meant that many Irish schools can purchase hardware and software solutions to improve teaching and learning. This has resulted in many Irish teachers being competent in the use of technology.

4. RECOMMENDATIONS BASED ON BEHAVIOURAL ANALYSIS

During the testing of the mock-up of the CLASSY platform, a comprehensive evaluation process was employed to gather valuable feedback from users. A cognitive walkthrough, questionnaire survey, and corresponding listed actions were used to collect data on users' behaviours and actions while using the platform. This approach allowed the research team from SVR and Aristotle University of Thessaloniki (AUTh) to gain a deeper understanding of the user experience and identify any areas of difficulty or confusion. The results of this analysis were used to inform and improve the design of the platform for the final deployment, ensuring that it meets the needs and expectations of its target users.

4.1 Recommendations: Mock-up field test

During the mock-up field tests, a questionnaire survey was used to collect information on the users' experiences as they moved through the 9 scenarios. An online survey consisted of 18 questions including a mock-up of the platform and was developed in one language, English. 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 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.

A total of 51 users completed the survey and tested the mock-up. Below is information regarding the recommendations gathered during the mock-up field test. A detailed analysis of teacher and student responses can be found in D3.3a 'Deployment of pilots in a real environment'.

Recommendations

General suggestions

The 1st field mock-up test of the CLASSY platform yielded a number of suggestions for improvement. One of the main areas of concern was the terminology used on the platform, which was found to be confusing for some users. Additionally, many users had difficulty understanding the functionality of creating a session or experience. To address these issues, it was recommended that the platform be made more user-friendly by reducing the number of steps required to access the main features, and by providing clear signposting for key features, particularly following the registration process.

Other suggestions included providing more guidance and tutorials to help users navigate the platform more easily and providing more detailed explanations of the different elements of the platform. Additionally, it was suggested that the platform's user interface could be made more visually appealing and intuitive to use. Overall, the goal is to make the platform as easy to use as possible, which will help users access the full range of features and make the most of their experience.

Increase Fonts and Different Symbols

During the mock-up field tests, it was identified that users had difficulty with the visibility and accessibility of buttons on the platform. Specifically, users reported that the registration symbol, the back symbol, the login symbol, and the input boxes for email and password were hard to locate and read. This can be a significant barrier for users and can negatively impact their overall experience with the platform. To address this issue, it is recommended that the platform's interface be redesigned to make these elements more prominent and legible. This can include using a larger font size, contrasting colours, and/or bolding or highlighting key elements. By making these

elements more visible, it will make it easier for users to navigate the platform and complete their tasks, ultimately improving their experience.

Registration

During the registration process, some users encountered challenges accessing the platform. Users who were not tech-savvy found it difficult to locate the registration and login buttons. To address this issue, it is recommended that a clearly visible registration button be added to the front page of the platform. This will make it easy for new users to find and access the registration process, without having to navigate through multiple pages or menus. Additionally, the current mock-up only displays a login button, which can be confusing for new users who need to register for the first time. By adding a registration button on the front page, it will be easy for users to find and access the registration process, regardless of their level of technical proficiency.

For the successful deployment of the 1st prototype, it is essential to address these user needs and incorporate more documentation and tutorials to support the registration and login process. This will not only help trainers, educators, and students to complete the testing phase but also make the CLASSY platform more accessible to a wider range of users in the future.

To conclude, the following improvements are deemed necessary for the successful deployment of the 1st prototype and to ensure that trainers, educators, and students can complete the testing process effectively:

- Providing more documentation and tutorials to support the registration and login process
- Making key interface elements more visible and legible
- Improving the visibility and accessibility of buttons on the platform
- Addressing user confusion regarding terminology used on the platform
- Incorporating fewer steps for creating sessions or experiences.

CONCLUSIONS

In conclusion, the feedback and suggestions provided by all participants during the mock-up testing phase are invaluable for the development of the 1st prototype of the

CLASSY platform. The insights gained from the user behaviour and preferences will be instrumental in improving the platform in the next stage of development. The results for the CLASSY platform were generally positive, indicating that there is potential for further development and success in the final product. The technical partners will use the information gathered to fine-tune and optimize the platform to better meet the needs of the targeted users, which is crucial for the successful deployment of the platform.

REFERENCES

[1] Behaviour Analysis in Psychology, Kendra Cherry. Available at: https://www.verywellmind.com/what-is-behavior-analysis-2794865 (Accessed: 12/05/2021)

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

Email: sstyl@auth.gr TeL: 2310-995973

Address: Aristotle University of Thessaloniki Faculty of Engineering School of Spatial Planning and Development Laboratory of Geoinformatics University Campus 54124 Thessaloniki Greece

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 Υπεύθυνος: GEOIMAGING LIMITED

Οργανισμός Χρηματοδότησης: Πρόγραμμα Erasmus+ της Ευρωπαϊκής Επιτροπής **Υπεύθυνος 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

Υπεύθυνος Προστασίας Δεδομένων (ΥΠΔ): 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 οικογένεια 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.

Γιατί διεξάγουμε αυτή τη μελέτη;

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.

Γιατί ζητάμε τη συμμετοχή σας;

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 διαδικασίας που θα ανταποκρίνεται πλήρως στις απαιτήσεις των χρηστών του.

Πρέπει να το κάνω αυτό;

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 κακόή 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.

Διαχείριση δεδομένων

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 II:

CLASSY MOCK-UP FIELD TEST QUESTIONAIRE

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	◯	◯	◯	◯	◯	Very Easy

2. How did you find the registration process? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	◯	◯	◯	◯	◯	Very Easy

3. How did you find the login process? *

Mark only one oval.

	1	2	3	4	5	
Not Easy	◯	◯	◯	◯	◯	Very Easy

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

Mark only one oval.

	1	2	3	4	5	
Disliked	◯	◯	◯	◯	◯	Really Liked

5. Did you like the experiences layout? *

Mark only one oval.

	1	2	3	4	5	
Disliked	◯	◯	◯	◯	◯	Really Liked

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

Mark only one oval.

	1	2	3	4	5	
Not Easy	◯	◯	◯	◯	◯	Very Easy

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

Mark only one oval.

	1	2	3	4	5	
Not Easy	◯	◯	◯	◯	◯	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	◯	◯	◯	◯	◯	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	◯	◯	◯	◯	◯	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	◯	◯	◯	◯	◯	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	◯	◯	◯	◯	◯	Very Easy

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

Mark only one oval.

	1	2	3	4	5	
Not Easy	◯	◯	◯	◯	◯	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	◯	◯	◯	◯	◯	Very Easy

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

Mark only one oval.

	1	2	3	4	5	
Not Easy	◯	◯	◯	◯	◯	Very Easy

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

Mark only one oval.

	1	2	3	4	5	
Not Easy	◯	◯	◯	◯	◯	Very Easy