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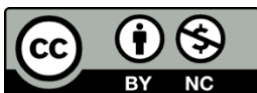


Sustainability Accounting Learning Platform for a Green Economy

2022-1-ES01-KA220-HED-000089844

Teaching Activity 2 Online platform assessment

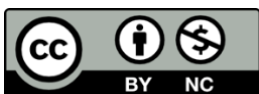
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1. Online platform assessment - Teaching Activity 2

The objective of this questionnaire is to gather feedback on the online platform from participants of the Project's Teaching Activity 2. The feedback will be used to improve the design and user experience of the online learning platform. The questionnaire was structured in five blocks:

- i. Interactivity of the platform
- ii. Accessibility of the platform
- iii. Usability and navigation of the platform
- iv. Satisfaction and experience with the platform
- v. Content

The questionnaire was filled in by the 23 students who participated in the Teaching Activity 2. The responses were gathered at the end of Teaching Activity 2 on November 8, 2024.

Based on the feedback received, we present some proposals that can be implemented to address the areas for improvement identified in the participants' responses, where applicable.

1.1. Interactivity of the platform

The first block of questions about **the interactivity of the platform** covered four topics:

- i. Level of overall interaction of the platform
- ii. Activities integrated in the development of the units
- iii. Videos integrated in the development of the units
- iv. Case studies implemented as role play

The students' perception of the interactivity of the platform reveals a varied perception among students, with positive highlights, while other areas require attention (Figure 1). The videos integrated into the units are the most highly rated aspect of the platform, with 43% of students satisfied and 26% completely satisfied. This data reflects that the videos are effective in facilitating learning. Regarding the case studies implemented as role play, 39% of the students feel satisfied, indicating that this tool has a positive impact on learning. However, 22% expressed dissatisfaction, and 35% took a neutral stance, suggesting that the dynamics of the role-play cases could be improved, something which will be considered when designing those of Module 3. In this respect, it is important to consider that one of the role-plays could not be testable during the teaching activity as we identified during the session that it suffered from a technical bug (something which shows the importance of the teaching activities for testing the



platform). This bug was fixed by the technological partner after the activity. In relation to the activities integrated into the units, the results are more polarized. While 30% are satisfied, 26% are dissatisfied, and 35% neutral. Finally, the overall level of platform interaction reflects a moderate experience, with 43% of students in a neutral position and 26% split between satisfied and dissatisfied.

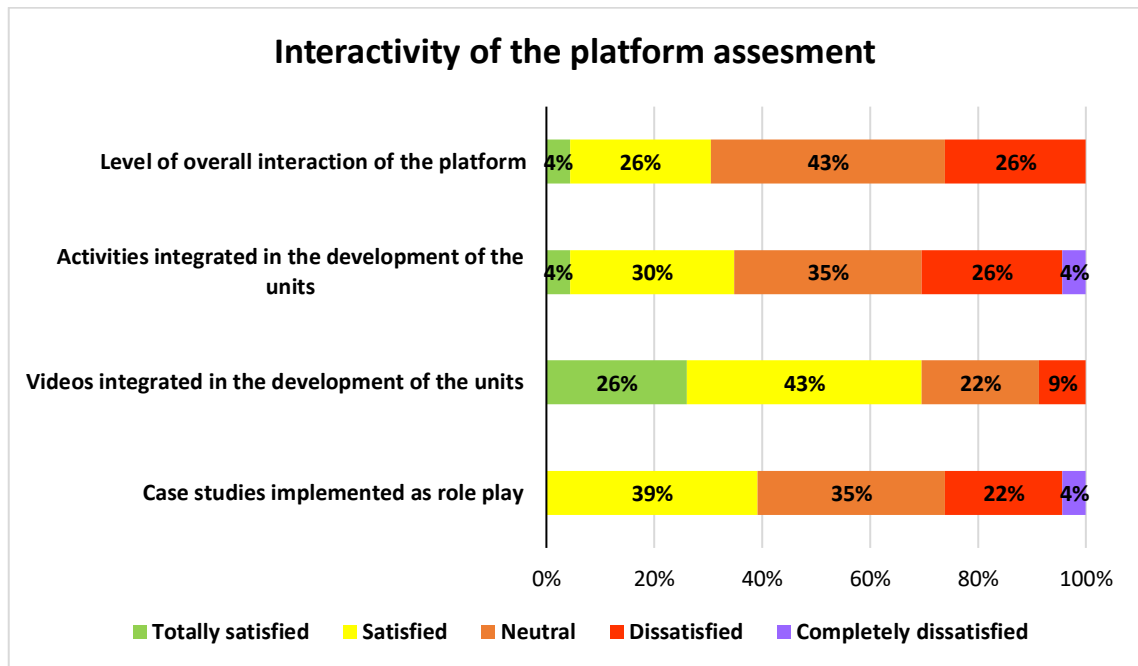


Figure 1. Interactivity of the platform assessment.

In the open questions, the students made some **positive remarks** regarding the interactivity of the online platform:

- *It was fine and correct level.*
- *Despite the challenges with some activities, the overall experience was enriching. It provided valuable learning opportunities and allowed me to engage with the material in a meaningful way*
- *The activities are basically good ways to test what you have learnt.*

Yet, the students pointed out some **valuable aspects to improve** the interactivity of the online platform that we implement after the activity:

- *Not really user-friendly: interactivity was distracted from bad performance of the platform.*
- *The platform runs slowly and the system often glitches.*
- *Often the platform takes long to interact when navigating through the different sections.*
- *Sometimes they [the activities] had some mistakes and you could not go further but you answered everything correctly.*



- *Sometimes in double or nothing even when you fail or pass the question you still finish the activity.*
- *As regards the content, I think the text should be shorter and they should include more interactive features because after a bit maybe people get bored from just reading.*
- *There are lots of opportunities to enhance its interactivity -- such as limiting the large amounts of texts, including more videos, doing more role play in which we are learning how to read and evaluate Sustainability Reports, etc.*
- *The learning material itself was interesting but could've been organized in a better way to make the structure clearer.*
- *The case studies/role plays could be enhanced by providing different paths of the conversation based on the answers given, and not just being a correct/incorrect situation each time.*
- *I liked case studies, even though some of them were not easy to answer.*
- *I think the type of activities should be reviewed a little as some may have lacked some relevance or "purpose". The quizzes were a good format although I understand that just having quizzes would be repetitive, but these were the types of activities that allowed me to reflect and learn the most.*
- *Enigma Activity. The instructions for the enigma were not very clear, which caused confusion. I was unsure whether I was supposed to find several words or just one word. Although I eventually understood that the trials were meant to assist in solving the enigma, clearer guidance from the start would have made the activity more intuitive. A brief explanation of how the trials work would be beneficial for future participants.*
- *Puzzle. The instructions for the puzzle were unclear, especially regarding how to interact with the puzzle. I didn't know that I could change the orientation of the puzzle pieces which made it difficult to proceed. It would be helpful if the instructions included a demonstration or example of how to adjust the pieces and more explicit directions on how to solve the puzzle.*
- *It was interesting, sometimes I wish there is a longer countdown for the activities*
- *Settings, such as the language selection in the profile, appear in Spanish, and no progress is shown. Moreover, the language of some buttons as in the large lectures is in Spanish (is says "Siguiente" instead of "Next").*

MEASURES TO BE TAKEN BASED ON FEEDBACK

1. The problems regarding the performance of the platform are due to the fact that it runs on the production version for the teaching activities, as it is still under development until Module 3 is completely integrated. Once finalized, it will be moved to the release version that will speed up its functioning.



2. The technological partner will revise the activities to address bugs, programming errors, and issues with loading.
3. Revise the platform's content to reduce the amount of text and incorporate more interactive activities.
4. Revise the introduction to the activities to ensure that each one has clear instructions.
5. Revise the length of activities to increase it, if needed.
6. Revise the language settings of the platform.
7. Case studies in module 3 will consider alternative paths.

1.2. Accessibility of the platform

In the block of questions on **the accessibility of the platform**, two aspects were rated:

- i. Difficulty in accessing the platform
- ii. Reading machine content

Figure 2 shows that almost 80% of the students were satisfied or totally satisfied about the difficulty in accessing the platform. Furthermore, 61% were satisfied or totally satisfied with the reading machine of content.

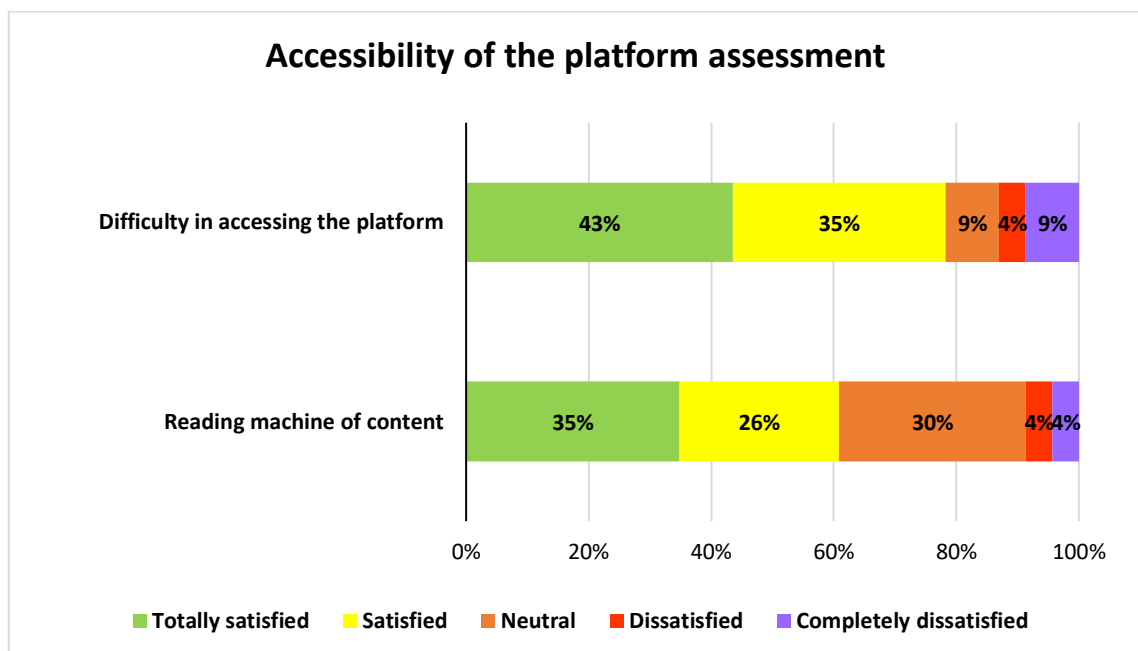


Figure 2. Assessment of the accessibility of the platform.

1.2.1. Device used to access to the platform

The vast majority of the students (83%) use a laptop to access the platform. While 13% use a computer, 4% tablet, and no students use a mobile phone (Figure 3).

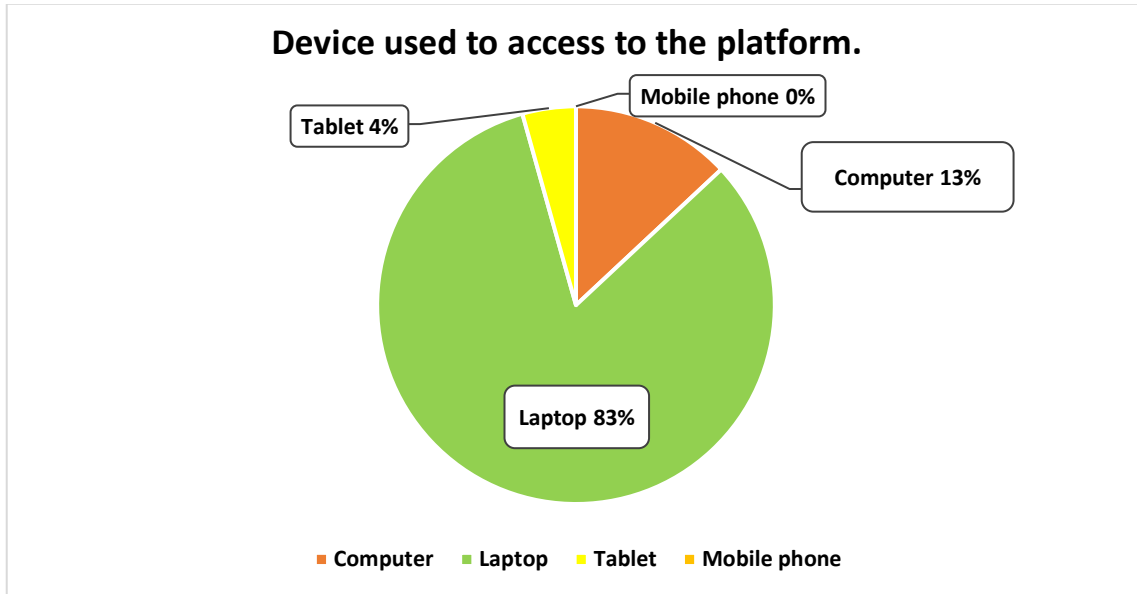


Figure 3. Assessment of the accessibility of the platform.

1.2.1. Disability that limit the accessibility to the platform

100% of the students answered that they did not have any disability that could limit their accessibility to the platform and pointed to no problem with the access.

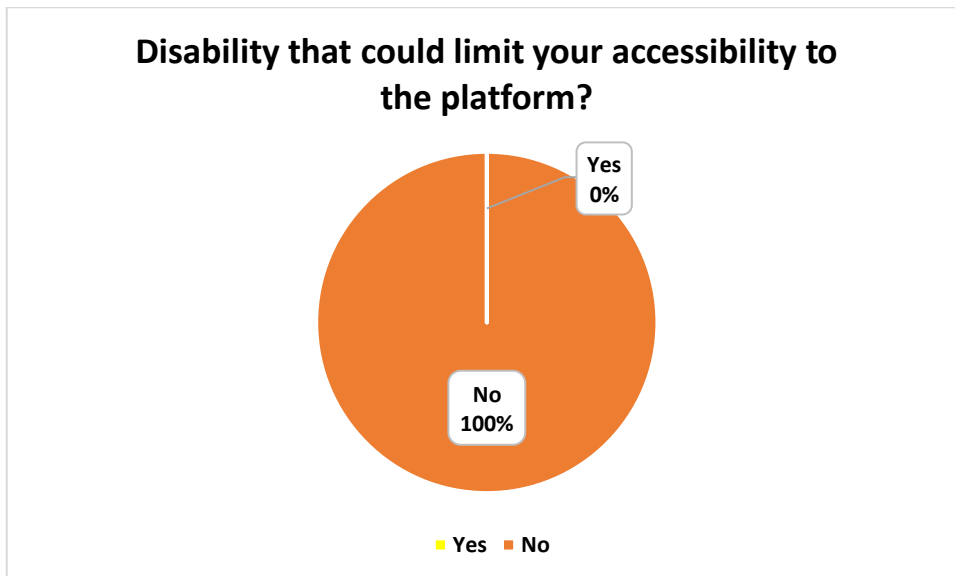


Figure 4. Assessment of the accessibility of the platform.

Overall, the students report a **positive experience** with accessing the platform through their devices. Their comments also point to this:

- *Good registration, easy access, intuitive design. No technical problems.*
- *Everything worked fine in regard with accessing the platform*
- *I think the accessibility from the Laptop was great, everything was displayed correctly and in the right conditions.*



- *It was good 90% of the time, but some of the games was not optimal. It did not work properly.*
- *Overall good however in some units the pages were cut or you needed to slide (matter of window compatibility).*
- *I was able to visit the platform's chapters easily on my laptop. Only the platform's speed of response after a click is a negative factor.*
- *I had a good experience using the platform, there were sometimes a few bugs, but they were quickly resolved once I refreshed the page.*

As indicated in the proposals of section 1.2, the slowness of the platform is due to the production version used during the activity. This problem will be resolved when moving the platform to the final released environment.

1.3. Usability and navigation of the platform

The third block of questions referred to **the usability and navigation of the platform** and evaluated the following aspects:

- Structure of the materials on the platform
- Navigation of the platform
- Satisfaction with the amount of technical hindrances

The three elements evaluated obtained very **varied assessments** (Figure 5). More than 60% were satisfied or totally satisfied with the structure of the materials on the platform. Regarding the navigation of the platform, almost 50% were satisfied or totally satisfied, while 26% were dissatisfied. The satisfaction with the amount of technical hindrances received a 47% positive value, including satisfied and totally satisfied perceptions, whereas 26% were dissatisfied or completely dissatisfied. This result was expected as the platform ran on the production version during the activity.

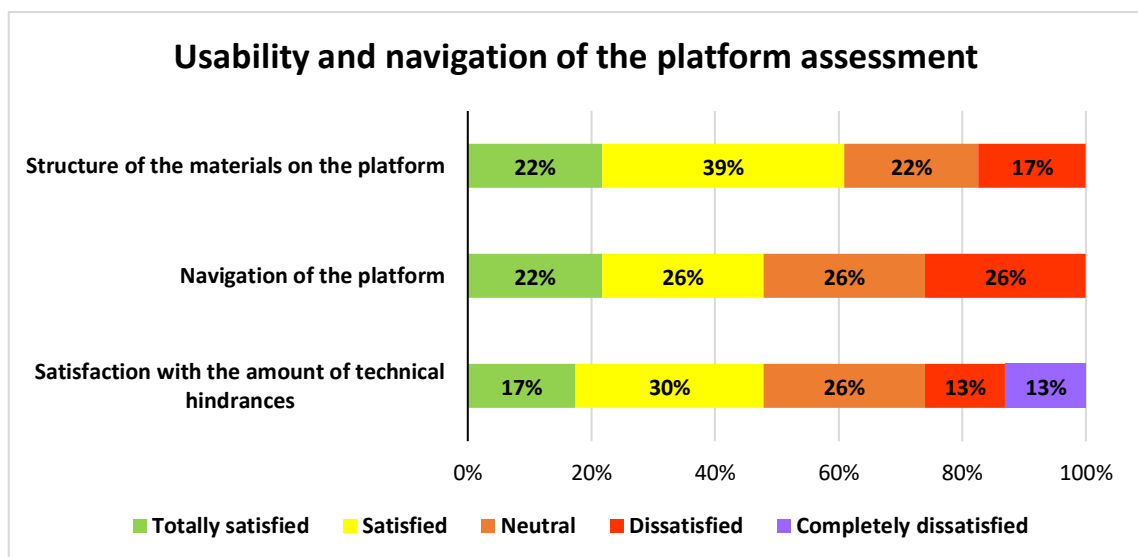


Figure 5. Assessment of the usability and navigation of the platform.



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In the open questions, the students made some **positive remarks** regarding the usability and navigation of the platform:

- *The platform is very easy to use, it was quick to find the activities we needed to complete. The interface is quite modern, which makes it user-friendly.*
- *[O]verall, the texts are clear and comprehensible.*

However, the students make some remarks regarding **the usability and navigation of the platform** that are cited below, some of which suggest some areas for improvement:

- *Would be more intuitive to be able to “switch” to the next page/chapter instead of pressing “X” and being sent back to the starting page all over again. Always have to scroll to the right lecture again, it’s not going back there automatically (this problem could be fixed by using the gallery view mode for the lectures).*
- *Sometimes the activity done saying that I had to repeat the activity because it was failed when I the previously remarked me the answers were correct.*
- *Sections should be scrollable, there should be a “next” button to directly get to the next section/activity.*
- *Distinction between modules/units/sections was misleading and unclear.*
- *There is too little time for some of the activities.*
- *Whenever you finish all the tasks of a part of a module, the platform sends you to the next part. So, even if you are interested in reviewing a lecture or doing an activity again and you click the unit you are interested in, if you reload the webpage, it sends you to the next part automatically.*

MEASURES TO BE TAKEN BASED ON FEEDBACK

1. Simplify and clarify the structure of chapters, sub-chapters, modules, and units, making their distinctions more intuitive.
2. Revise the suggestion regarding navigation to evaluate which ones can be implemented, considering the platform's technological design.
3. Check the functioning of the activities to avoid obstructing the progression of the answers are correct.
4. Enhance formatting and text presentation to make it visually appealing and uniform across sections.

1.4. Satisfaction and experience with the platform

Four issues were rated to evaluate **the satisfaction and experience with the platform**:

- i. Usefulness of the platform for learning/ studying
- ii. Interesting presentation of the topics covered by the platform
- iii. Depth of learning enabled by the use of the platform



iv. Overall view of the platform use

The assessment about **the satisfaction and experience with the platform** shows a mixed perception (Figure 6). The usefulness of the platform for learning and study is the most highly rated aspect, with 35% satisfied and only 4% dissatisfied. The presentation of topics also receives positive reviews, with 39% of users satisfied and 9% completely satisfied. However, the 39% of neutral responses indicate that there are still opportunities to optimize the experience and turn these opinions into positive ones. In terms of overall usage, only 13% of users are fully satisfied, while 43% remain neutral and 17% are dissatisfied. In relation to the depth of learning facilitated by the platform, there are more students satisfied and totally satisfied (39% in total) than dissatisfied (17%).

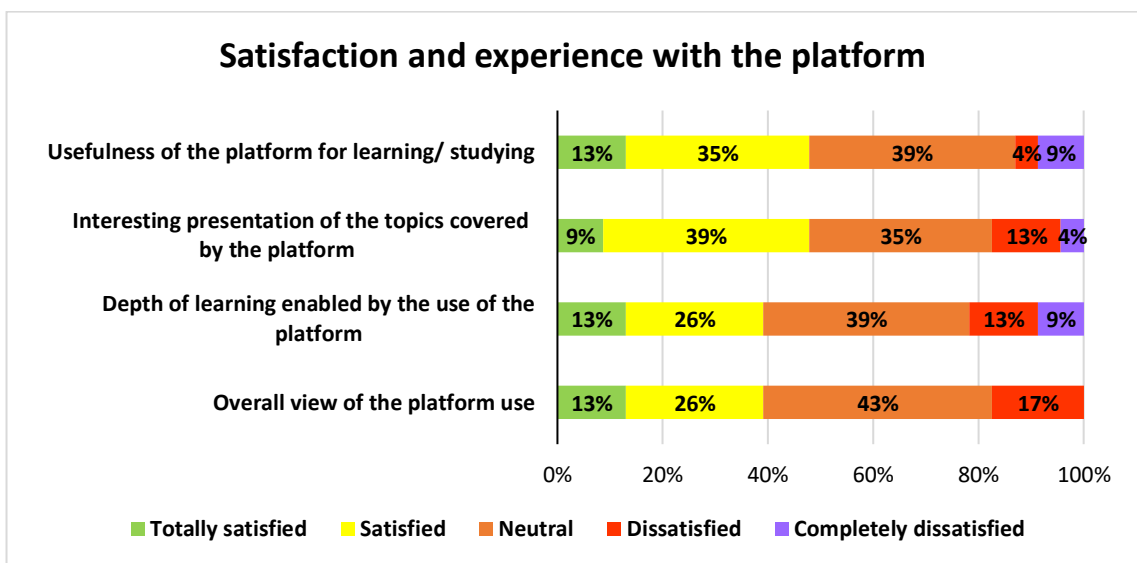


Figure 6. Assessment of the satisfaction and experience with the platform.

In the open questions, the students made some **positive remarks** regarding their satisfaction and experience with the of the platform:

- *I think that the platform so far gives a great overview of sustainability accounting and all the necessary foundations (natural science basics, historical facts, governance stuff)*
- *Very satisfied with the use of the platforms despite some bugs on some activities that I mentioned earlier.*
- *I like the combination of text, video and activities.*
- *You can learn from practical cases that would help a lot to improve knowledge.*

The students make some aspects to be improved regarding their overall **satisfaction and experience with the platform**.

- *It is a bit rough to just go for hours on the platform. It should not be used with this intensity to be fair.*



- *Content was really great and interesting. However, this type of learning was a bit challenging, I think that a lot of the content was too dense, and some activities didn't allow for us to be more critical or reflective.*

MEASURES TO BE TAKEN BASED ON FEEDBACK

1. During the teaching activity, students were asked to advance on the platform in four days to test the content implemented. The platform is not designed to be completed in such a short timeframe, and final users won't encounter it as such an intense experience.

1.5. Content

To evaluate **the content**, students were given space to comment on the different units with the aim of modifying or improving content (i.e., text, activities, etc). The most relevant comments regarding **Unit 1.1 and Unit 1.2** are presented below:

- *I think the structure or the texts should be revised a little. Some were very long and dense, I liked the diagrams as they have a good summary, also some topics had tables, which really helped to translate the long summaries into a more readable format. Also maybe improving highlights, use of different fonts and colors and font size.*
- *"Definitions and causes of the Anthropocene: a starting point to value it." There were different text style and they were in different sizes.*
- *Everything is well explained on the platform.*
- *The section about stratigraphy is formulated in a very complicated way. Could be streamlined.*
- *In the section "Definitions and causes of the Anthropocene: a starting point to value it." font sizes vary.*
- *I really liked the wheel spinning activity, because you have lots of time and can try again when you give a wrong answer*
- *Generally, I really enjoyed this section!*
- *For the activities in general, when user did it wrong couple of times, you should show the correct answers and explain it why. Otherwise user try to guess it to fully complete.*

The students also evaluated **the content of Units 2.1 and 2.2**. Their most valuable comments for improvement are presented below:

- *Everything is well explained on the platform. I don't remember exactly which activity it was, but there were sometimes bugs in the games that didn't work well, like the crossword, puzzle.*



- *Sometimes, I answer all the questions correctly, but at the end, it says I failed, although I'm still allowed to move on to the next activity. There are some bugs that need fixing.*

MEASURES TO BE TAKEN BASED ON FEEDBACK

- 1) Ensure all games and quizzes are bug-free and provide accurate feedback.
- 2) Correct identified misspellings (not reported here for the sake of brevity, but corrected on the platform).
- 3) Check formatting to ensure consistency.