

Erasmus Plus Strategic Partnerships

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CoViRR Training Event C1 Report

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Introduction

This event aimed to be teaching staff, academics, clinical skills experts, learning technologists and IT specialists. The training event planned to enable participants to take the acquired knowledge back to their organisations in order to undertake the CoViRR project tasks on development of Virtual Reality Reusable Learning Objects (VRRLOs) successfully.

The Learning Objectives of the training event was to:

1. demonstrate understanding of the co-creation methodologies for OER with emphasis on the ASPIRE framework.
2. organise and facilitate participatory workshops with stakeholders in order to enable the co-creation process
3. transfer workshops outcomes/storyboards into formal Specifications for OER development.
4. understand what a Virtual Reality resources is
5. demonstrate understanding of software development and relevant tools for Virtual Reality applications
6. return to own institutions ready to work on intellectual output 2 relating Virtual Reality Reusable e-resources co-creation.



Participants of the CoViRR Training Event C1

The CoViRR training event C1 held at the premises of University of Nottingham aiming to prepare participants for the practical elements of co-creation and implementation of Virtual Reality Reusable e-Resources (VRRLOs). It combined both theoretical and hands-on training.

Participants were from RISE, AUTH, UoN. Project managers of partners signposted the person involved and relevant announcements were made through social media channels to the wider public. External to the project speakers were from University of Leeds and Computer Science Department of University of Nottingham. It included academics, medical doctors, researchers with focus both on clinical research and digital innovations in healthcare education and IT specialist/learning technologists 10.8 years of experiences (SD=8.4). A balance between male and female participants achieved.

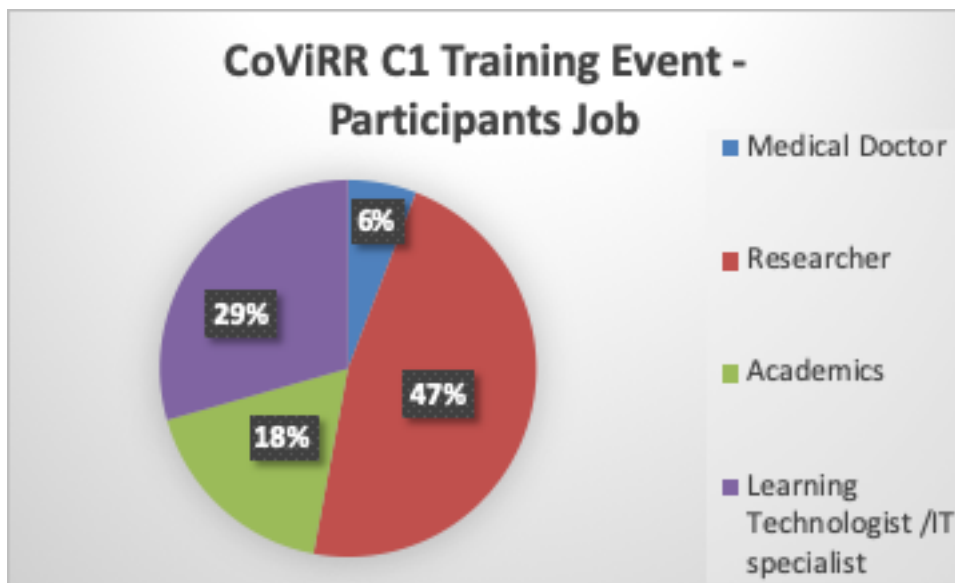


Figure 1: Participants job profile

Participants requested to fill in a pre and post evaluation questionnaire in order to measure their self-reported confidence on co-creating methodologies for digital resources and on designing and developing Virtual Reality Resources. It should be noted that not all the participants filled in the post training questionnaire.

Evaluation of the Training Event

Participants' Self-declared Knowledge and Understanding Evaluation

Participants self-confidence regarding using a co-creation approach on to develop digital educational resources increased, from an average of 6.06 to 8.37 on a scale from 1 to 10 with one stands for no confident at all and 10 Very confident.

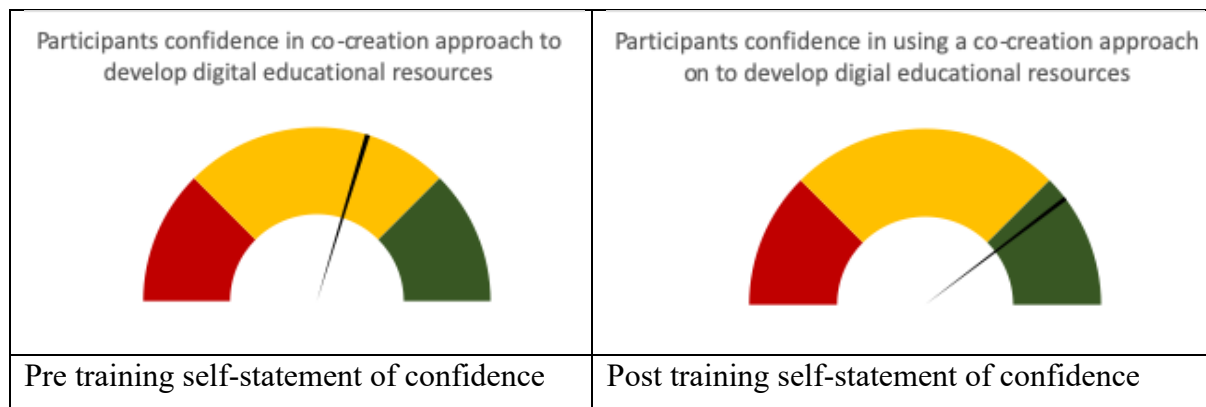


Figure 2: Participants confidence in using co-creation approaches to develop digital education resources.

This finding can also be supported from a pre and post statement of participants regarding their knowledge and understanding on the co-creation methods to develop digital educational resources, identifying that excellent knowledge moved from 5.9% to 27.3% after the event evaluation and Good knowledge statement increased to 72.7%.

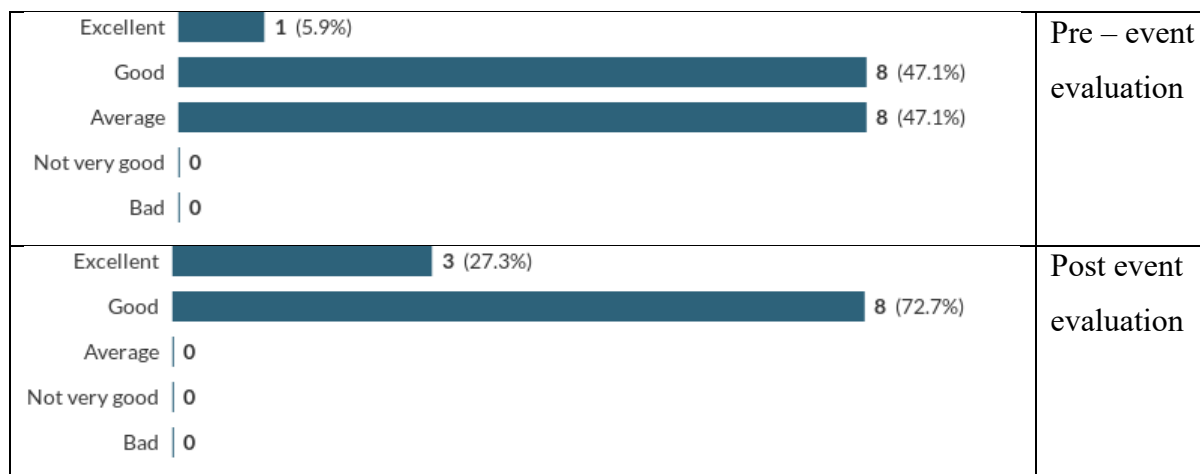


Figure 3: Participants self-statement of their current knowledge and understanding on the co-creation methods to develop digital educational resources

In addition, 45.5% of participants declared that they overestimated their knowledge and understanding on the co-creation methods to develop digital educational resources before the training.

Furthermore, participants self-confidence, as stated by the participants, regarding designing and developing Virtual Reality resources improved from the training event, from an average of 5.06 to 7.91 on a scale from 1 to 10 with one stand for no confident at all and 10 Very confident.

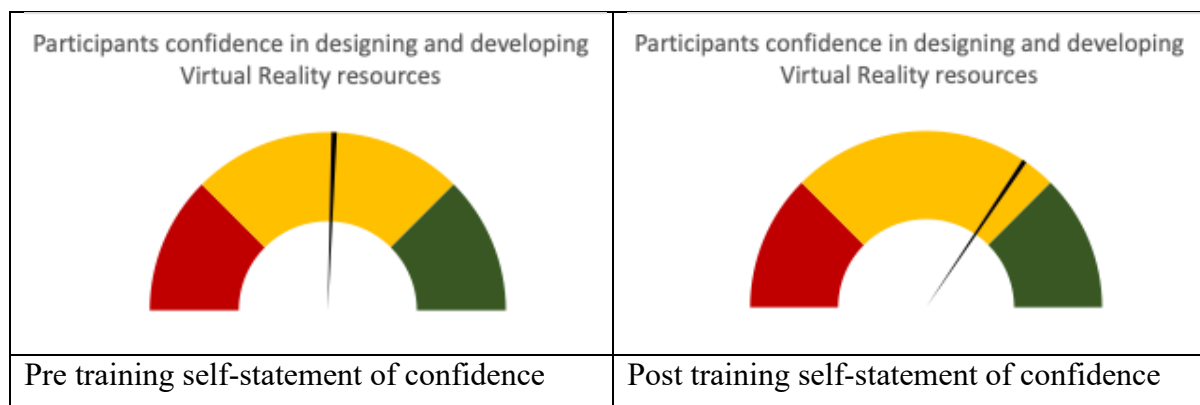


Figure 4: Participants confidence in designing and developing Virtual Reality resources before and after the training event.

This finding can also be supported from a pre and post statement of participants regarding their knowledge and understanding on the design and development of Virtual Reality resources. As depicted in the following picture there is a shift towards better understanding and knowledge after the event.

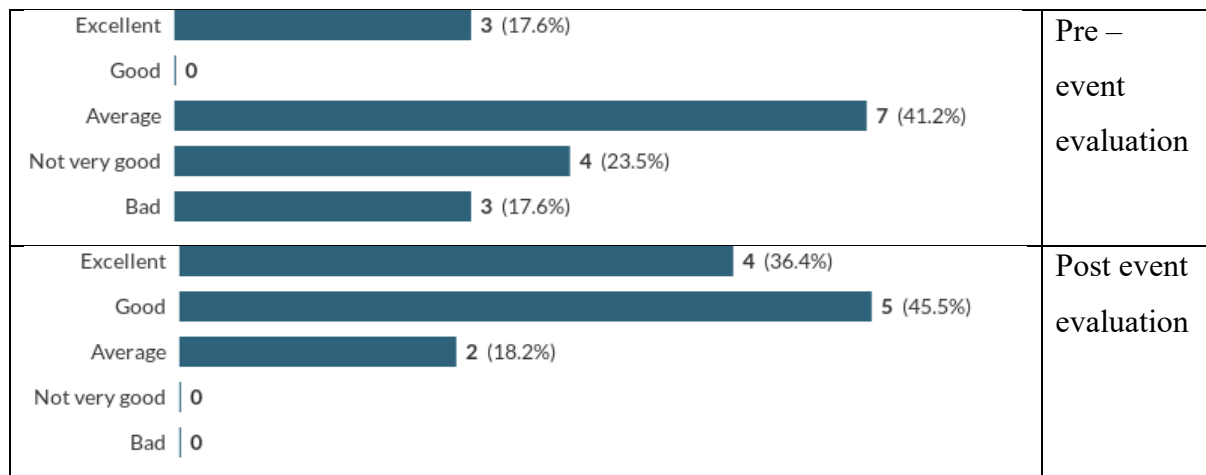


Figure 5: Participants self-statement of their current knowledge and understanding on the co-creation methods to develop digital educational resources

Furthermore, 9.1% of participants declared that they overestimated their knowledge and understanding on the design and development of Virtual Reality resources before the training.

Days Overall Evaluations

Participants were asked to highlight what they liked for each day and how each day can be improved. Findings are described below per day of the training event

Day 1

The participants comment that they liked the design method for educational resources presented using a co-creation approach, they liked the interactions with other groups and they liked the overview of existing VR experience of the partners. On the areas that can be improved, more media material were requested.

Day 2

Participants enjoyed the Mixed Reality Lab presentation from the invited speaker from another faculty of the University of Nottingham, the VR and 360 Apps that presented and the storyboarding process. Participants Highlighted that the participation of more clinicians in the event would be an added value in regards with the storyboarding process.

Day3

Participants liked the hands-on activities of the day including the HoloLens demo, the 360 photo shooting and also enjoyed the creativity of the groups of the universities that was displayed through their presentations. As an area of improvement, participants wanted more time on hands on sections.

Evaluation of the event

The learning objectives of the event were clearly defined according to the participants with 63% strongly agree and 36.4 agree with that statement. Participation and interaction was encouraged according with the 90.9% of the participants and the topics were relevant to the target audience with 54.6% strongly agree and 45.5% agree with that statement. Furthermore the content of the course was organised and easy to follow and the trainers were well prepared to answer any questions according to the participants. Participants Strongly agreed (54.5%) and agreed (45.5%) that the training experience will be useful for their career.

Furthermore the 90.9% of the participants believed that the learning objectives were met with 9.1% giving neutral as a respond, with the same perceptions to exist regarding the time allocated for each of the sections of the training event, while the pace of the course found to be appropriate to the content from the attendees.

In a question relevant to participants' future practice and how they will use the CoViRR training knowledge, participants mention that they will utilise the co-creation methodology to

develop educational resources and that they will break down big [educational] projects into smaller pieces, implementing resources with few learning objectives.

The venue and logistics, meals and other arrangements was considered appropriate by the participants, with one participant stating that would prefer to have the schedule of the event earlier so we could prepare better [educational] content.

Discussion and Conclusion

Those results can be interpreted that the learning objectives of the training event was chosen appropriately for the diverse audience including clinicians, academics, researchers, and learning technologists/IT specialist resulting to a successful training event that enable participants to take the acquired knowledge back to their organisations in order to co-design and implement VRRLOs. As it was expected and can be depicted from self-confidence statements that some participants being very confident before the event, not all the objectives expected to be reached by everyone, since the training was targeting both technical and non-technical participants. However on both average and individual matched responses participants self-statements showed that they improved their knowledge and understanding in using co-creation approaches to develop digital education resources and in designing and developing Virtual Reality resources

Furthermore, the target that at least 75% of the questionnaires provide a score above 4 (out of 5) was met as all the participants(100%) in questions 14-24 of the post training rated with higher score considering the positive agreed statement on a 1-5 scale (1= Strong Disagree to 5 -Strong Agreed) and reversed for the negative statements.



Table 1: Average rating of participants for CoViRR training event C1 above 4 (out of 5)

Question	Average rating out of 5
14. The learning objectives of the event were clearly defined	4.6
15. Participation and interaction was encouraged	4.5
16. The topics covered were relevant to me	4.5
17. The content of the course was organised and easy to follow	4.8
18. The trainers were well prepared to answer any questions	4.8
19. This training experience will be useful for my career	4.5
20. The learning objectives were met	4.6
21. The time allotted for each section was sufficient	4.7
22. The pace of the course was appropriate to the content and attendees	4.7
24. The venue was adequate and comfortable:	4.5

The qualitative replies also suggest that the organisation of the event was appropriate