



**ERASMUS+ Programme**

**ISSA - Internationalization for Social and Innovative Start Up's and  
Entrepreneurs**

**2019-1-NO01-KA204-060263**

## **Piloting Report**

**Date: 16.08.2021**



## Introduction

### Information about the piloting

#### Description of piloting:

The piloting tested the MOODLE educational platform for self-training, the 3D virtual world learning platform where the users practiced the knowledge gained through the self-learning modules and the platforms' content. Partners collected all the results provided through the assessment of the pilots and the tools. Each partner prepared national report and presented it in order to identify the country specific and general recommendations of the pilot users before project finalization. This report combines the partners' results and addresses the recommendations provided. The responses and analysis include the opinion of 50 pilot users that completed the pilot questionnaires.

### Results of the pilot testing

Respondents were asked to complete the questionnaire “ISSA Project Piloting Evaluation” (Evaluation of the ISSA Environment). The questionnaire itself was divided into four sections.

**ISSA Content** – Evaluation of the ISSA materials

**ISSA e-learning Platform** – Evaluation of ISSA e-learning platform

**3D VW Platform and Scenario content** - Evaluation of ISSA gamification platform

**ISSA Products General Evaluation** - A general overview of ISSA project

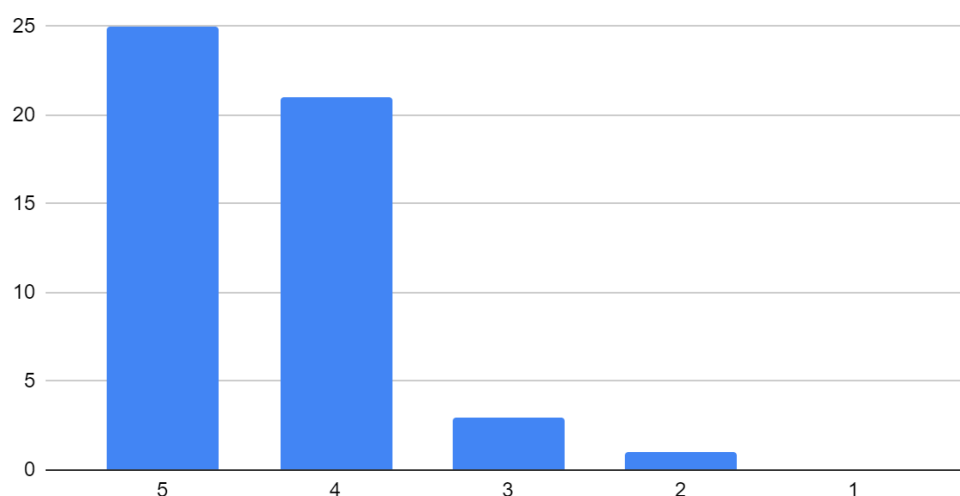
#### ISSA Content

*Within the ISSA Content Section, participants were asked six questions. In the first five questions, a Linear scale has been used, where 1 stands for “Strongly Disagree” and 5 stands for “Strongly Agree”. However, the sixth question was an open-ended one, which allowed the respondents to provide additional comments.*

**Question 1: The ISSA project products are useful for developing social entrepreneurial knowledge.**



### The ISSA project products are useful for developing social entrepreneurial knowledge

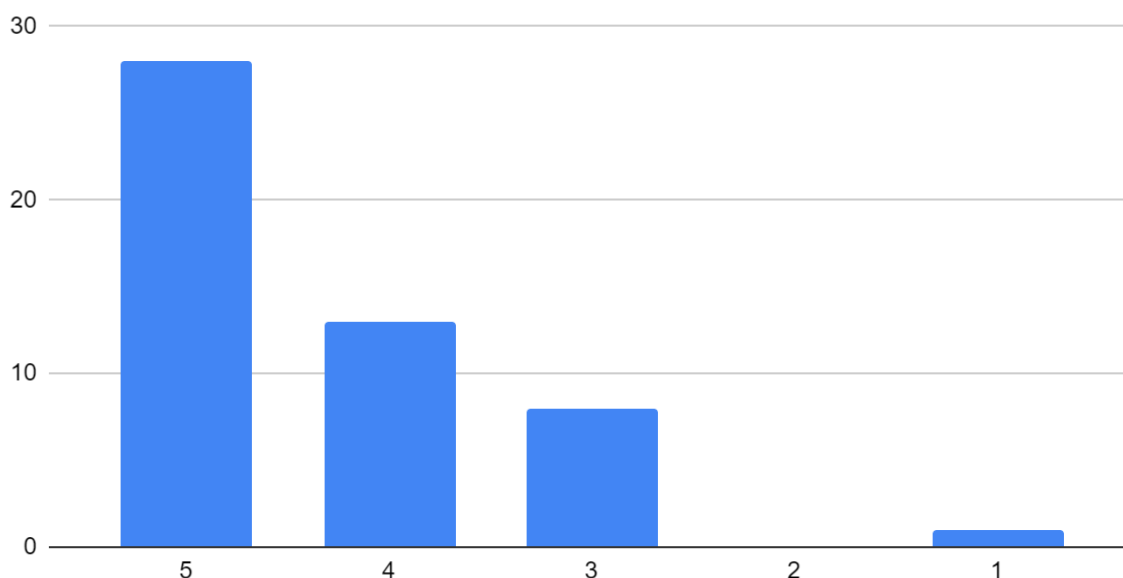


To the statement, *"The ISSA project products are useful for developing social entrepreneurial knowledge."*, mostly all of the answers provided were positive, as just three respondents stated that they are "Neutral" and one stated that someone "Disagree". Thus, one can see that most of the target group felt that the ISSA Environment prepared by the project partners, is designed to identify core and innovative learning methods that encourage success in international activities for Social Start-ups and entrepreneurs. The person who gave us the negative answer provided a constructive comment about what exactly he/she believes should be improved for the font size and the way the questions are asked. The suggestion was considered in the final version of the IOs.

### **Question 2: The ISSA project products (MOODLE self-learning platform and 3D Virtual world) are attractive and innovative**



The ISSA project products (MOODLE self-learning platform and 3D Virtual world) are attractive and innovative.

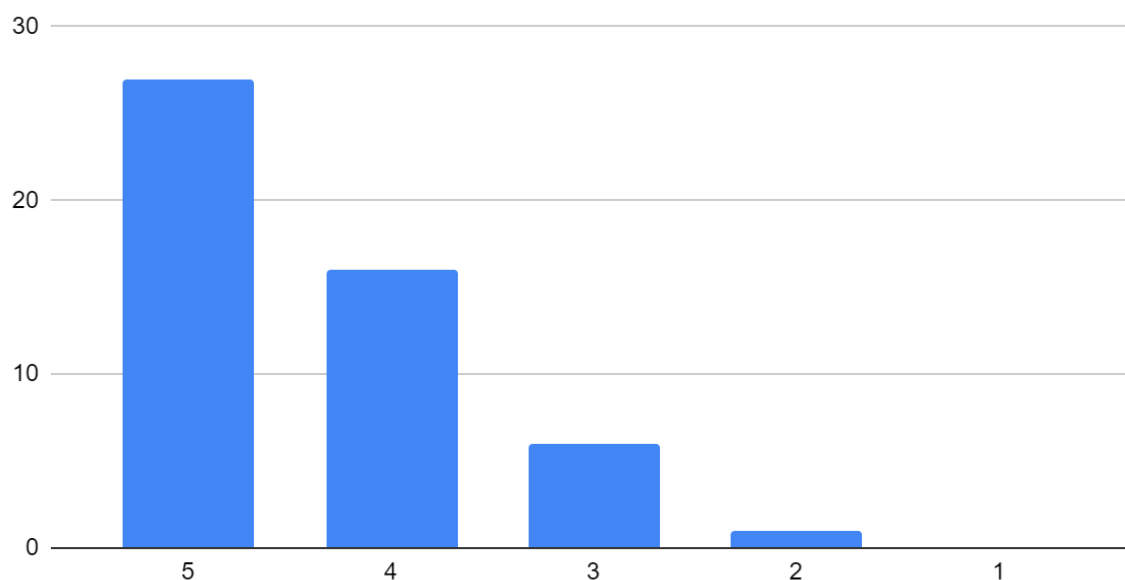


To the statement, *“The ISSA project products (MOODLE self-learning platform and 3D Virtual world) are attractive and innovative”*, respondents responded once more with positive answers predominantly. However, there are several “Neutral” answers and one “Strongly disagree”. Therefore, as a conclusion due to the bigger number of positive responses, the products created by the partners - *both the MOODLE self-learning platform and the 3D Virtual world* are well designed and include modern ways for developing. They as well, seemingly, have the benefit of being seen as attractive, which could encourage individuals to begin using the platforms or to use them more than other ones. The negative answer again is given by the person who provided same constructive feedback as the question above and it was taken into account.



**Question 3: The contents of the self-learning materials and game scenarios are applicable for developing social entrepreneurial skills.**

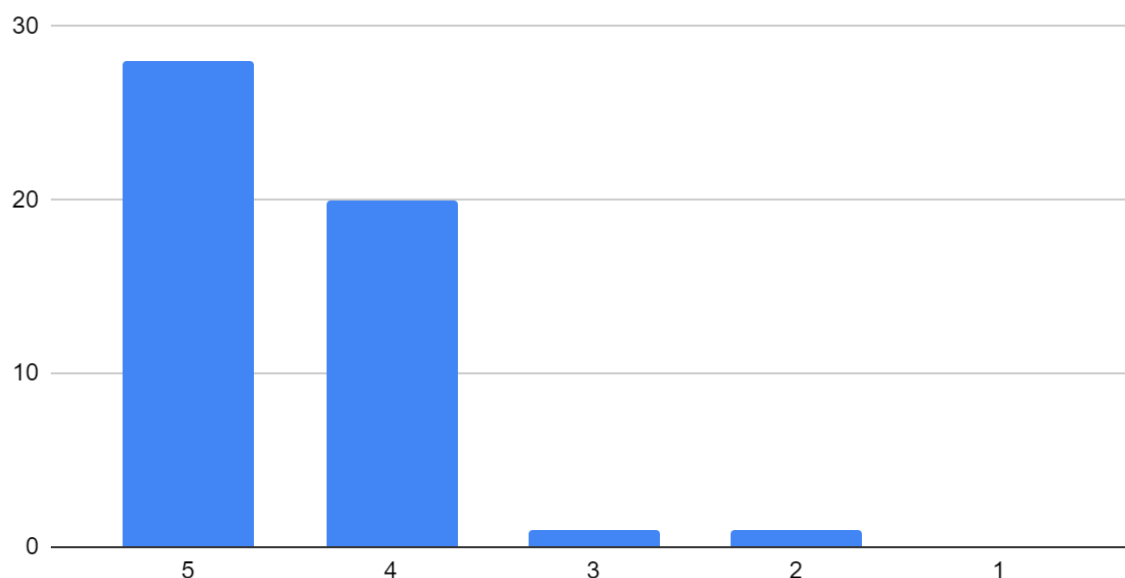
The contents of the self-learning materials and game scenarios are applicable for developing social entrepreneurial skills.



To the statement, *"The contents of the self-learning materials and game scenarios are applicable for developing social entrepreneurial skills."*, nearly all of the given answers were positive, with six people having a neutral response and one "Disagree". Hence, most of the target group believe that the ISSA products prepared by the project partners are an efficient way for developing users' social entrepreneurial skills. This adds even more worth to the products, benefiting its users to an even greater extent.

**Question 4: Was the presentation of the competences in the four learning modules clear, valuable and practical?**

Was the presentation of the competences in the four learning modules clear, valuable and practical?

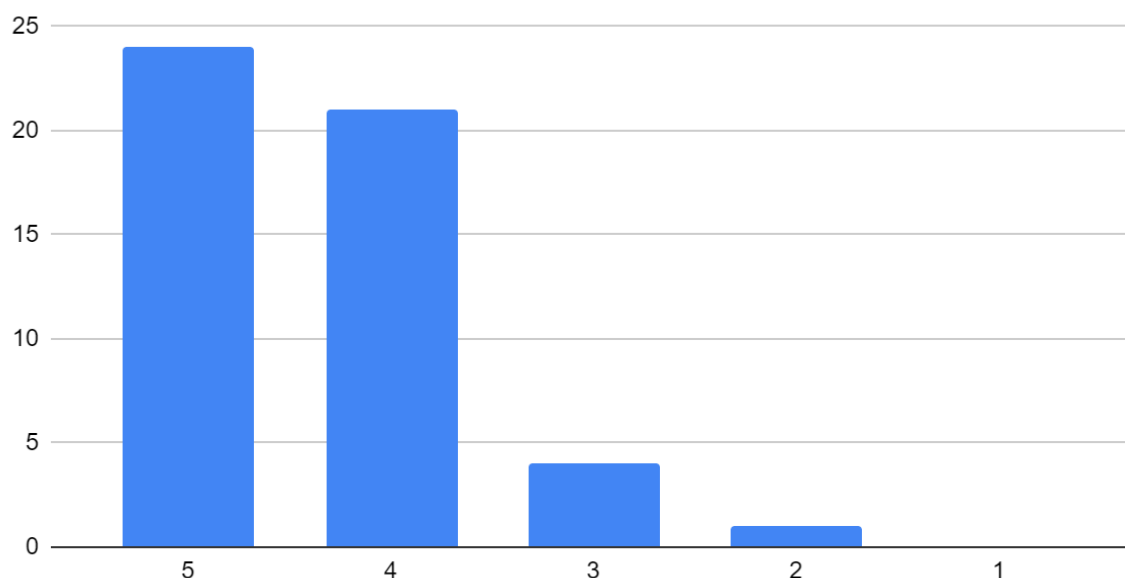


To the question, *"Was the presentation of the competences in the four learning modules clear, valuable and practical?"*, the trend of the responses was similar to the previous ones, meaning that most respondents stated that they "Strongly Agree" and "Agree". Hence, they find the competencies in the four learning modules to be clear, valuable, and practical. This response, along with the previous ones, gives additional value to the worthiness of the ISSA project, especially since the answers are quite consistent.

**Question 5: Was there a relationship between the learning material and the self-evaluation tests?**



## Was there a relationship between the learning material and the self-evaluation tests?



To the question, *"Was there a relationship between the learning material and the self-evaluation tests?"*, most of the responses were positive again, as most of the respondents answered with "Strongly Agree" or "Agree". Consequently, one can conclude that there is a positive and strong relationship between the learning material and the self-evaluation tests created by the partners, a goal that was set during the creation of the project that has been evidently attained.

### **Question 6: Do you have any additional comments about the learning content (suggestions to the learning material presenting the different competencies or additional learning materials)?**

The learning materials are good for basic knowledge, they are a bit simple for someone with experience.

The learning content works fine. The pdf looks good, and they do have an informative text. I like the pictures and the additional learning material. I would not use the pdf as a presentation (it has too much text) however, I think it works very nicely as a workbook for students. It could be improved by having some more practical challenges instead of only key tips. I think what you lack is an actual orientation - asking students to go out and do something. This could be emphasized through specific tasks to perform.

The contents were appropriate. I found that in the Spanish version of the module about



Spotting opportunities, some content was in Norwegian. Then, some questions were not totally translated in the self-evaluation test of the module about the Identification of problems
In the first module (Opportunities) there was a part that appeared in Norwegian and I chose the Spanish version
Uses relevant questions to introduce the subject
Good coverage of important content for social entrepreneurs.
The course overview could benefit from showing a progress bar or % finished by the student so that they can see what they have finished and what needs more work.
Some questions are not translated in Moodle
Some questions are not well translated
Some questions are in English rather than in Spanish.
I think the written learning material and the tests are quite valuable. The 3D world is nice, but it was a lot of struggle to get it downloaded. The description of how to download it was nice, but I believe most people have restrictions on the working computers to download this kind of system to their computers. The link to download is also a bit questionable and might be seen as spam. But all in all, the 3D world is a nice addition, but maybe it could be beneficial to have this as an optional exercise?

This was the open-ended question in this section. Those responses demonstrate that the users find that the platform could be a good starting point for someone who wants a basic knowledge in entrepreneurship and who is willing to develop new skills. The target group gave some very useful ideas on how the partners can improve the overall product that were taken in consideration.





## Summary of ISSA Content

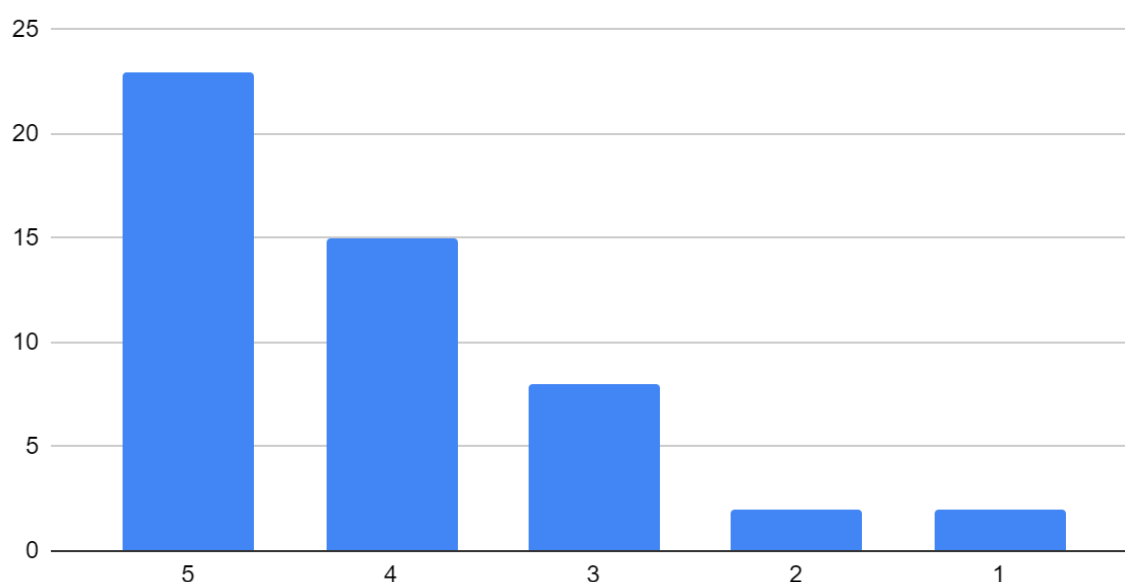
The section related to **ISSA Content** where the target group was asked to evaluate the ISSA materials was met with positive responses by the respondents. Based on the results of this section, one can conclude that the respondents felt that the outputs produced by the ISSA project meet the original objectives set by the consortium and the product created by the partners is well designed, easy to use, clear, valuable, and practical.

## ISSA e-learning Platform

*Within the ISSA e-learning Platform, participants were asked ten questions. In the first nine questions, a linear scale was used, where 1 stands for “Strongly Disagree” and 5 stands for “Strongly Agree”. However, the last question was an open-ended one, where the respondents are able to offer personal comments about the platform created by the partners.*

### Question 1: How easy is the access to the ISSA e-learning platform (register, login)?

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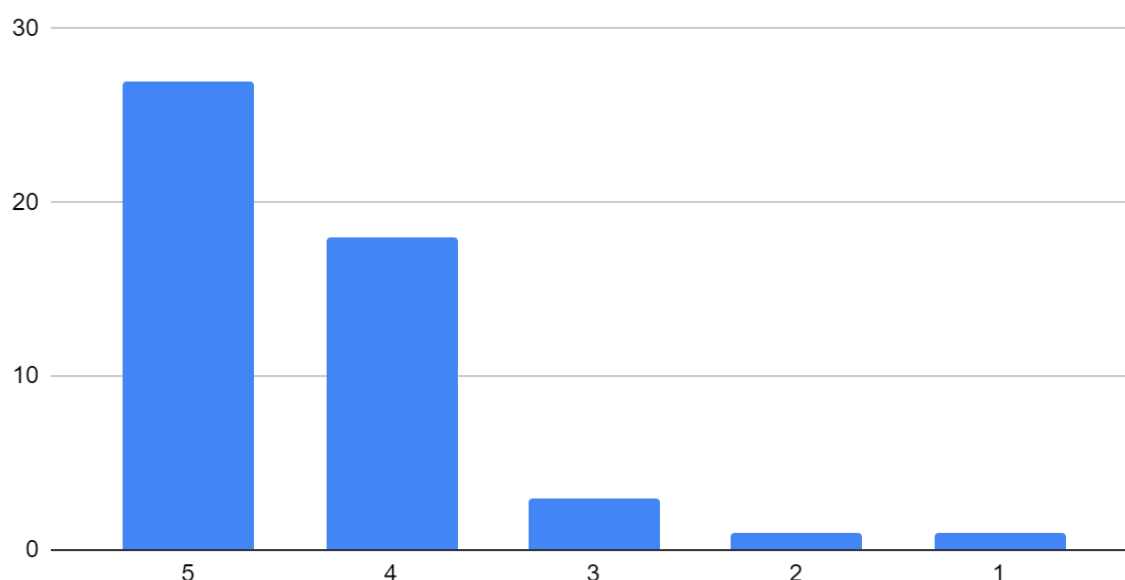
To the question: *"How easy is the access to the ISSA e-learning platform (register, login)?"*, all of the participants in the piloting responded with either "Agreed" or "Strongly Agree." However, we received some "Neutral" answers - 8 and two for "Disagreed" or "Strongly



Disagree.” So, we can conclude that majority find the registration process, as well as the later needed login process, satisfactory, as the respondents agreed to its ease of use. Based on the internal testing as well as on the National pilot testing in all partners’ countries, it is revealed that the manual needs to also include instructions for MacOS users. Therefore, a explanatory paragraph has been added to the section INSTALLATION AND SET UP after the subsection Viewer Installation.

### **Question 2: How easy is changing the configuration settings (language, password) and navigation?**

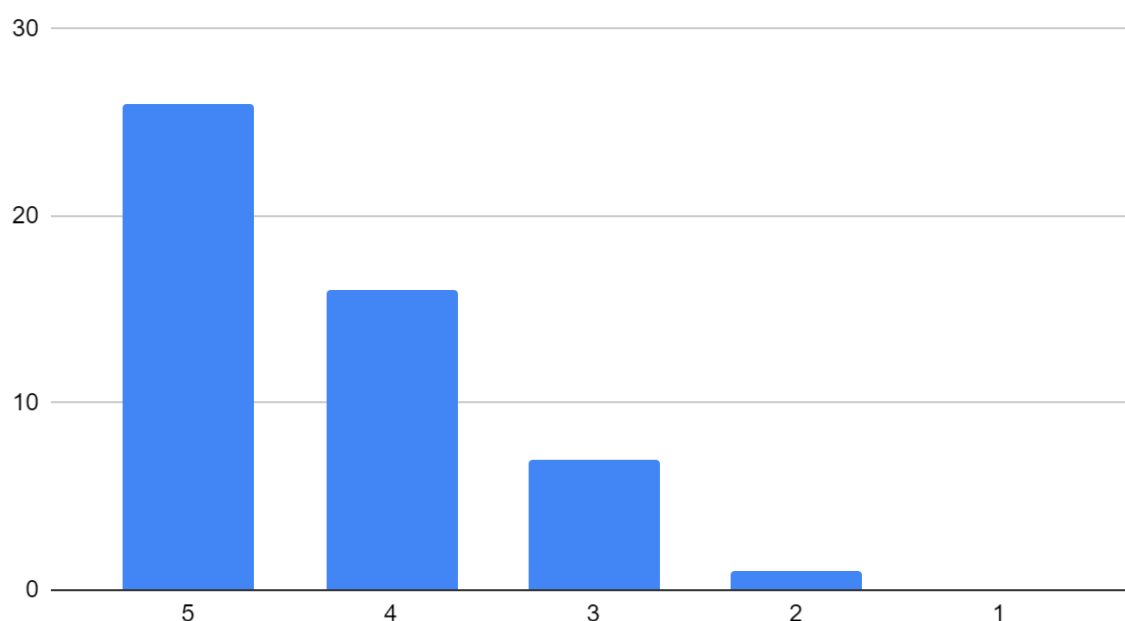
How easy is changing the configuration settings (language, password) and navigation?



To the question, *"How easy is changing the configuration settings (language, password) and navigation?"* 90% of the contributors answered positively, meaning that the target group finds the configuration settings easy to change, increasing comfortability for its users. Thus, one can conclude that the navigation settings on the platform are well designed and easy to access without major challenges.

### **Question 3: How helpful do you find the platform manual?**

## How helpful do you find the platform manual?

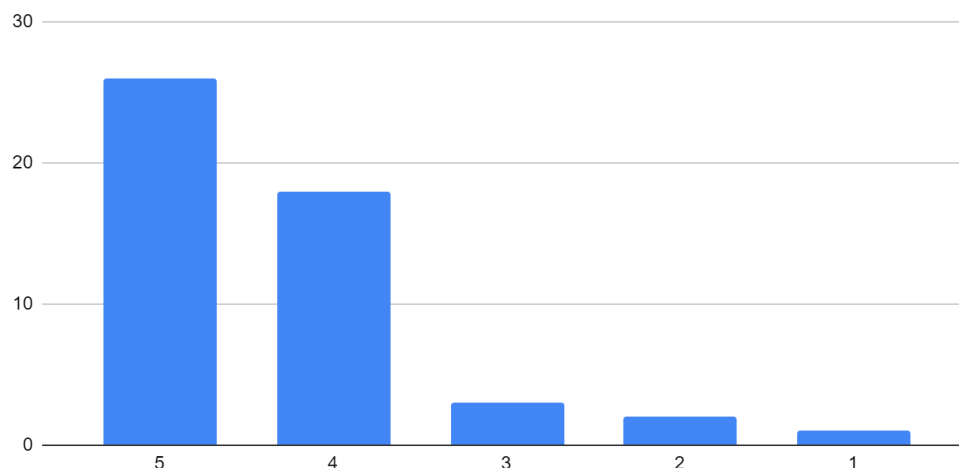


The question, "How helpful do you find the platform manual?" was answered with a very high number of "Strongly Agree" responses (more than 50%). Most of the other responders said that they "Agree" and seven answers "Neutral". Thus, it is essential to highlight that the respondents appreciate the manual of the platform and find it helpful, meaning that the objective has been fulfilled.

**Question 4: Does the platform allow users to visualize their learning progress in a meaningful way and to enjoy all the content of the platform without having to download and install additional plug-ins?**



Does the platform allow users to visualize their learning progress in a meaning way and to enjoy all the content of the platform without having to download and install additional plug-ins?

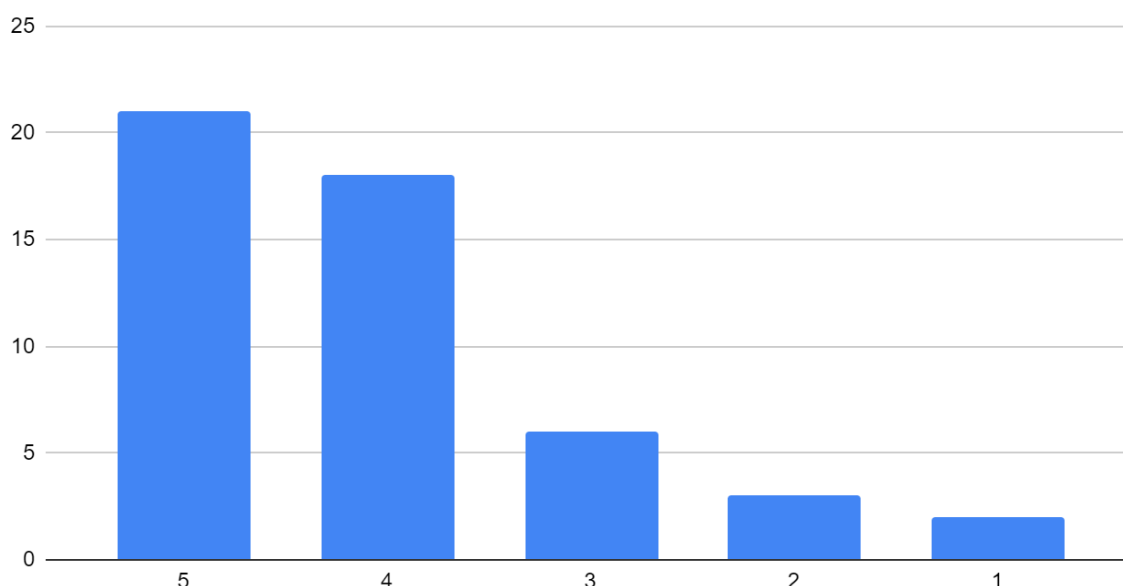


To the question, *"Does the platform allow users to visualize their learning progress in a meaning way and to enjoy all the content of the platform without having to download and install additional plug-ins?"* only six different than positive responses were collected. This speaks well for the way the platform is created and how different users interact with it, especially due to the fact that individuals have stated that they enjoy all the content of the platform without having to download and install additional plug-ins, making it easier to use.



**Question 5: Do you find the Interaction with external assets (ISSA 3D Virtual World) intuitive?**

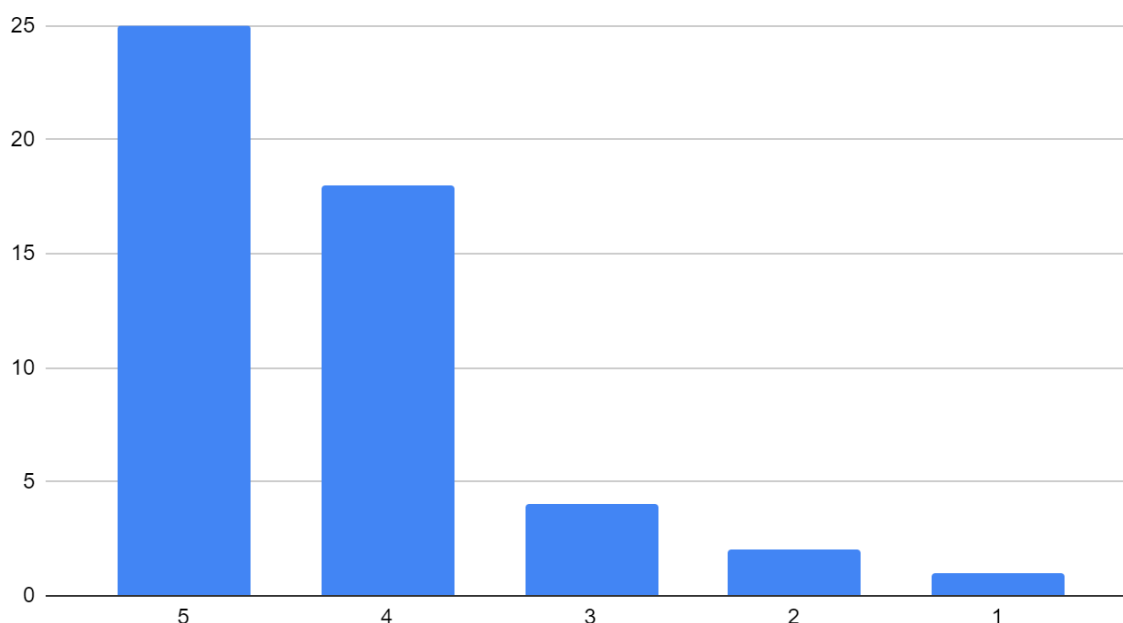
Do you find the Interaction with external assets (ISSA 3D Virtual World) intuitive?



To the question, *"Do you find the Interaction with external assets (ISSA 3D Virtual World) intuitive?"* most of the responses were repeatedly positive. One may conclude that the target group finds the ISSA 3D Virtual World as extremely intuitive, which is one of the other objectives that was set by the partners even before the start of its creation. Hence, it is very significant that this aim was achieved with most of the target group strongly agreeing that the interaction with the external assets is intuitive. For some of the "Neutral" and negative answers, there are extra comments provided by the users, so the partners took them into account and improved the platform according to the minor suggestions given by the target group.

**Question 6: How easy are the steps to follow during the course?**

How easy are the steps to follow during the course?

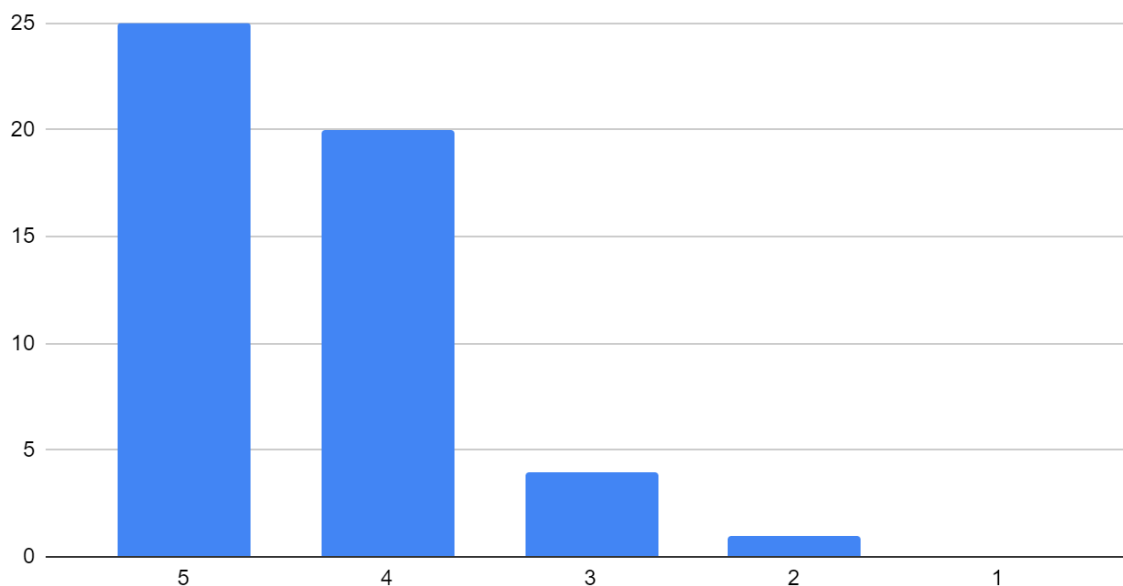


To the question, *"How easy are the steps to follow during the course?"* The majority of answers were "Strongly Agree" (50%) and "Agree" (36%). This helps to lead to the conclusion that the target group believes that the numerous steps needed to be completed during the course are easy to follow. Therefore, this offers favorable feedback for the platform that was created by the partners.

**Question 7: Are the quizzes meaningful, facilitating comprehension in relation to the competences?**



Are the quizzes meaningful, facilitating comprehension in relation to the competences?

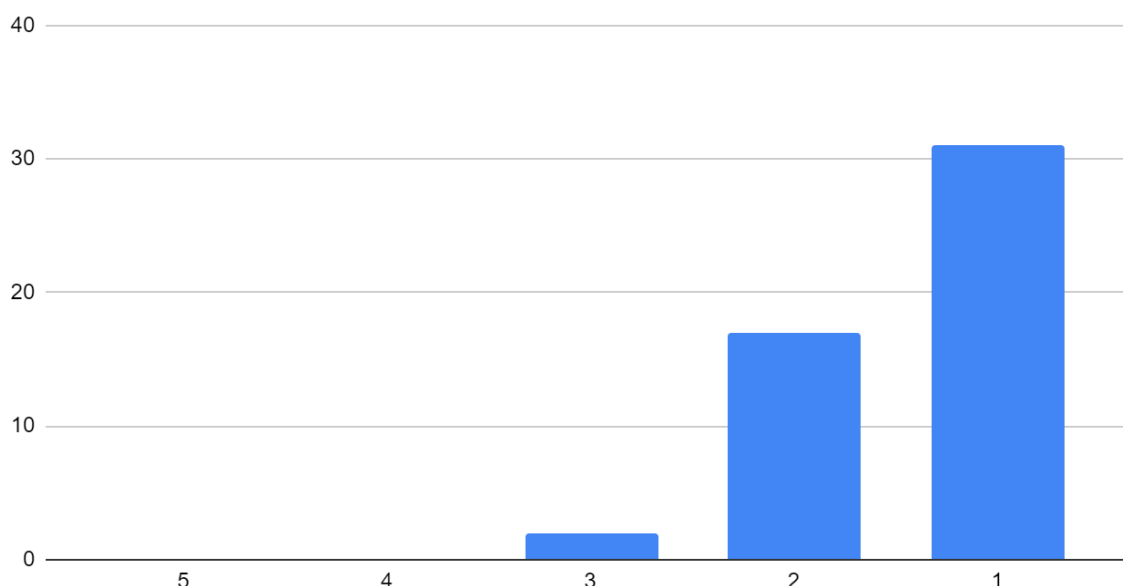


To the question: "Are the quizzes meaningful, facilitating comprehension in relation to the competences?" Almost all of the answers were positive except 10% which was neutral or negative. Therefore, one may easily conclude that the individuals that are part of the target group believe that the quizzes are well created for easier understanding in relation to the competencies.



**Question 8: Have you experience any difficulties during your navigation in the platform?**

Have you experience any difficulties during your navigation in the platform?



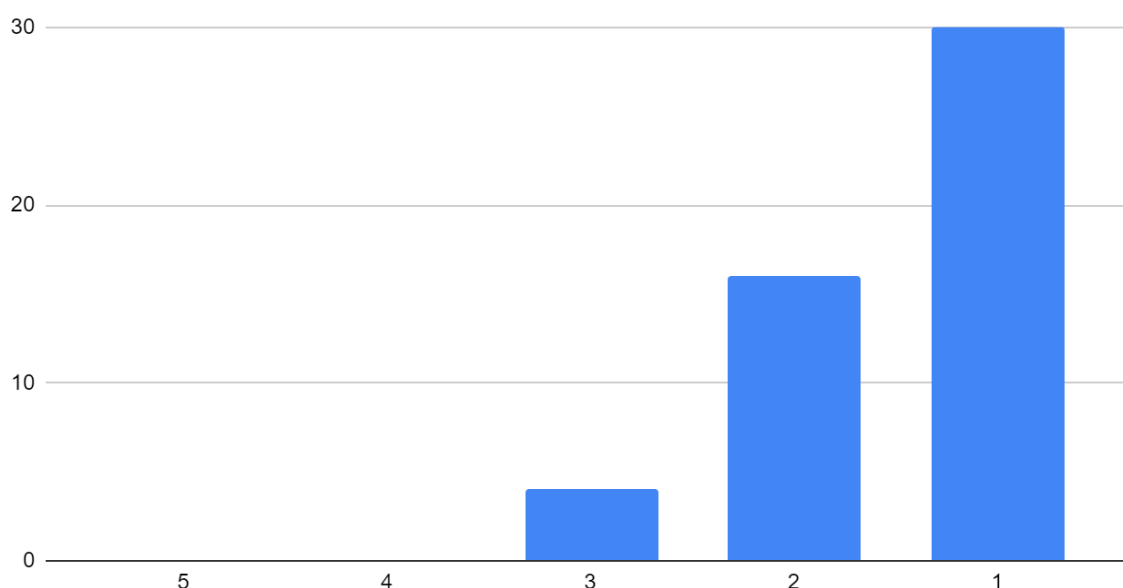
To the question, *"Have you experience any difficulties during your navigation in the platform?"* which most precisely detects how well individuals are able to interact with the platform navigation - all the answers were strongly negative, as most of the target group responded with *"Strongly Disagree"*. In other words, individuals have no difficulties with their interactions on the platform and so according to the piloting group, one can deduce that the navigation is very well designed and easy to use.

**Question 9: Have you experienced any difficulties during self-study of our course the implementation of this scenario?**





Have you experienced any difficulties during self-study of our course the implementation of this scenario?



To the question, *"Have you experienced any difficulties during self-study of our course the implementation of this scenario?"* all the answers collected were once very negative. Thus, one may come to the conclusion that similarly with the use of the navigation on the platform, individuals have no difficulties during the self-study of our courses as well, thereby obtaining yet another main objective of the project.

**Question 10: Do you have any additional comments about the ISSA e-learning platform?**

Very useful platform
Good opportunity for social entrepreneurship
The quiz was difficult for me.
I suggest pdf be opened in a new window. In the section IMPLEMENT IT it would be good to have the description of each scenario (as there is on the site)
The pdf files have to be presented by language not altogether. Some additional materials are not accessible
When I opened the pdf files I had to go back and search where I was. The pdf can be opened in a new window
The translations of the provided material should be checked again, so that they are fully

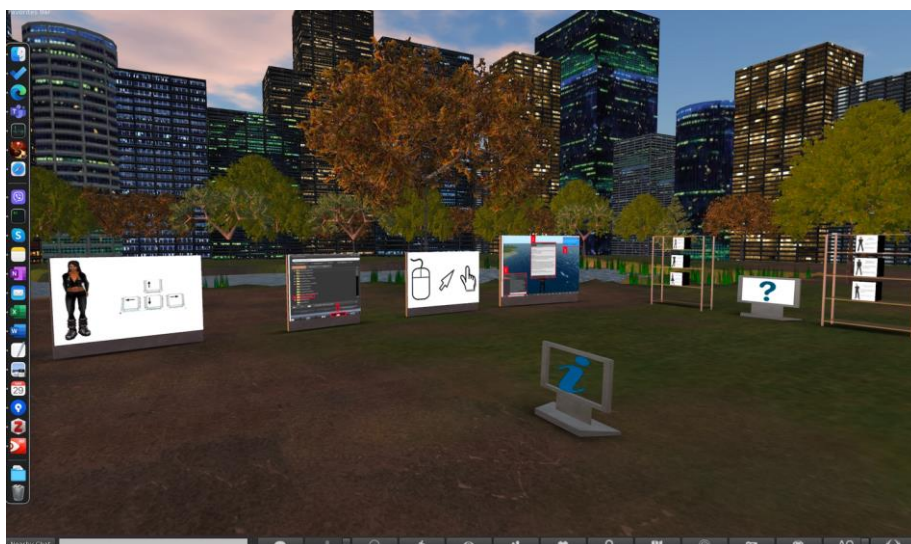


understandable by one studying it and any grammatical and/or syntactical errors are corrected. Moreover, it would be easier to have the corresponding material embedded in the Moodle platform, rather than having to download the PDF file, from a list where the PDFs for all languages where presented.
First: This questionnaire is not written in the best possible way, it has several questions that does not comply with "disagree/agree". Also, these questions that do have room for comments are extremely small. It makes it very hard for me to see my comments. I think it would be better to have the opportunity to write long comments, wich is an option in the setup of the google form. However, I have answered this form as good as I can :) Now, to the platform: The need for a password to access the quiz was highly annoying and problematic. It disturbed my work flow. The platform works, but it does have a lot of potential to be better, especially in terms of user interface. Also, I had challenges logging into the platform. I created two users with two different emails, but I did not receive any confirmation email to any of them. I tried again later and accessed the platform with one of my emails, but not the other one. I was asked to check my confirmation mail, which I still hadn't got.
The platform is useful but sometimes difficult to understand. Further clear indications are needed to enter the game
No - 2 times
Very good
Each lesson could have a description of the scenario we then play in the virtual world
Good platform overall! A small detail: when creating an avatar in the virtual world, it wasn't possible to write the character '@' in the e-mail field
In the summary of the quiz, before submitting; questions and selected answers could be visible for final review. Now it only says «answer saved». After submitting, the overview of correct/wrong answers given should include correct answers where the wrong answer has been submitted. The quizzes need more spell-checking.
it's very nice
The pdfs could be shared by language and not altogether
To the questions that had all of the above as an answer, none of the above always the answer was one of these 2 while it could have been one of the other

On this question, users were able to give additional comments about the ISSA e-learning platform. Some of the answers given were strongly affirmative regarding the usefulness of the platform, while others are full of constructive comments about different parts and aspects of the platform which the partners considered in the final version of the platform. The final version of ISSA 3D VW Platform, includes an extra functionality which is the ability of players to exit each educational scenario before its completion. For that reason, in each scenario an EXIT SIGN has been added (it looks like following):



Thus, if for any reason, players want to stop implementing any educational scenario they can click on EXIT sign and they will receive a confirmation message. Upon their confirmation, they will be teleporting outside of the selected building. If players decided to play again the specific scenario they can enter and start playing again (from the beginning). In addition, this extra functionality has been added in the information panel in the area of intinctions -next to the welcome area (see below screenshot).



It is estimated that this extra functionality will also increase the sustainability of ISSA 3D VW Platform in two ways:

- First, potential players will have more “freedom” in go in and out each building and testing each educational scenario

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- Second, it will further facilitate partners to demonstrate each scenario without playing it from the start to the end.

### Summary of ISSA Content

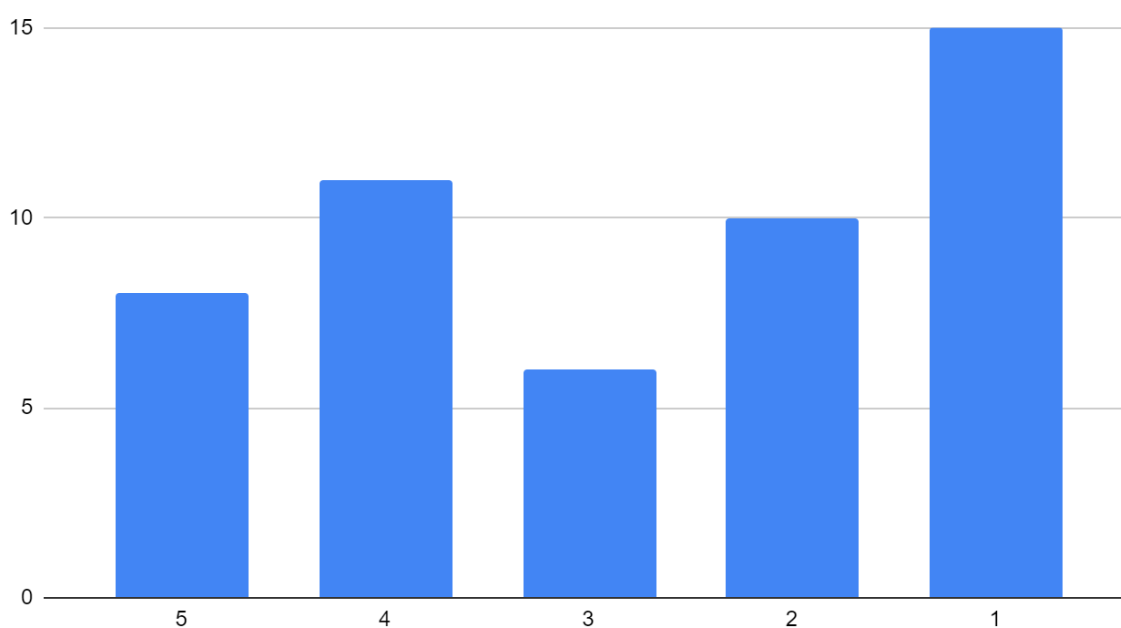
This section was related to the **ISSA e-learning Platform** where the target group was asked to evaluate the ISSA e-learning Platform, which was considered positively by the respondents. Based on the results of this section, one can strongly infer that the respondents felt that the outputs produced by the partners in the project meet the original objectives set by the consortium, and the platform is well designed, easy to use, and brings new knowledge. They provide some good ideas for updating the platform which the partners considered.

### 3D VW Platform and Scenario content - Evaluation of ISSA gamification platform

*Within the 3D VW Platform and Scenario content*, participants were asked sixteen questions. A linear scale was used, where in the first eleven questions, 1 stands for “Strongly Disagree” and 5 stands for “Strongly Agree”, with the remaining five questions being open-ended ones.

#### Question 1: Are you familiar with OpenSim?

Are you familiar with OpenSim?

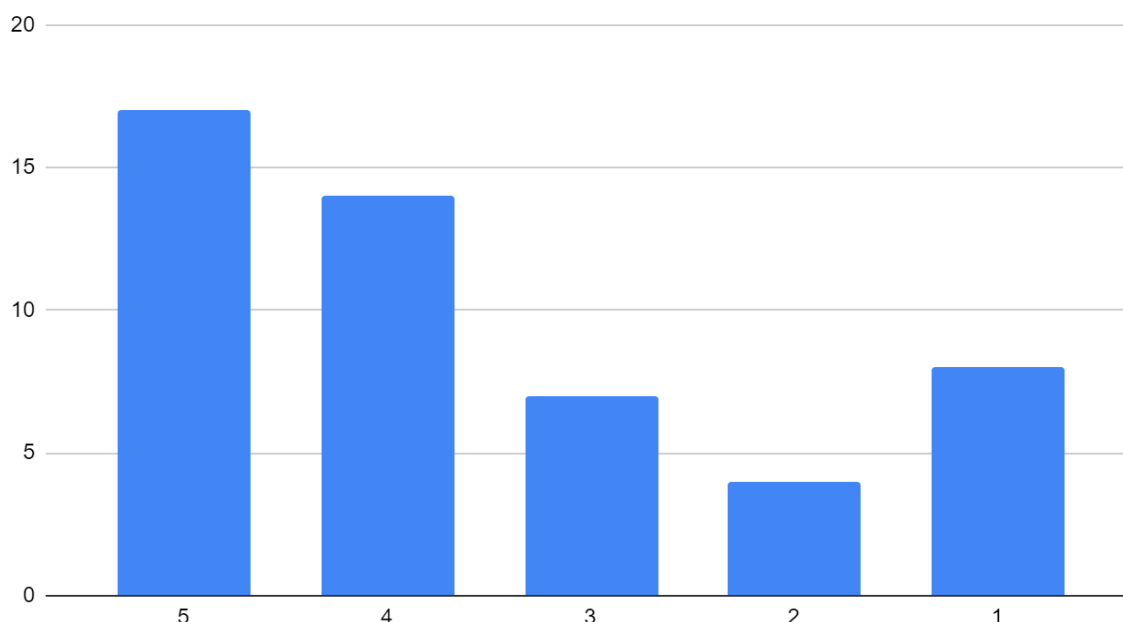




For the statement, "Are you familiar with OpenSim?" The answers varied, as there were around 40% of individuals who said that they are strongly or partially familiar with OpenSim. Whilst, 50% of the individuals had responses such as "Strongly Disagree" or "Disagree", meaning that they were not interacting with the platform as much or even at all, thus are not very familiar with OpenSim. Therefore, the target group ranges from individuals with and without experience, hence increasing the reliability of the results in this questionnaire as it portrays the opinions of different types of users.

### Question 2: How easy was to install the client and start the game?

How easy was to install the client and start the game?

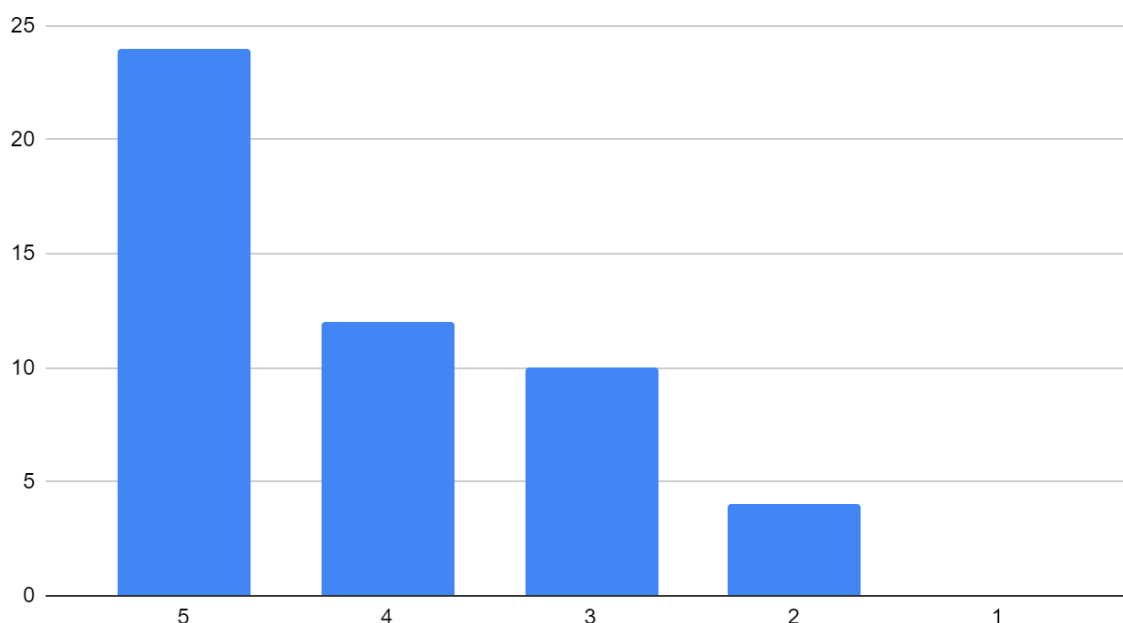


To the question, "How easy was to install the client and start the game?" the respondents again varied. Here, more than 60% gave a positive answer and around 15% a neutral one. Others are negative. This shows that the products created by the partners, for most people, are well designed and offer flexibility for the users, as it is seemingly effortless for them to download and begin using them. The others provide us a constructive comment about what exactly they believe should be improved.

### Question 3: How helpful are the 3D VW platform's manual and instructional video?



### How helpful are the 3D VW platform's manual and instructional video?



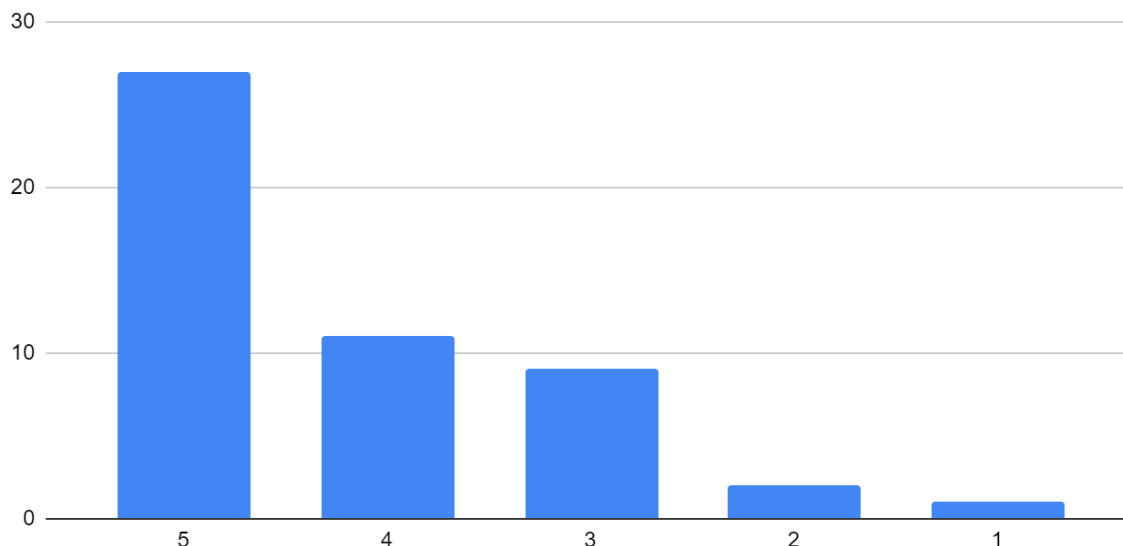
To the question, *"How helpful are the 3D VW platform's manual and instructional video?"*

Almost all of the answers presented a favorable account of the platform's manual and instructional video with only four individuals providing a negative response. A very significant goal for the partners is to make sure that the instructional videos are able to benefit the users during the interactions with the 3D VW Platform. Therefore, since the responses to this question do in fact indicate that the target group presumes the video and the manual to be helpful and useful, the partners' goal has been accomplished.

**Question 4: How helpful is the available practical information- how to move, where to find your inventory, what is a notecard etc. (located next to welcome area)?**



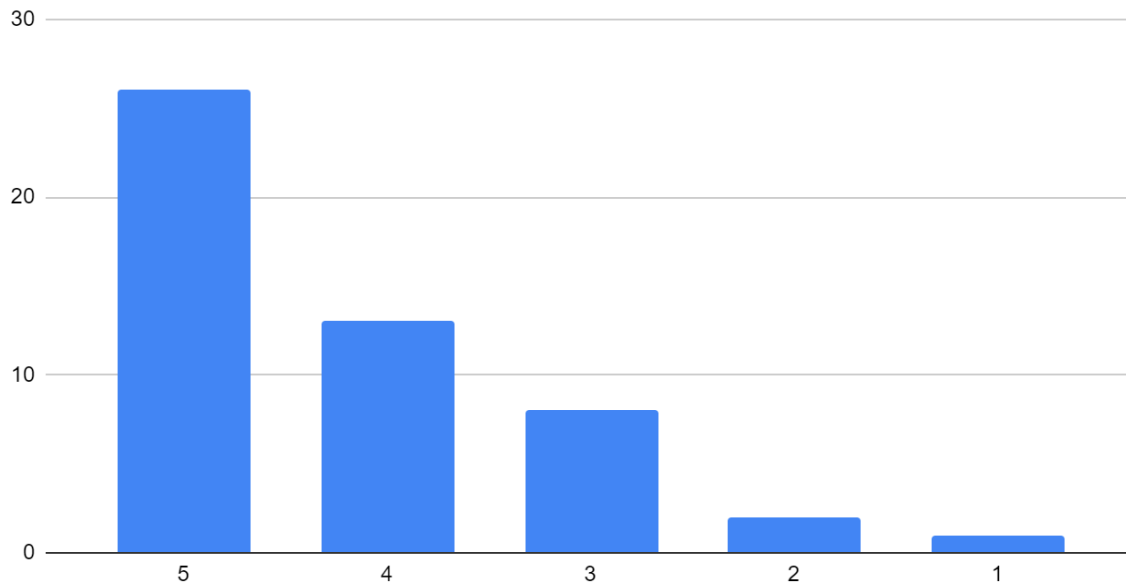
How helpful is the available practical information- how to move, where to find your inventory, what is a notecard etc- (located next to welcome area)?



For the question, "How helpful is the available practical information- how to move, where to find your inventory, what is a notecard (located next to welcome area)?" We can see that most of the answers are "Strongly Agree" and around 70% of all answers are positive. This can essentially prove that the information which is presented at the beginning with the most valuable advice on how to utilize the game is enough for its users to gain a good amount of understanding.

**Question 5: How easy was to interact (click on them) with the bots (financial manager, Export CEO & bartender)?**

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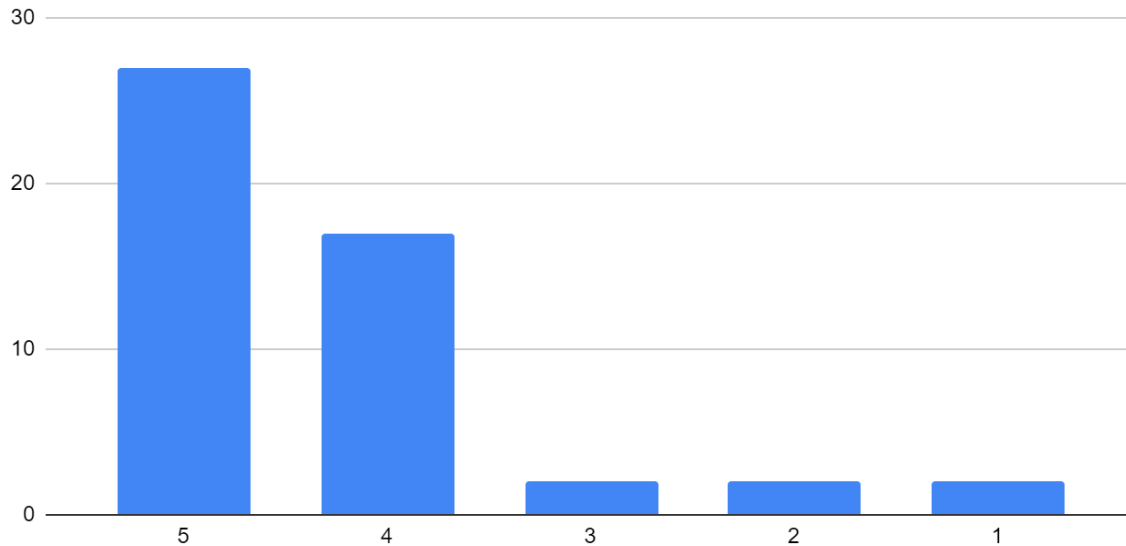
To the question, *"How easy was to interact (click on them) with the bots (financial manager, Export CEO & bartender)?"* The answers were again mostly pleasing with the respondents leaning towards the "Strongly Agree" response. Ergo, one may infer that the 3D VW Platform is intuitive and most of its users have no major trouble working with the bots (financial manager, Export CEO & bartender) in it.

**Question 6: Before entering the scenario, was the explanatory text provided clear? Did it help you understand what your first action in the scenario should be?**





Before entering the scenario, was the explanatory text provided clear? Did it help you understand what your first action in the scenario should be?

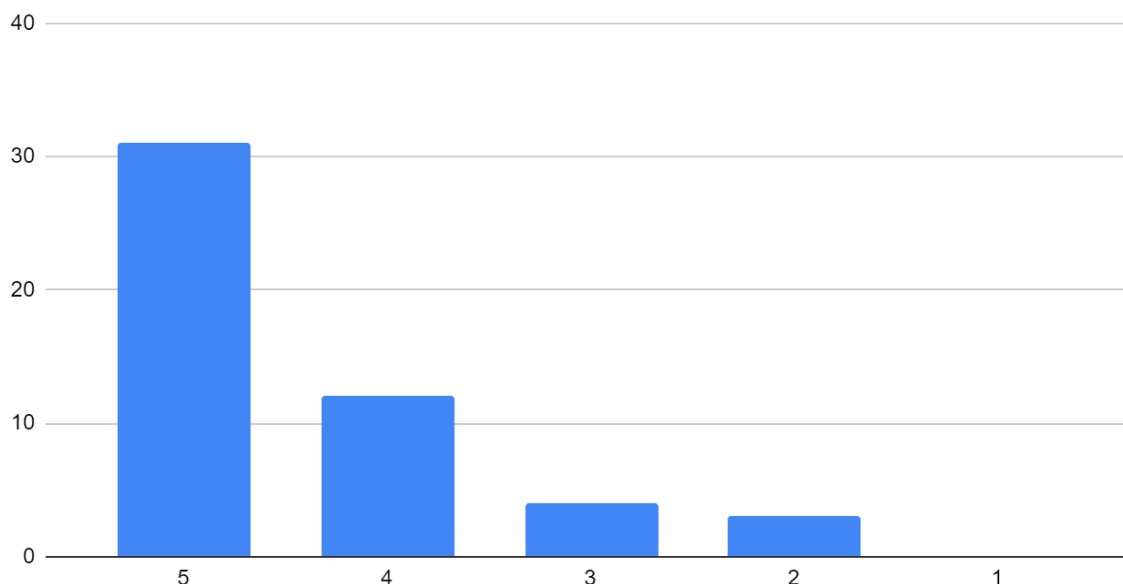


To the question, "Before entering the scenario, was the explanatory text provided clear? Did it help you understand what your first action in the scenario should be?" The answers were strongly positive, as most of the respondents responded with "Strongly Agree". Due to the acquired responses, one may deduce that the partners have included a coherent explanatory text in the 3D VW Platform for the users. This is of essence, as it is vital and greatly beneficial for the partners to grab the user's attention right from the beginning.

**Question 7: Were the questions and possible answers presented in the scenarios easy to understand?**



Were the questions and possible answers presented in the scenarios easy to understand?

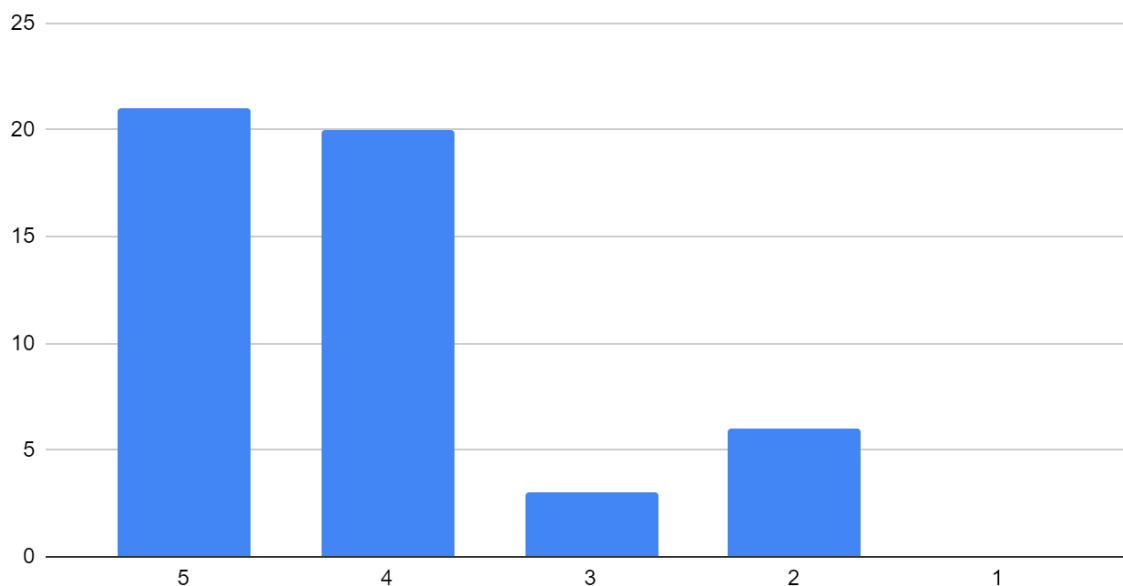


To the question: *“Were the questions and possible answers presented in the scenarios easy to understand?”* most of the respondents gave a “Strongly Agree” (62%) or “Agree” (24%) answer. Therefore, the products created by the partners are well designed in order to be easily understood by the users which is an objective that the partners had whilst designing the platform. Hence, they were able to achieve this goal.

**Question 8: When moving from one activity to another, were directions provided by the scenarios clear enough?**



When moving from one activity to another, were directions provided by the scenarios clear enough?

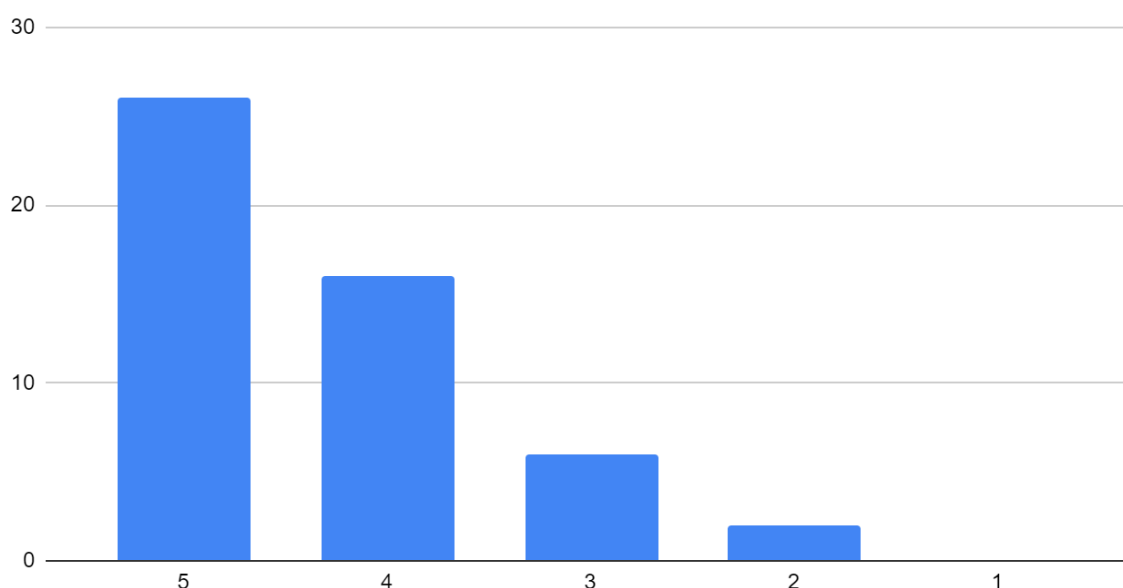


To the question, *"When moving from one activity to another, were directions provided by the scenarios clear enough?"* most of the respondents answered with either *"Strongly Agree"* (42%) or *"Agree"* (40%). This reveals that the target group considered the transition between the different activities easy to follow for the users, hence showing that the platform has been well created by the partners to provide the best experience possible.

**Question 9: Was it easy to answer the questions on each scenario after reading the content in the ISSA Moodle?**



Was it easy to answer the questions on each scenario after reading the content in the ISSA Moodle?

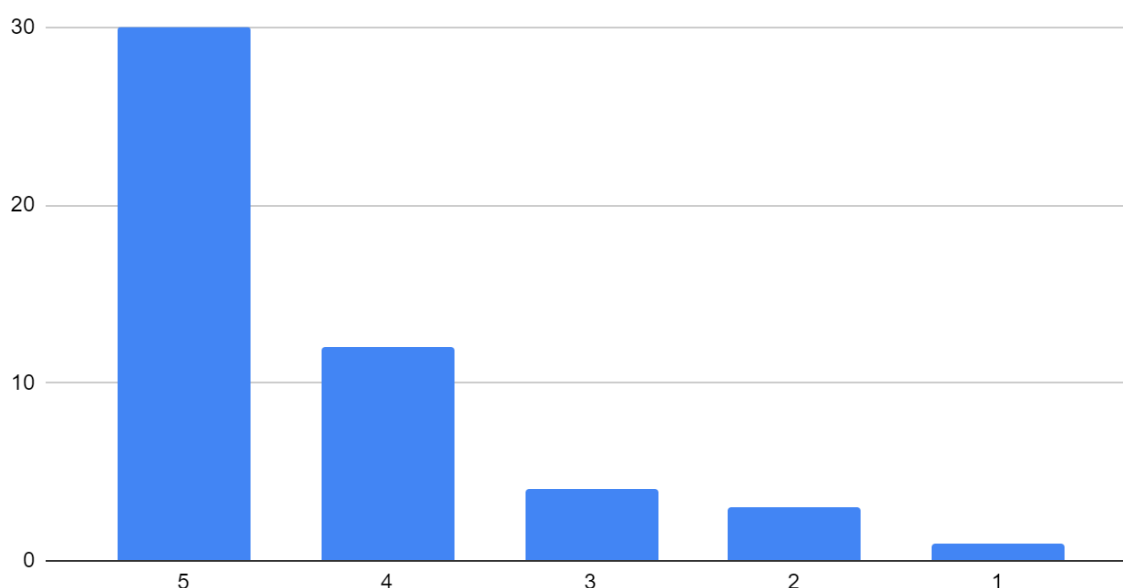


To the question, "Was it easy to answer the questions on each scenario after reading the content in the ISSA Moodle?", the trend is similar to the one in the previous questions, as the individuals gave positive answers. By using these responses as evidence, one may prove that the ISSA Moodle is designed to greatly benefit its users, as the information provided is more than good enough for the users to be able to use them to answer the questions one each scenario.

**Question 10: How visually attractive was the buildings (house, cafeteria companies) for you?**



How visually attractive was the buildings (house, cafeteria companies) for you?

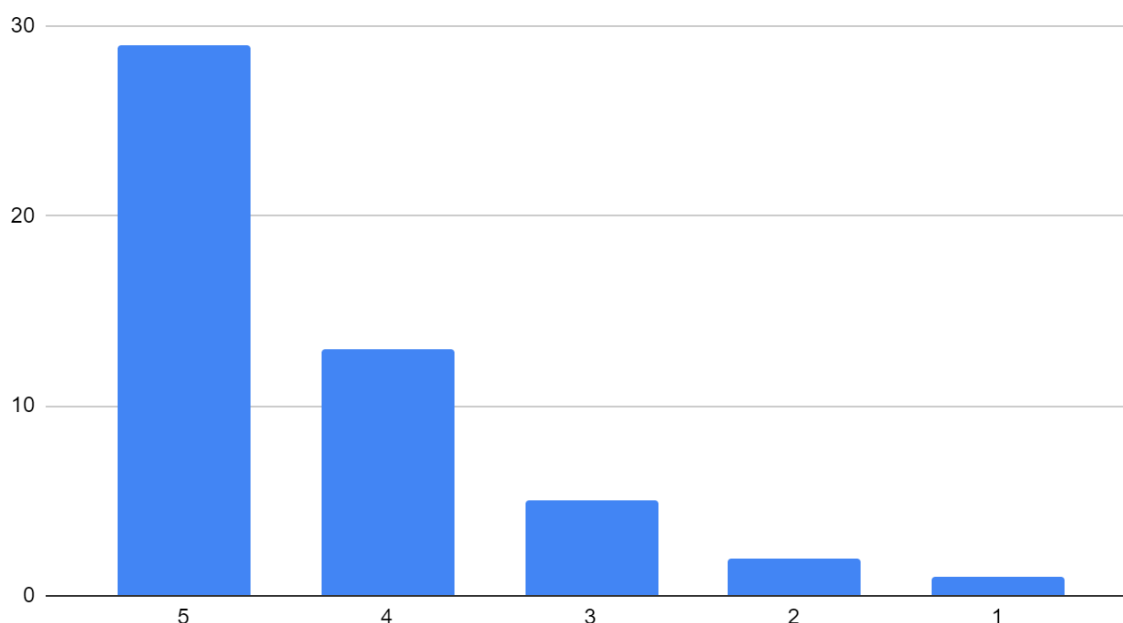


To the question, *"How visually attractive was the buildings (house, cafeteria companies) for you?"* The answers provided were again very pleasing (only for neutral answers and four negative), thus one may derive that the partners have created visually satisfying buildings on the 3D VW Platform, making it more attractive to its users. Therefore, another objective is achieved for the partners that created the platform.

**Question 11: What is your general evaluation after piloting ISSA products?**



### What is your general evaluation after piloting ISSA products?



One of the most important questions on the survey - *"What is your general evaluation after piloting ISSA products?"* The answers were very identical to the previous question and we noticed a huge amount of strongly positive answers, supporting the opinion that the ISSA projects are well designed and useful. Hence, the partners can be very content that the users find the product well designed and practical, meaning that the obtained product is satisfactory.

### Question 12: Do you have any comments or suggestions regarding the text included in the scenarios?

The text was clear in all the scenarios
The steps to create an account and login should be easier
The font could be different or there could be an option for each user.
I would prefer them to last longer
Lug on stairs
Is a very enjoyable way to learn
It a game easy for people who is related to that type of games



May be could be more visual
-----------------------------

It's complicated to start the game and don't look really attractive
---

The partners went over all of those suggestions and ideas and worked to update in the final version.

**Question 13: If you think more explanatory text in the scenario's introduction should be provided, could you specify in which ones?**

In the Scenario taking place in the house.
--

I do not think there is any need for more explanatory text in the introduction of the script, but as I mentioned I would like the script to last longer.
--

Not, they are very explanatory
--------------------------------

No it is okay
---------------

All comments here are positive, showing that the partners manage to create enough good products and it has enough explanatory text in the scenario's introduction which was part of the main goals of the project.

**Question 14: Have you experienced any difficulties during your navigation in the 3D VW platform?**

Difficult to download as mentioned above, as well as restrictions on my work computer making the process a bit tricky
---

I 'blocked' one of the blue note cards, and then I could not click on the item again, which made it impossible to finalize the scenario.
--

Some luck on the stairs but it is ok. Very beautiful design
---

The design for the big house was not very special
---

Sometimes it got stuck and the avatar went slow. Maybe my slow connection was to blame too
--

When the user entered the building, the text had to disappear
---



Not during navigation, but during the creation of the account
It's quite complicated to download the game
For a person who doesn't understand much about videogames - it is not easy
Some lug on stairs.
Lug on steps
My pc struggled to run the platform because it is too old and slow. I also think there could be a problem with individuals with disabilities such as being blind relying on text to speech. I suggest making it optional to not exclude anyone who could be struggling and to ensure universal accessibility
Was not able to enter the 3D platform on my MacBook.
It was a bit difficult to work with the arrows. Most games nowadays are using WASD keys so it would be a lot better for me to use those keys here as well.
No, I did not face any particular difficulties. The new is always a challenge
In Spotting Opportunities, the navigation was a little confusing. Everything else was OK
The flying functionality was a little bit difficult to control, mostly regarding the landing space.

Here the partners receive a good amount of constructive comments which were considered as it was already explained above.

**Question 15: Are you planning to use ISSA products in the future? Please specify why.**

Yes, I will recommend it to trainers
Yes, very useful
For sure
I will share it with my staff, as it is good instrument to get additional knowledge.
Yes, will train my staff





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Yes - 4 times
My staff will use it
yes, to my classmates
No - 2 times
Yes to my children
Yes. they will be usefull for my work
Yes. I like the game -although I didn't know about opensim- and I will play it again.
Yes. I found the courses and the scenarios quite useful
I'm interested in acquiring new knowledge, so I think I'll use ISSA products in the future.
No. Not relevant for my work
Yes. It is a useful material to learn about interesting topics
Yes, it's an easy form to learn
Probably
Yes, it was fun
Yes, it's a useful platform for educational purposes
The knowledge and experience shared by the project is now for me a library - toolbox
I will try to include them as a lesson- study case, in the training of my team
Maybe
Yes. It was a very clever way to understand those concepts.
Maybe. I quite liked the experience (while piloting). It's something new (for me) and fun.



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Yes of course, are very interesting
Yes, it is interesting
Yes, i think they are helpful
Yes, there are some important topics and lessons to be learned
Interesting and new way of looking into teaching social entrepreneurial skills.
Maybe in courses
If I manage a course needing the learning outcomes, using ISSA products is a very likely option because I'm familiar with it now.
No
Yes, I could read again materials because are really good
May be the Moodle
because the game is already over, you can't play anything new
Yes very useful and interesting
Yes because it is interesting
Yes it's quite fun for someone who deals with the subject
Maybe
Yes, because is very good work
Yes
I depend on what ISSA will develop, but maybe. I think it could be valuable if it looks the same
It`s great learning
I think the Moodle platform and the learning material there could be nice to use going forward as it is seen as valuable, but I do not think I will use the 3D module as it is today.
Maybe, if I want to learn more about this later



On the question, “Are you planning to use ISSA products in the future? Please specify why.”

There were two types of answers. The one is that individuals will use ISSA products in the future in order to help their relatives, friends, or colleagues. They will do it for educational purposes, as well as to assist those groups of people. The others are showing uncertainty.

**Question 16: Are you planning to recommend ISSA products to other people? Please, specify why.**

Yes, I will recommend it to trainers
Yes, very useful
For sure
I will share it with my staff, as it is good instrument to get additional knowledge.
Yes, will train my staff
Yes - 9 times
My staff will use it
yes, to my classmates
Not sure
Yes to my children
Yes, for sure
Yes, I will with my children
Very useful resources
Yes. they can be useful for all type of business



Yes I will recommend it. the material, the test and the game are useful tools for entrepreneurs
Yes because they are useful
In the spirit of "lifelong learning", I would recommend ISSA products to others.
Not sure
Yes, it helps learning in a dynamic way
Yes, I will definitely recommend the project ISSA products, because it helped me in many areas to redefine values, way of thinking and approaching the market as a social entrepreneur.
Of course. It is an interactive familiarization tool for both new and existing social enterprises
Yes. I would like my friends to have the same experience as me and learn in such an interactive process.
Yes. I know some people who prefer learning while having fun/playing. They will find it interesting.
Yes, to my classmates
Yes, because I find it useful
Maybe - the Moodle is rather informative and good
Innovative and new way of learning.
I don't know, i am not too familiar with it yet
Not sure. Currently the mandatory installation and all the steps related to it would not be user friendly enough to create a good learning experience. If there was a possibility to make the transition from Moodle to Second Life more seamless, or making the Second Life module



optional, I would consider recommending it as the content and learning outcomes are very valuable.
Yes, because are easy to use
I don't really know
Yes, it's a good way to learn about the issue
Could be
Yes I think other people would like it too
Yes it is quite useful for someone who wants to learn things about social entrepreneurs
Yes, because you can learn some useful information
Yes I think is a very good tool for someone who want to learn about this topic
Not sure
I think some of my friends, that educate young entrepreneurs could benefit from this learning site
Yes, others should learn as well
I could recommend the learning modules on Moodle.
Yes, if someone is in need of this competences

To the question, *“Are you planning to recommend ISSA products to other people? Please, specify why.”* There were several people who said that they are not sure if they would recommend the products. The rest of the respondents stated that the ISSA products have provided great assistance and hence, plan on recommending them to others, especially to trainers, classmates, relatives, and staff.

### Summary of 3D VW Platform and Scenario content

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



The section related to **3D VW Platform and Scenario content** is where the target group was asked to evaluate the ISSA products and it was deeply thought about by the respondents. Based on the results of this section, it can be concluded that the respondents felt that the product is well-designed and its level of difficulty is consistent with the purposes of the project. They found the navigation, the introduction part, and the transition sections easy to follow, thus greatly helping the partners obtain their set goals within this project.

## Feedback and recommendations

The results of the piloting show that ISSA is a complete tool for learning internationalization. The participants liked the ease of use and attractiveness of the platform. The respondents think that the tools are practical and well designed, the transitions between the diverse activities are efficient and the navigation is easy to use and also extremely practical.

As a result of the constructive feedback that was given by the respondents the ISSA partners made several changes in order to improve the final products. Those changes include:

- A new section in the user manual on how to install 3D Virtual world on Mac;
- EXIT signs was included as an option in the scenarios in the 3D Virtual world.

Some of the users met some difficulties and suggest constructive comments in order to make the final versions of the project even better, so the partners considered them and updated some of the materials in order to create a better product in the end.

Based on the comments provided by the questionnaire, one can see how the respondents treat the learning environment as a place for constant growth and how they are prepared to continue using it in the future due to its advantages. The respondents were keen on even recommending the platform to other individuals, such as trainers, colleagues, peers, and staff.

The respondents provided extremely favorable responses regarding the ISSA e-learning platforms. Using the results of the questionnaire as evidence, one may deduce that the platforms are indeed very well designed, offer flexibility and comfort to its users, and can be



very knowledgeable. The individuals also found the platforms as very efficiently constructed and did not highlight any significant problems with its base.