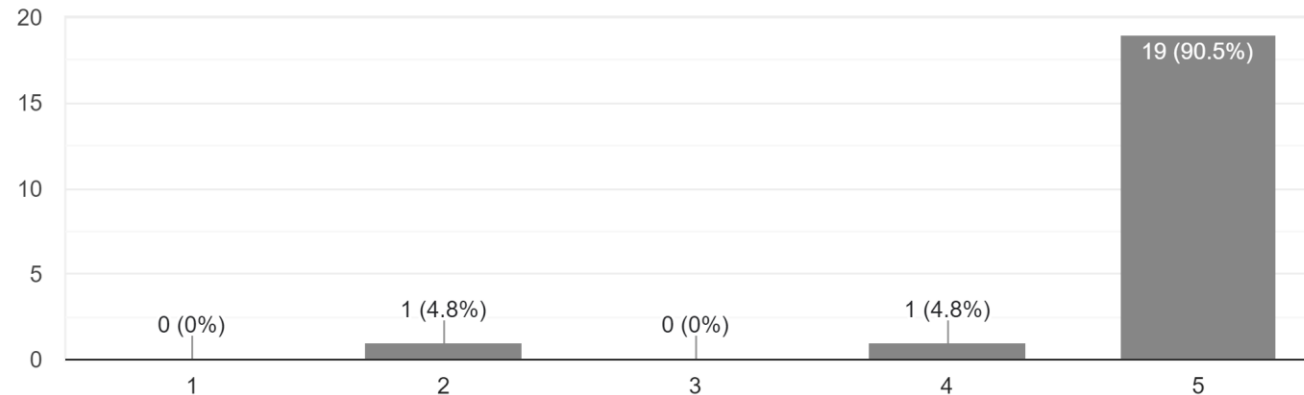


PILOTING IO2

The main results from the Evaluation Survey can be summarised in the following graphs:

1. The course materials were useful (readings, lectures, assignments). (Please, assess the statement using the scale from 1 to 5, according to t...ree; 3: partially agree; 4: agree; 5: strongly agree)

21 responses



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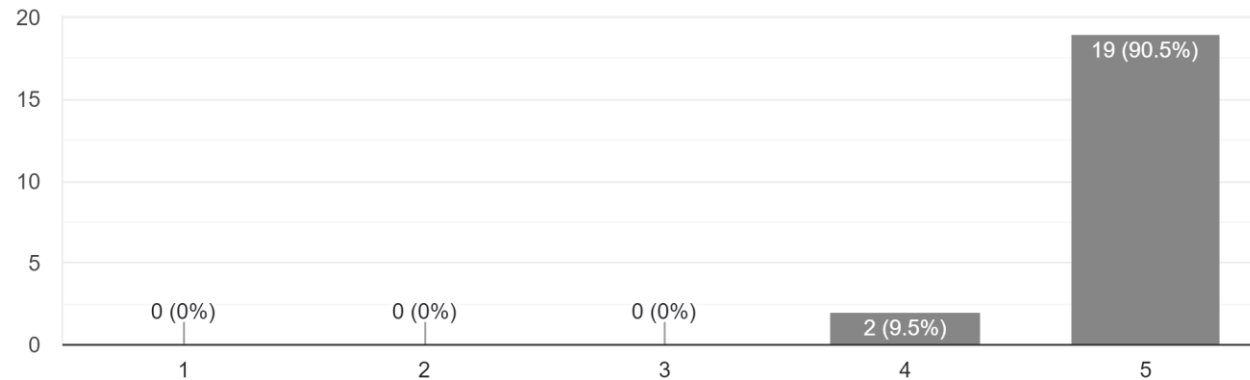
PILOTING IO2

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2. The online course met my expectations in terms of quality learning (Please, assess the statement using the scale from 1 to 5, according to t...ree; 3: partially agree; 4: agree; 5: strongly agree)

21 responses



The materials have been presented in a clear and good quality way

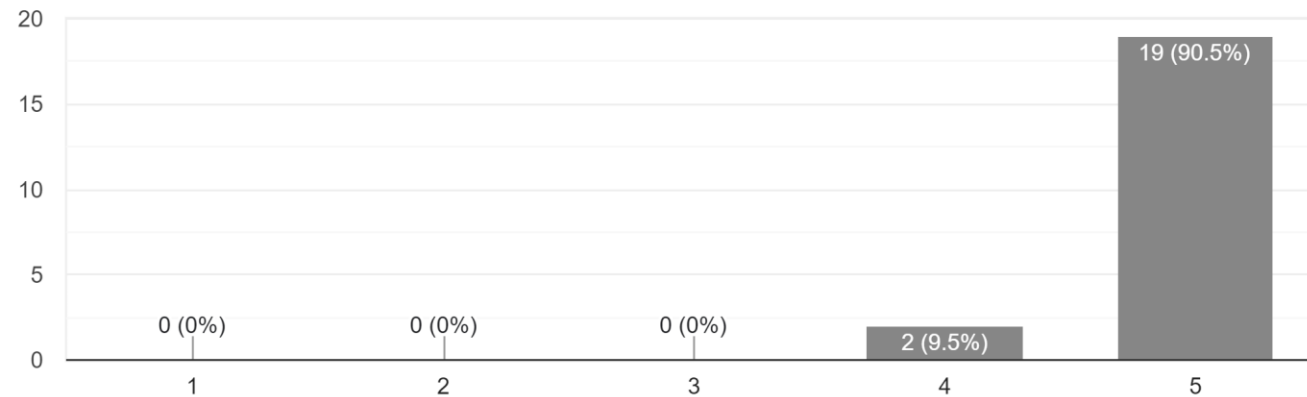
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3. The online course increased my knowledge of the subject and underlying concepts (Please, assess the statement using the scale from 1 to 5, acc...ee; 3: partially agree; 4: agree; 5: strongly agree)

21 responses



The tests after each unit is a good way to check if we have learned

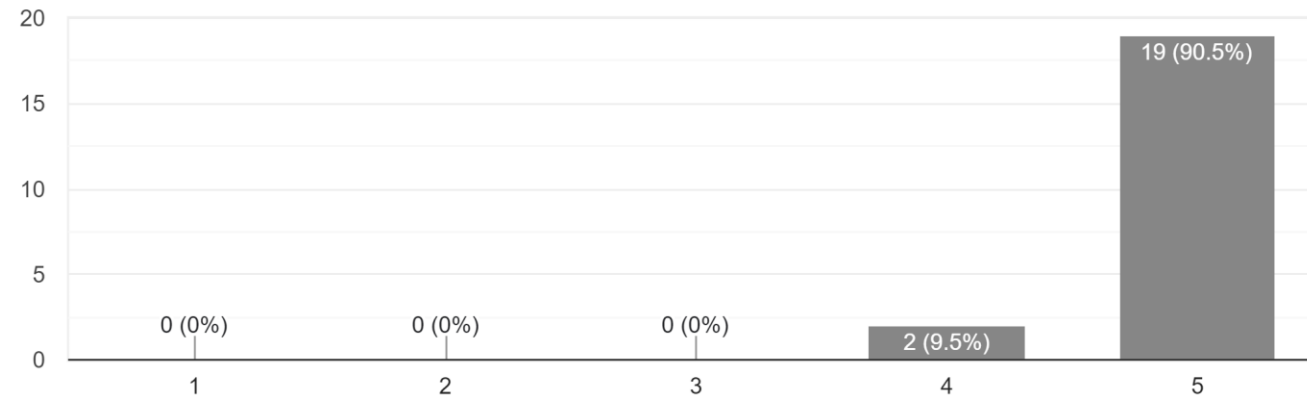
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4. How prepared you feel to use the knowledge and skills gained in a real-world situation? (Please, assess the statement using the scale from 1 to 5, ac...tially prepared; 4: unprepared; 5: very unprepared)

21 responses

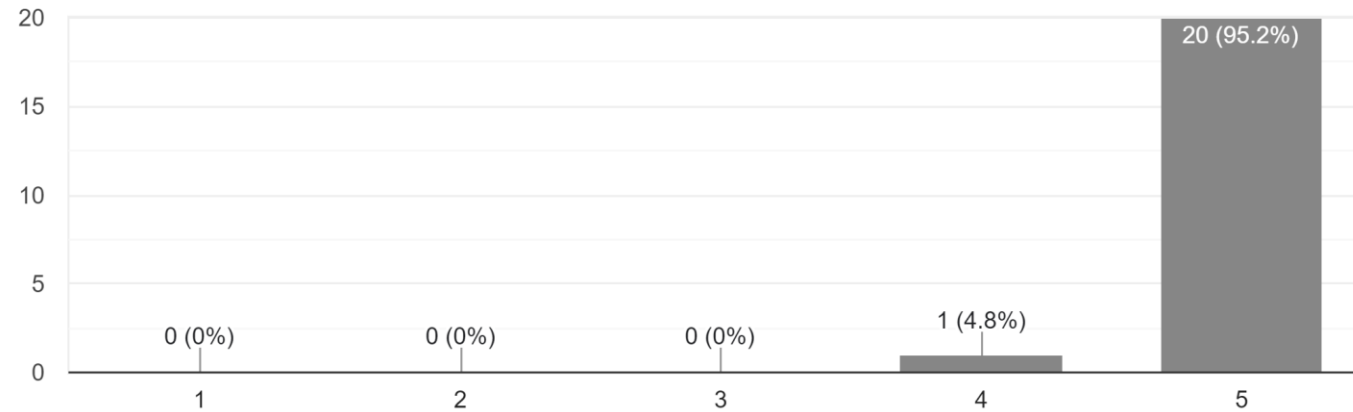


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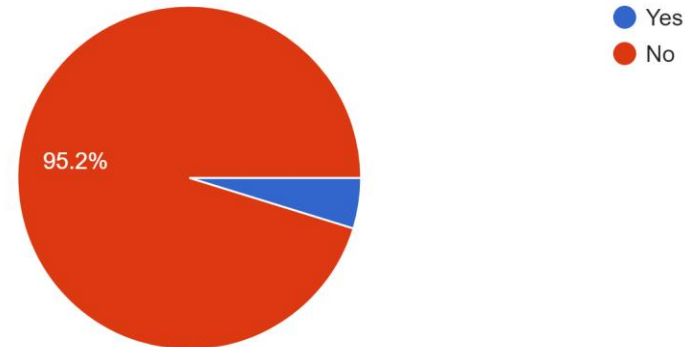
5. Please choose your level of satisfaction with the course in general (Please, assess the statement using the scale from 1 to 5, according to the following: 1: not satisfied; 2: not pointed; 3: neutral; 4: satisfied; 5: very satisfied)
21 responses



I am very satisfied. The course structure is well presented and implemented

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6. Would you change anything in this course?
21 responses



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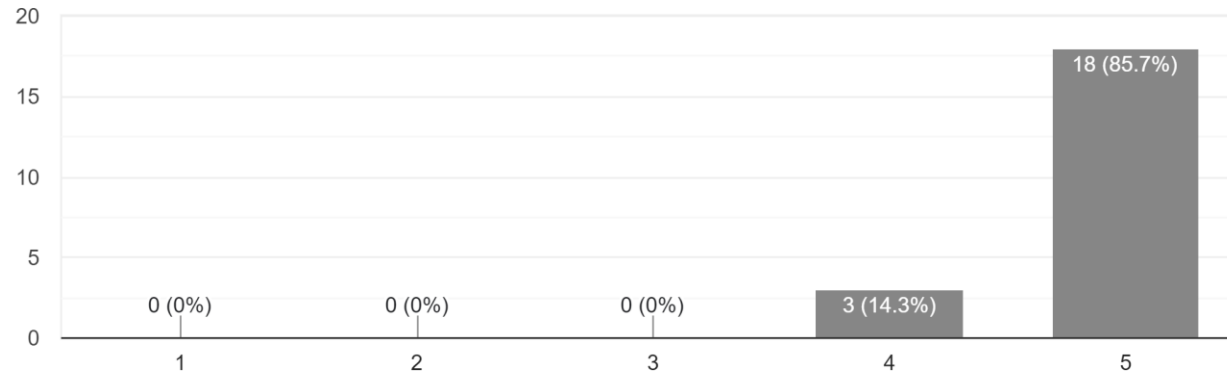
I would change this mistake when i can't continue course. I describe this situation in question 1. "This platform not work good, if I'm on module 3 3.1 Types of Gamification i can't continue. There is communicate "Please go back and complete the previous lesson" but I have all previous complete. "

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7. How easy was the online platform to use and navigate? (Please, assess the statement using the scale from 1 to 5, according to the following: 1: very difficult; 2: difficult; 3: neutral; 4: easy; 5: very easy)
21 responses



I would change this mistake when i can't continue course. I describe this situation in question 1. "This platform not work good, if I'm on module 3 3.1 Types of Gamification i can't continue. There is communicate "Please go back and complete the previous lesson" but I have all previous complete. "

PILOTING IO2

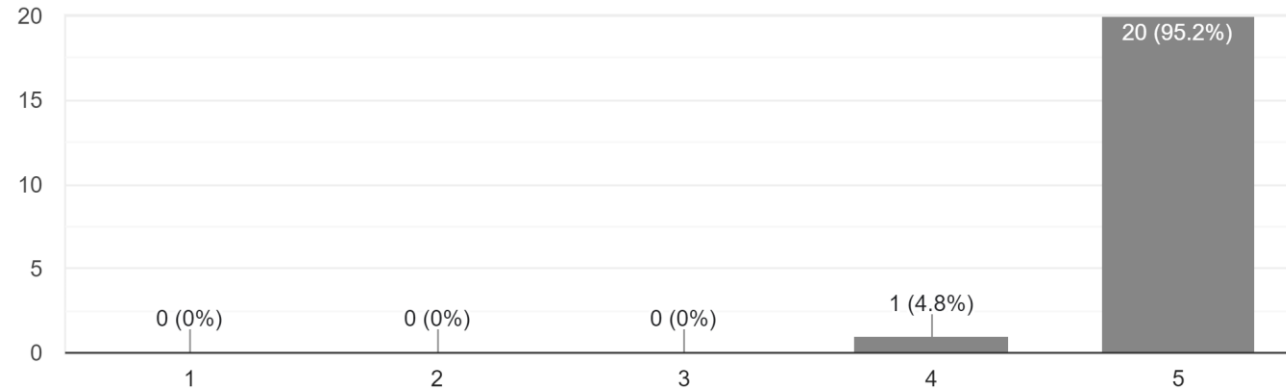
Online learning platform

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8. How would you rate the online course’s experience on devices (mobile phone, laptop, tablet, etc.)? (Please, assess the statement using the scale ...pointed; 3: neutral; 4: satisfied; 5: very satisfied)

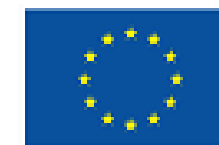
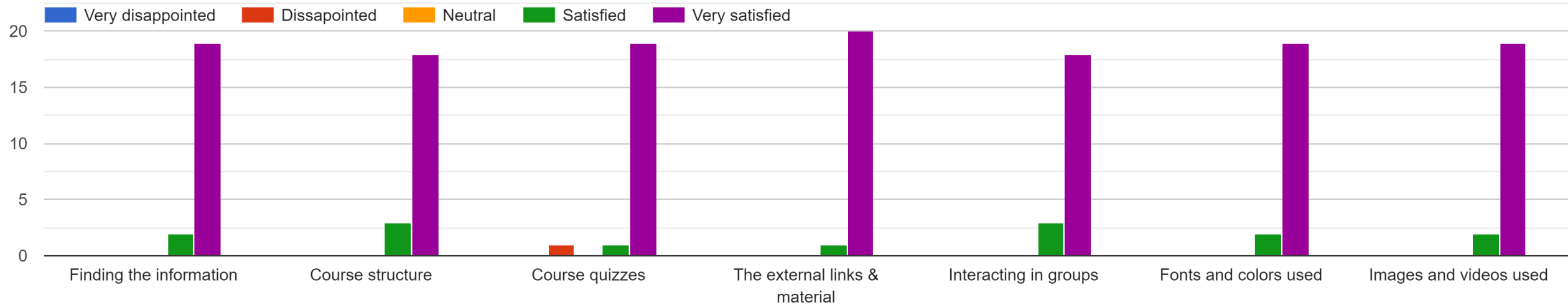
21 responses



Easy to use in different devices. Actually, most of the work has been done in mobile devices

PILOTING 102

11. How would you rate:



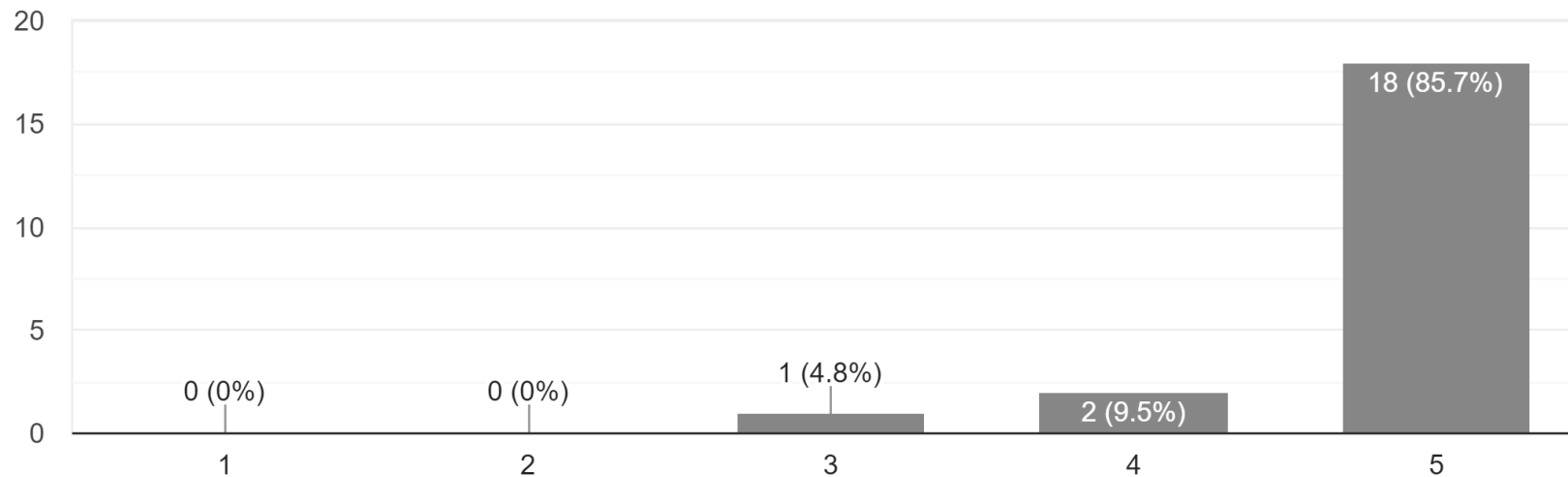
PILOTING 102

Online learning platform

https://drive.google.com/drive/folders/1VPtP_0UyEQvLe8fHr28tVSo8YAh74gXP

12. How would you rate this e-learning experience overall? (Please, assess the statement using the scale from 1 to 5, according to the following: 1: very ...ppointed; 3: neutral; 4: satisfied; 5: very satisfied)

21 responses





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THANK YOU

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The “FLIP EDU UP” is a project co-funded by the Erasmus+ programme. The project aims to modernise the adult education and vocational training system through Blended Learning.