WP1: USER-CENTERED DESIGN AND PROTOTYPE

Evaluation Prototype 2
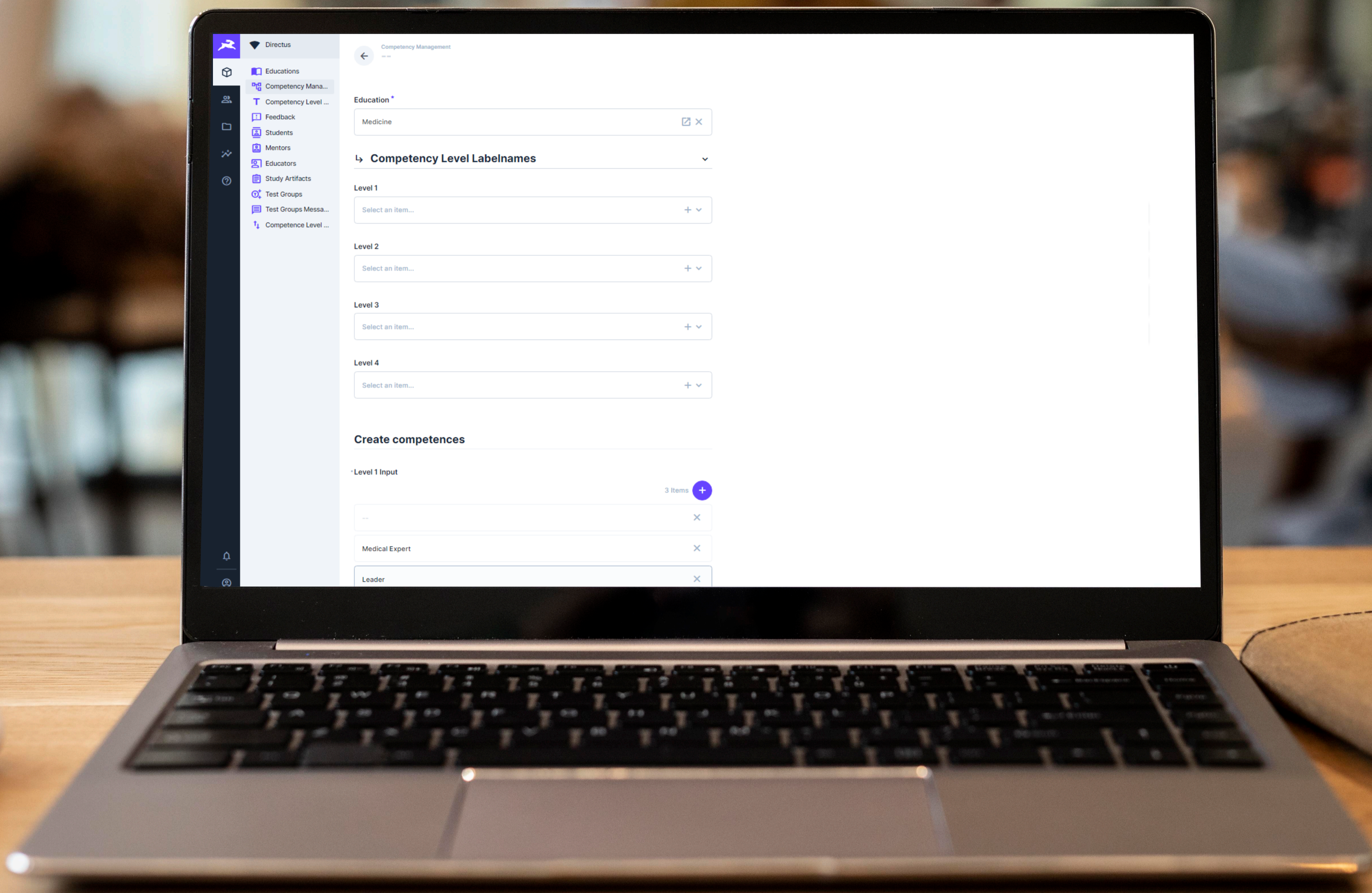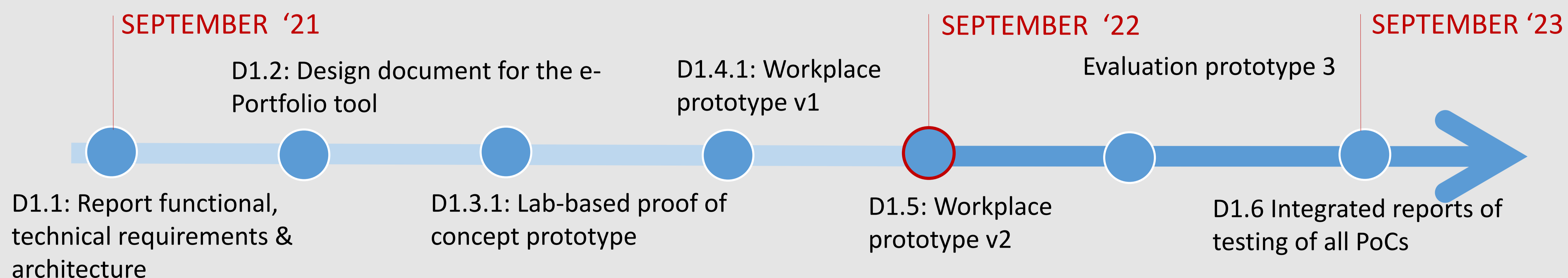
Expected Results & Deliverables

SEPTEMBER '21

D1.2: Design document for the e-Portfolio tool

D1.4.1: Workplace prototype v1

SEPTEMBER '22

Evaluation prototype 3

SEPTEMBER '23

D1.1: Report functional, technical requirements & architecture

D1.3.1: Lab-based proof of concept prototype

D1.5: Workplace prototype v2

D1.6 Integrated reports of testing of all PoCs

Results D1.4.1 Workplace prototype v1

GOAL: Qualitative and Quantitative evaluation of preference between 3 Feedback Methods: Open Feedback, Structured Feedback, Speech-to-Text Feedback

Respondents: (n=82) 27 mentors, 20 coordinators, 25 students

Results:

- Preference for all users for structured feedback
- More than 75% of users find structured feedback useful, they improve effectiveness and quality of feedback.
- Speech to Text (STT) method scores slightly worse in terms of use, usefulness and general attitude.
- STT receives higher scores from mentors in comparison to students. The speed of typing (lower for mentors) might be the reason for this preference.
- Opportunity to use STT at the workplace during shift hours when you want to quickly record something as a reminder after an incident conversation with the student.

Set-up D1.5 Workplace prototype v2

GOAL: Qualitative evaluation of usage and input of competency based evaluations (prototype 2), visualisations (prototype 3)

Respondents: (n>7) mentors, coordinators

Future Results:

- Guided tour: input for future tutorials
- Match with current practices of evaluations
- Usability testing input of competences: feedback on UX
- Visualisations: input for prototype 3

Contact

Olivia De Ruyck
Olivia.deruyck@UGent.be

in Olivia De Ruyck
www.sbo-scaffold.com
Supervisors: Prof. L. Demarez

scaffold