



VALIDATION REPORT

TESTING WITH BENEFICIARIES

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The following document collects the suggestions and requests received from the different partners until 21/09/2011, regarding the direct testing with beneficiaries. Due to the need to produce the game simultaneously to the testing in all the partner countries, the direct testing with beneficiaries extended over a longer period than initially planned. This caused extra efforts on the side of the partners, but on the other hand enabled a finalised product, which responded as much as possible to the needs and requests of the users based on the resources available.

Direct testing with beneficiaries took place in all the countries. Each partner decided the testing scheme best fitting to their direct target groups, with an initial objective of some 8-10 people per partner. In most of the cases, the final number of direct testers exceeded largely that number, thus providing a relevant impact already during the project life cycle. All in all the total number of direct tests went over 100, being the most relevant numbers in Czech Republic 37, Spain 32 and Romania 18.

1. Objectives

The objectives of the testing with beneficiaries were similar to those when testing in the national focus groups with a broader range of stakeholders, namely:

- To confirm that the approach of the game was suitable from the main group of beneficiaries, young workers and trainers working with them in OSH
- To confirm that the content is relevant under the national conditions and for this target group
- To obtain further suggestions for improvements for the development of the game

The last objective was restricted for the last testing during the final phase of the project, since only small modifications were possible at that stage. However, they were relevant in view to the potential of further development of the game in the future for more specific purposes. In addition, some of these last suggestions were taken into consideration to improve also the access to the game to a broader number of beneficiaries, for instance USB keys with access to the game were created upon request of the groups testing the game in the different countries.

2. Methodology

The methodology was chosen by each partner in the participant country, but in all cases there was at least one common testing session with the target group of young new workers or trainees and/ or trainer in OSH. When the group was high in number, it was split in different working subgroups.

In general, the following activities took place in each testing session:

- Presentation of the SHNW project
- Demonstration of the interactive game
- Playing of the game
- Discussion and providing of the feedback
- Evaluation questionnaires

However, in some cases direct collection of comments was preferred to questionnaires.

Playing of the game in the partners' languages was only possible in the last stage of the project due to the need to deploy specific resources to the production who were costly and needed to be agreed beforehand among all the partners. In fact, many of the last suggestions were referred to linguistic issues, since problems arose with the representation of some characters, visual aspects of some screens, and even some functionalities, which were affected by the different browsers used in the different countries.

One of the main lessons learnt was that perception of the concept of the game in the different countries was different, and depended very much of the local context in which the game was tested. Even the concept of "educational game" created different expectations among the different people testing the game.

3. General common comments collected the organisers

We summarise the list of the main general comments aggregated from the different testing with beneficiaries from all the participant countries.

- Game attracted attention due to the innovative approach.
- Students/ Young workers went through the game in depth. Some were discouraged in different parts as they did not succeed to past certain screens. This created some lack of understanding of the logic, but also the interest to try it again.
- Attractive design, especially of the main character of the game, which was appreciated in different countries.
- Easy to navigate, simple structure. Some young people expected initially the game to be more complex, like a commercial videogame.
- New and innovative tool on how to train new workers in OHS (so far usually based on reading of directives, regulations, etc.)
- „Visual“ and practical learning was considered interesting, they appreciated a new way on how to learn OHS
- The most of the users would recommend the game to their colleagues

Comments of the Users of the Game per section.

Design and using of the game:

- Nice and attractive design
- Texts corresponds with the graphic aspects of the game
- Introduction – clear explanation, provides useful information
- Easy to navigate

Content of the game:

- Fields trainers are working have a larger spectrum. The game only focuses on some particular aspects of OSH.
- Practical using – easier to imagine the workplace
- Some difficulties with the grid to identify the more critical hazards were found in two countries – that part had to be explained further and provide further information

Accessibility and availability of the game:

- Easily available (without any special requirements for the users)

4. Recommendations, suggestions from teachers and OSH instructors involved in the testing with beneficiaries.

- The game scenarios are based on the same principle. The user could lose the attention if the game were enlarged with new scenarios.
- The practical learning approach is a strength of the concept. This approach is totally unusual in particular in strictly regulated topics like Occupational Safety and Health. The concept should be further worked out.
- The game enables measuring of the results through the score, and thus comparison of the results between students and during the time. This aspect is quite relevant to think of an extension for accreditation purposes.
- Even when IT tools are dominantly extended nowadays, equipment requirements could refrain from the implementation in some small businesses in the industrial sector: internet connection, PC availability, audio equipment.