



Higher Education Re-engineering
through Active learning for Growth

T4.1.9 Evaluation Tools



Project
2019-1-EL01-KA203-062952

Focus Group

Foreword

The focus groups will be formed by groups of around 5 users. With the focus group we can have a general view and a general informal feedback from students, probably more honest and direct than what quantitatively indicated in the questionnaires.

The objective of the focus group is to confirm, complement or go in depth with specific aspects related to the platform and concerning in particular the following indicators:

- Usability/UX
- Technology
- Engagement
- Learning
- Pedagogical aspects
- Possible additional scenarios to be developed

In order to conduct the focus group appropriately, it could be useful where possible to previously analyze the results of the questionnaires and the interviews.

GUIDELINE QUESTIONS	FOCUS GROUP CONTENT
<p>Usability/UX</p> <p>Objective: discover if HERA is easy and friendly to use.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Do you think HERA is easy to use?</i> • <i>What parts of the game are easier to learn and what parts are more difficult?</i> • <i>How much time did you need to feel comfortable with the game?</i> • <i>How do you think HERA could be clearer?</i> • <i>Was gameplay fluid?</i> • <i>Are game controls intuitive?</i> • ... 	
<p>Technology</p> <p>Objective: find out if there is something specific about the technology of HERA that users would like to comment.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>What do you think of the technology in HERA? Did it produce errors somewhere? If yes, where?</i> • <i>Did you find the graphic interface captivating?</i> • <i>What would you like to improve in the platform?</i> • <i>Did HERA enable teamwork or did you find any difficulty playing with your teammates?</i> • ... 	

<p>Engagement</p> <p>Objective: understand if the platform is engaging for students.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Did you feel personally engaged with the game?</i> • <i>How do you think we could design a more engaging game?</i> • 	
<p>Learning</p> <p>Objective: understand if the platform is useful for learning.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Do you think HERA encourages learning?</i> • <i>Is the platform rich of learning content?</i> • <i>Do you think the platform is useful to approach and learn something about engineering and/or economic subjects?</i> • <i>Does HERA improve your problem solving skills?</i> • <i>Does HERA help you to have a holistic and multidisciplinary approach to a subject?</i> • ... 	

<p>Pedagogical aspects</p> <p>Objective: discover if the platform stimulates a new didactic approach for learning.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Does HERA stimulate problem based learning?</i> • <i>What possibilities can HERA have inside your study curriculum?</i> • <i>Does it make sense to play several times?</i> • <i>How is HERA related to the objectives, contents and activities of your courses and practices?</i> • <i>Does the game motivate you to go on with your academic path?</i> • ... 	
<p>New possible additional scenarios</p> <p><i>If you could create a new scenario, which one would you suggest?</i></p>	

Open question 1

Open question 2

Other comments by the interviewed

Interview

Foreword

Interviews have to be carried out with the teachers involved in testing the platform together with their students. Interviews could take place just after the students finishes the test with HERA or in a following stage.

Interviews will focus on the entire group of indicators already analyzed using the questionnaires, but in a different degree and manner. We have to take advantage of the flexibility that it provides, and adjust our questions to the specific experience of the teachers and go in depth with specific aspects we may be interested to discover.

GUIDELINE QUESTIONS	FOCUS GROUP CONTENT
<p>Usability/UX</p> <p>Objective: discover if HERA is easy and friendly to use.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Do you think HERA is easy to use by an average student?</i> • <i>What parts of the game are easier to learn for your students and what parts are more difficult?</i> • <i>How much time did your students need to feel comfortable with the game?</i> • <i>How do you think HERA could be clearer?</i> • <i>Was gameplay fluid?</i> • <i>Did your students find problems with the game controls?</i> • ... 	
<p>Technology</p> <p>Objective: find out if there is something specific about the technology of HERA that users would like to comment.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>What do you think of the technology in HERA? Did it produce errors somewhere? If yes, where?</i> • <i>Did you find the graphic interface captivating?</i> • <i>What would you like to improve in the platform?</i> • <i>Did HERA enable teamwork or did you find any difficulty playing with your teammates?</i> • ... 	

<p>Engagement</p> <p>Objective: understand if the platform is engaging for students.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Did you see your students engaged with the game?</i> • <i>Did you feel personally engaged with the game?</i> • <i>How do you think we could design a more engaging game?</i> <p>....</p>	
<p>Learning</p> <p>Objective: understand if the platform is useful for learning.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Do you think HERA encourages learning?</i> • <i>Is the platform rich of learning content?</i> • <i>Do you think the platform is useful for your students to approach and learn something about engineering and/or economic subjects?</i> • <i>Could HERA improve your students' problem solving skills?</i> • <i>Could HERA help students to have a holistic and multidisciplinary approach to a subject?</i> • ... 	

<p>Pedagogical aspects</p> <p>Objective: discover if the platform stimulates a new didactic approach for learning.</p> <p>Examples of questions:</p> <ul style="list-style-type: none"> • <i>Does HERA stimulate problem based learning? Is it valid from a pedagogical PoV?</i> • <i>What possibilities can HERA have inside your students' curriculum?</i> • <i>Does it make sense to play several times?</i> • <i>How is HERA related to the objectives, contents and activities of your courses and practices?</i> • <i>Could the game motivate your students to go on with their academic path?...</i> 	
<p>New possible additional scenarios</p> <p><i>If you could create a new scenario, which one would you suggest?</i></p>	

<p>Open question 1</p>	
<p>Open question 2</p>	
<p>Other comments by the interviewed</p>	