PILOTING NATIONAL REPORT

Deliverable IO2.A7

DRAFT

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HyperCLEAN4HORECA	**Version:** 1
National Report	**Issue Date:** 12/10/2021

Revision History

Version	Date	Author	Description	Action	Pages
1	09/09/2021	Valencia INNOHUB	Creation	C	
	12/10/2021	BUCOVINA INSTITUTE	Insert	I	

(*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

Referenced Documents

ID	Reference		Title
1	2019-1-UK01-KA202 061484		HyperCLEAN4HORECA Proposal
2			

Applicable Documents

ID	Reference	Title
1	Survey on AdminProject	Piloting Evaluation

Content

1. Introduction

This Piloting National Report is part of the piloting of the Erasmus+ project 'HyperCLEAN4HORECA", and it has been created with the aim to identify possible suggestions on design and functionalities of the project game.

The following report has been prepared by Bucovina Institute to draw the conclusions on the game structure, contents and design of the game produced under IO2 of the project. The evaluation was done after piloting the Romanian version of the game.

1.1.   The scope of the piloting process

With Bucovina Institute we organized 3 sessions of piloting with workers on cleaning from hotels in Suceava Counties, managers for HORECA and students on the Suceava Alimentary High Schools. They piloted the internal version of Romanian game and after that they complete the survey. We been announced informally from HORECA small pensions that the game will be tested by more people and complete the survey.
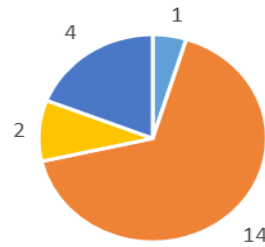At this report we have 21 answers

1.2.   Results of the Piloting Evaluation

Presentation of the main results, following the main questions provided in the Evaluation Survey are mentioned on the next section of the report with pie chart of answers.
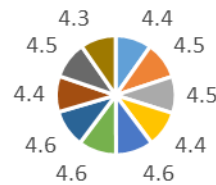

Q1. Where are you from?

0

21

■ UK ■ Estonia ■ Ireland ■ Romania ■ Greece ■ Spain

Q2. Are you familiar with the use of learning games like the one produced for the HyperCLEAN4HORECA project?

1
4
2
14

- Very familiar
- Familiar
- I have used some before, but I am not exactly familiar with it
- Not very familiar
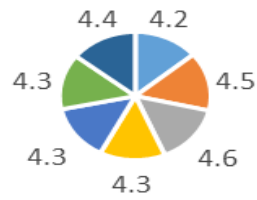- I have never used a learning game before

Q3. Please provide your opinion on the following statements regarding the game considering 1 is strongly disagree, and 5 strongly agree:

4.3   4.4
4.5   4.5
4.4   4.5
4.6   4.4
4.6   4.6

- I found the game easy to download
- I found the game easy to instal in my computer
- I had no difficulties creating a new player
- I had no difficulties logging in
- I had no difficulties modifying the music and sound effects
- I found the instructions included in "how to play" adequate
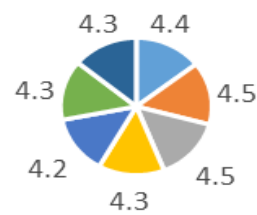- I had no difficulties understanding the functioning of the game

Q4. Please provide your opinion on the following instalments for each of the scenarios included in the game, considering 1 is strongly disagree, and 5 strongly agree:

GYM

4.4 4.2
4.3   4.5
4.3   4.6
   4.3

- I found the scenario easy to understand
- I found the scenario attractive
- The scenario contributed to my learning process
- The content in the scenario was easy to understand
- The questions included in the scenario were clear
- The feedback received after each minigame was clear and constructive

RESTAURANT

4.3 4.4
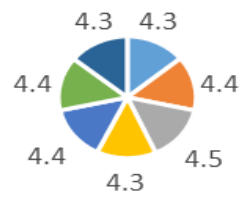4.3   4.5
4.2   4.5
   4.3

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KITCHEN

4.3   4.3
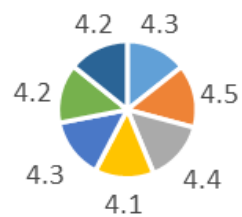
4.4   4.4

4.4   4.5

4.3

- I found the scenario easy to understand
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- The scenario contributed to my learning process
- The content in the scenario was easy to understand
- The questions included in the scenario were clear
- The feedback received after each minigame was clear and constructive

CONFERENCE ROOM

4.2   4.3

4.2   4.5

4.3   4.4

4.1

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- I found the scenario attractive
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- The content in the scenario was easy to understand
- The questions included in the scenario were clear
- The feedback received after each minigame was clear and constructive
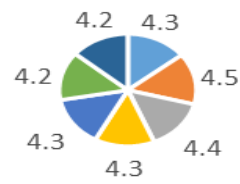
STORAGE ROOM

- I found the scenario easy to understand
- I found the scenario attractive
- The scenario contributed to my learning process
- The content in the scenario was easy to understand
- The questions included in the scenario were clear
- The feedback received after each minigame was clear and constructive
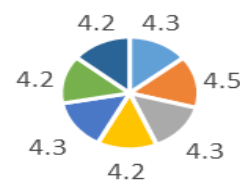
JOANA`S ROOM

- I found the scenario easy to understand
- I found the scenario attractive
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- The content in the scenario was easy to understand
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GENERAL MANAGER

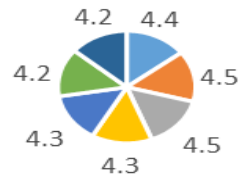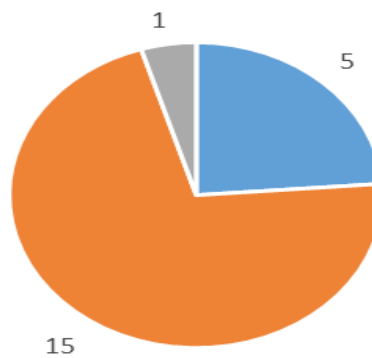
- 4.2
- 4.4
- 4.2
- 4.5
- 4.3
- 4.5
- 4.3

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Q 5.What is your level of satisfaction with the game?

- 1
- 5
- 15

- Very satisfied
- Satisfied
- Neutral
- Not satisfied
- Not satisfied at all

Q6. Did you find any typos in any scenarios? Could you indicate where?

No

no.
Gym (drag and drop with picture) – X on the floor - the answer is surface dirt. Stripes on the glass - the answer is dirty cloth marks. Gym – Is it possible to show the pictures if the results are shown? Restaurant – Scenario – I can not get maximum points. Kitchen – Scenario – I can not qet maximum points Conference room – Scenario – how are these points calculated? Room of the founder – Drag&drop – wrong pictures. Once I have selected the game, I will not be able to exit it. Could be a back button if I don't want to play this game?
Kitchen
Some questions are to sophisticate for middle level of education for clean personnel

Q7. Do you have any comments for improvement in the game?

No
no.
When I'm in the room, I could see at the top of the screen how many games I've played and how many games are left. In addition, these games could be marked as not all games may be found in the room (blinking is not enough). Do you always get the maximum points when passing the scenario, or are there also correct and incorrect answers in the scenario, on which the result depends? There are six different rooms, could they be headed? Because at the moment the name of the room and its contents do not match.
not that attractive for graphic
Mobile version
Try to make it more accesible for a wider range of people
It will be great to have a possibility to stop the game and continue after , it sis not very intuitive when you want to escape , the final feedback should present clear chart of wrong answers not just a score; Should give more explanations at some answers.Thank you!

Q8. Do you have any additional comments?

No
no.
Where can I download the game after the project is finished (we currently downloaded it from the AdminProject page)? Is it necessary to download this game or can it be played as an online version?
let's play !
It could at the end of each incorrect answer to tell you exact the correct answer!

1.3. Main Conclusions (max. 1 page)

Main Conclusions:
- our participants in general enjoyed to play the game and think it is a great model to involve digital on learning process
- our participants agreed that the game it was easy to download and the game was easy to install in their computers

- they agreed that it was easy to create a new player
- the feedback after game within scenario should be clearer that some of participants did not understand what answer it was the correct one and they play again
- maybe the design it is a little bit not that attractive but the structure it is very much appreciated
- on functionality are requested some back buttons when the game starts
- difficulties on items found for Gym and scenario for Restaurant
- suggest to have some information about games played and numbers of the games in case they repeat because they did not reach the points to each scenario
- some of the questions are a little bit more complex on description
- it will be great to have a version for mobile