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Task 4.4 report

[24/10/2024] - Testing the Virtual space of OER and OEP with a pilot group

Contents

1. Introduction to WP4

The aim of this WP is to produce an e-Toolkit with examples and guidance for the creation of open educational resources (OER) and open education practices (OEP) for transformative digital pedagogies. The e-Toolkit will not only compile resources for educators who are looking to use transformative digital pedagogies in their teaching practices but it will also guide them in the process of becoming 'open practitioners', that is, educators who can learn new technical skills, share pedagogical ideas, learn from others, and adopt new approaches to creating materials. Following Downes (2011) we understand OER as "materials used to support education that may be freely accessed, reused, modified and shared by anyone".

2. Introduction to Task 4.4

Task 4.4 concentrates on ensuring the effectiveness and usability of the virtual space for Open Educational Resources (OER) and Open Educational Practices (OEP). This phase is designed to identify any bugs, malfunctions, or errors that may hinder the platform's functionality. It also includes a comprehensive review of the overall layout and user experience, ensuring that the design is intuitive and accessible for academic staff.
By thoroughly examining both technical and structural aspects, the testing phase guarantees that the platform is fully operational, user-friendly, and ready for broader implementation.

3. Methodologies deployed during the test of the virtual space

A pilot group was first formed composed of various teachers and members of the TDP4HE team and community.

The methodology for testing the OER space in the TDP4HE project was carefully structured to guide the **pilot group** through distinct phases. Participants were tasked with **testing the various access points** to the OER via the project website and the **IndieOpen search tool**. This helped identify any technical issues with navigation and accessibility.

Next, the pilot group explored the **three key modules** (Module 1, Module 2, and Module 3) sequentially. This phase allowed participants to evaluate the content structure and learning pathways within each module.

Finally, the group explored the classroom scenarios area, testing the usability and relevance of these practical applications in real-world teaching settings. This phased, exploratory approach helped pinpoint issues across different areas, ensuring comprehensive feedback on both functionality and user experience.
The feedback form was filled by the pilot group during dedicated times during the test of the OER.

3.1 The use of framaforms for the gathering of feedback and data

Framaforms is an open-source form creation tool widely used at UTT for a range of tasks. It offers a user-friendly and reliable platform, making it an excellent choice for creating custom forms. The simplicity of the interface allows quick and easy form creation, which is ideal for gathering structured feedback during testing phases. For the TDP4HE pilot phase, Framaforms was selected due to its accessibility, efficiency in data collection, and the fact that it is already a trusted tool within the institution's daily operations.

3.2 The structure of the form

The layout for the testing form of the TDP4HE Open Educational Resource (OER) was designed to ensure a comprehensive evaluation of both user experience and technical usability. The chosen structure includes distinct sections for **Identity**, **Content and User Experience**, and **Technical Usability** to facilitate focused feedback.

- **Identity** collects user details, helping to contextualize responses and identify potential patterns in user experiences.
- **Content and User Experience** addresses critical aspects such as navigation and layout. This section is essential for understanding how users interact with the OER, including their ability to find relevant materials and any visual issues encountered.
- **Technical Usability** examines the platform's functionality, specifically regarding image interactions and device compatibility. This focus is crucial for identifying any technical barriers that might hinder user engagement with the content.

Screenshots of the form :

Identity : 1 / 4

Your name

Your surname

Your university

Your e-mail

I. Technical Usability : 3 / 4

Were you able to click on all the images successfully? Did content appear?
- Yes
- No

Did any parts of the platform freeze, crash or stop working while you were using it?
- Yes
- No

Which device are you using ? (PC, Mac, Phone, etc.)

Did the platform adapt well to your device?
- Yes
- No

On a scale of 1-5, how would you rate the overall platform experience ?

Please provide any additional feedback, comments or suggestions on the platform

Content and User Experience : 2 / 4

Did you successfully access the Open Educational Resources virtual space using the search bar?
- Yes
- No

Did you successfully find the In-classroom scenarios using the Table of Contents?
- Yes
- No

Did you successfully find the In-classroom scenarios using the search bar?
- Yes
- No

Were there any visual issues (e.g., difficulty reading text, lack of subtitles, color contrast problems)?
- Yes
- No

Did the layout of the platform make it easy to navigate?
- Yes
- No

Did you get any error message?
- Yes
- No

3.3 Feedback collected during the test of the virtual space with the pilot group:

User Name	Platform Feedback
Olga	Suggested separating scenarios by discipline. Rated the platform 5/5, stating it is well-designed and organized.
Stavroulla	Mentioned the need to align texts better and shorten some parts by replacing them with links. Rated 4/5.
Daniel	Rated 5/5 with no additional feedback.
Antigoni	Reported that text appeared behind images, making it unclear. Rated 3/5.
Mick	Noted issues with the text sticking when navigating and suggested improving navigation. Rated 4/5.
Elis	Suggested direct access to the OER space instead of navigating through the IndieOpen homepage. Rated 4/5.
Santiago	Criticized the low quality of images, and mentioned confusion in navigation and text issues within pictures. Rated 3/5.

3.4 Review on the feedback collected

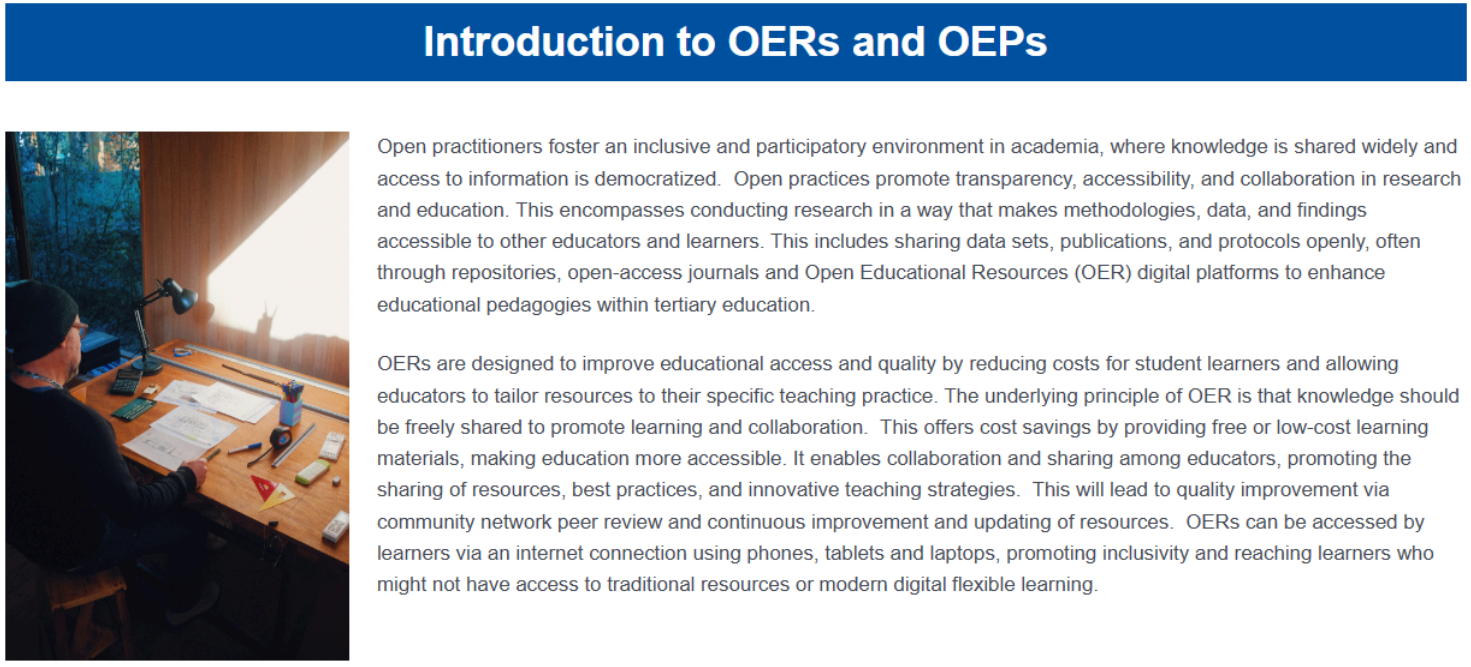
The feedback made by the pilot group was overall positive, praising the overall platform experience but distinguished two major **technical problems** that needed to be solved:

1. There were issues with the text sticking to the images when scrolling down the website (it was necessary to click on certain images to make the content appear). There was an overall problem with the clickable images widget inside of IndieOpen Editor that needed to be removed or changed.
2. The layout of the in-classroom scenarios was confusing and needed some improvement because the readability was confusing.

3.5 Modifications done on the website following the feedback of the pilot group

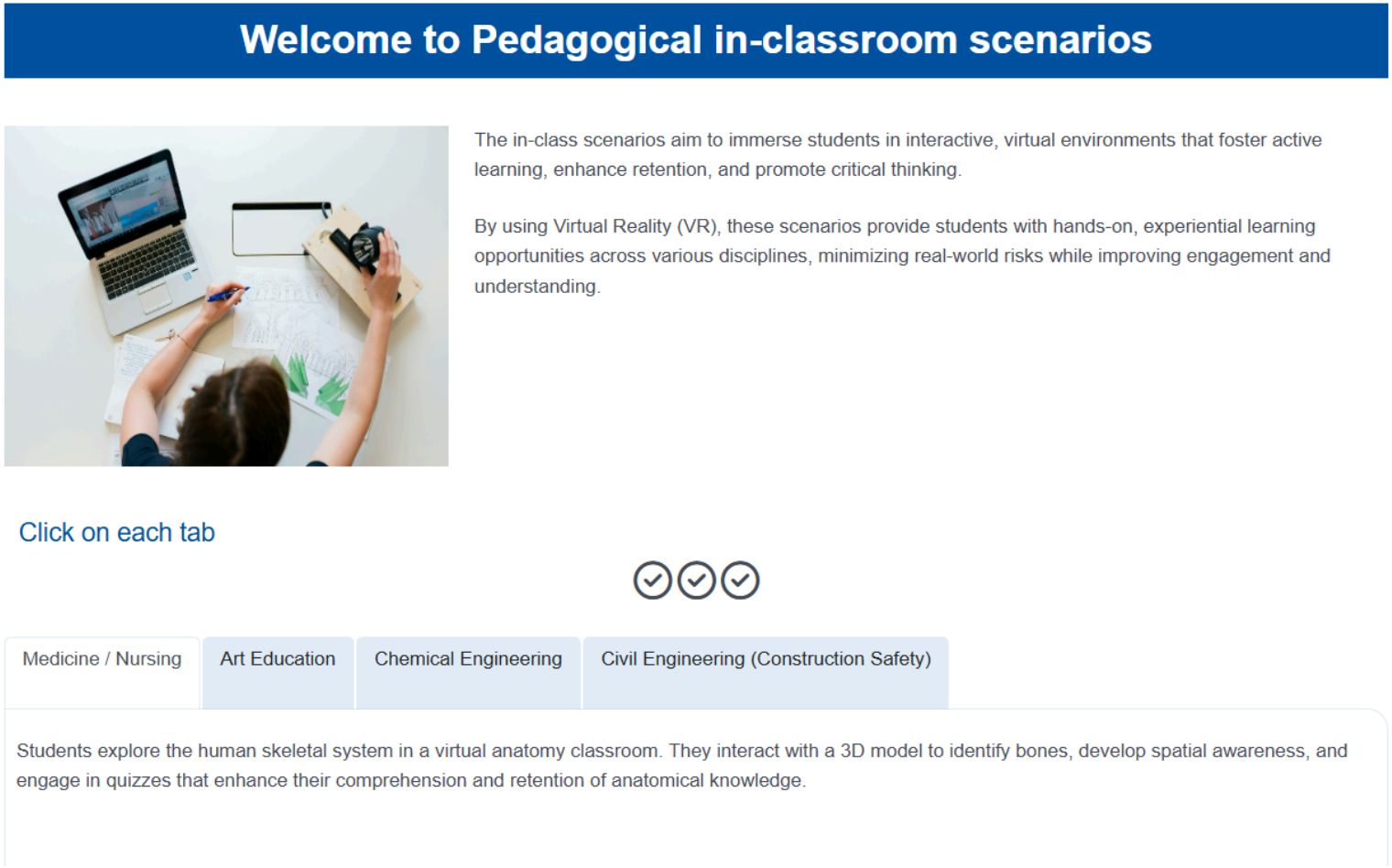
1. **Main page of the OER**

The first presentation image widget was removed and text widget was switched to permanent image and text, removing the need to click on pictures anymore to avoid technical problems



2. In-classroom scenarios page

The layout of the pedagogical in-classroom scenarios was enhanced, arranging the content in a more ordered manner for a better user experience. The in-classroom scenarios page is a standalone page accessible via the navigating menu of the OER.



3. **Themes area (navigating menu) on the main page of the OER**

Arranged themes across the OER, classifying all modules and content under separate rows for a more fluid user experience.
Themes were not under clickable rows before, showcasing a less structured OER, now users can freely navigate between areas and only show targeted content.