



UX for Teachers

Assessment Tool

YEAR:
2023

REALISED BY:

Learnable (Italy)
AkoE Educació Coop. V. (Spain)
Budakov Films (Bulgaria)

www.uxforteachers.eu



Co-funded by
the European Union

“UX FOR TEACHERS - Enhancing digital education with User experience design.

UX for Teachers Assessment Tool

If you have any questions regarding this result or the project from which it is originated, please contact:

Giulio Gabbianelli

Learnable SC

via dei Fonditori, 3 61122 Pesaro (PU)

Email: giulio@learnable-europe.eu

The editing of this result was finished on December 2023

Project website: <https://www.uxforteachers.eu/>

UX For Teachers is an Erasmus+ Cooperation Partnership in school education.

Project Number: 2022-2-IT02-KA210-SCH-000097023

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

This result has been created by the collaboration of the whole UX For Teachers partnership: Learnable (IT)-project Coordinator, Akoe Educació Coop. V. (ES), Budakov Films (BG)

This result is licensed under a creative commons attribution-noncommercial-share alike 4.0 international.



The Assessment Tool



Credits - ThisisEngineering RAEng on Unsplash

This Assessment Tool is a product of the project UX For Teachers, an Erasmus+ KA210 small scale Cooperation Partnership project in the School Education sector, co-funded by the European Commission.

The project aims at strengthening the role of secondary school teachers, trainers and educators in designing student-centred digital environments, activities and materials, exploiting the potential of UX Design in order to improve engagement and effectiveness of distance learning in schools.

The document provides a series of materials for evaluating the level of interactivity, usability, design, accessibility and efficacy of online environments, materials and activities. The Assessment tool can help teachers analyse the students' perception and create more engaging digital materials.

HOW TO USE IT?



ASSES

Use the recommendations to evaluate the digital materials and environments you intend to use in class



IMPROVE

Improve your digital materials based on the self-evaluation made by using the UX for Teachers recommendations



ASK YOUR AUDIENCE

Collect feedback by your students through the UX For Teachers questionnaire

Recommendations for teachers

The following recommendations have been outlined based on a qualitative and quantitative study conducted by the UX for Teachers project. These insights will help lecturers harness the full potential of online educational systems and digital tools and optimize the user experience (UX) for their students:

01

Familiarize yourself with the online systems and digital tools

Begin by thoroughly exploring and understanding all the features and functionalities of the online systems and digital resources you are using. This in-depth knowledge will empower you to leverage its capabilities fully and make your teaching more effective.

02

Organize contents

Make the most of the digital tools and systems organisational features, such as modules, folders, and sub-sections, to structure your contents logically. This approach will facilitate seamless navigation for your students, making it easier for them to find the information they need.

03

Prepare clear activity information

Present your activity information, including syllabus, objectives, and grading policies, in a clear and easy-to-understand format. Utilise headings, bullet points and visuals to enhance readability and comprehension.

04

Integrate multimedia into the educational materials

Integrate engaging multimedia elements like videos, audio clips, and interactive presentations to create a dynamic and immersive learning experience for your students.

05

Maintain regular communication

Leverage the LMS's messaging or announcement features to maintain regular communication with your students. Sending reminders, updates, and clarifications will keep everyone informed and engaged.

06

Prepare interactive assessments

Capitalise on the digital assessment tools to create interactive quizzes and assignments. Real-time feedback will enable students to gauge their progress and help you assess their performance effectively.

07

Facilitate discussion forums and collaboration

Foster active participation and peer learning by establishing discussion forums or collaboration spaces. This cultivates a sense of community and enhances student engagement.

08

Track student progress

Utilise analytics and tracking features to monitor students' progress. The valuable insights gained will help you identify struggling students and intervene when necessary.

09

Design courses with inclusivity in mind

Design your activity with accessibility in mind, ensuring that all materials are inclusive for students with special needs. By adhering to universal design principles, you create an equitable learning.

10

Be responsive to questions

Make yourself available online and frequently check your inbox for messages from your students. Answering questions only during classes will not be sufficient.

Questionnaire for students

This questionnaire can be used for collecting feedback from your students on their experience using digital educational materials or environments. It intends to analyse 5 different elements: interactivity, usability, design, accessibility, efficiency. The results can be useful to understand the students' perception and improve the materials accordingly.

Please rate the following statements regarding your online training resources based on your experience:

You are requested to rate each question based on their experience with the platform using the provided scale, where 1 represents "Poor" and 5 represents "Excellent."

Thank you for your valuable feedback.

01

Interactivity

- | | 1
(Poor) | 2
(Fair) | 3
(Average) | 4
(Good) | 5
(Excellent) |
|--|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Q1. The digital tools help you to work together with other students. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Q2. The interactive elements (video, pictures, audio recordings etc.) make it easier to learn new things | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

02

Usability

- | | 1
(Poor) | 2
(Fair) | 3
(Average) | 4
(Good) | 5
(Excellent) |
|--|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Q3. Finding specific content, menus or documents is intuitive and straightforward. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Q4. The classes are organized in a clear and logical way. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

03

Design

- | | 1
(Poor) | 2
(Fair) | 3
(Average) | 4
(Good) | 5
(Excellent) |
|---|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Q5. The visual design is appealing and aesthetically pleasing. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Q6. The use of video, audio and other multimedia elements helps you learn new things. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

04

Accessibility

Q7. The content is easily accessible on both desktop and mobile devices.

| | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 1 (Poor) | 2 (Fair) | 3 (Average) | 4 (Good) | 5 (Excellent) |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Q8. Learning is possible for students with disabilities (e.g., screen readers for the blind, closed captions for hearing impaired etc).

| | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 1 (Poor) | 2 (Fair) | 3 (Average) | 4 (Good) | 5 (Excellent) |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

05

Efficiency

Q9. You learn and understand the content quickly and efficiently when using the online resources.

| | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 1 (Poor) | 2 (Fair) | 3 (Average) | 4 (Good) | 5 (Excellent) |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Q10. You can easily track your progress while learning.

| | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 1 (Poor) | 2 (Fair) | 3 (Average) | 4 (Good) | 5 (Excellent) |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Based on the overall digital content score, we can categorize the performance as follows:

Excellent: 4.50 - 5.00

Good: 3.50 - 4.49

Average: 2.50 - 3.49

Poor: 1.00 - 2.49

With this scale, online teaching materials that receive an average score of 5 (Excellent) from all participants on all questions would achieve a rating of "Excellent" overall. Likewise materials that receive an average score of 1 (Poor) from all participants on all questions would be rated as "Poor" overall.

The overall score is based on the median average of all five criteria for grading. However all criteria can be viewed separately as well. For example: Materials that have received a Good overall grade, may have received Poor scores in Accessibility. By identifying this issue, teachers will receive feedback that their resources need to be made more easily accessible.