



---

# PILOTING NATIONAL REPORT (SPAIN)

---

Deliverable IO2.A7



*This project has been funded by the Erasmus+ Programme of the European Union.*

*The information and views set out in this publication are those of the author(s) and do not necessarily reflect the official opinion of the European Union. Neither the European Union institutions and bodies nor any person acting on their behalf may be held responsible for the use which may be made of the information contained therein.*

*Reproduction is authorised provided the source is acknowledged.*

*Project number: 2019-1-UK01-KA204 062075*

DRAFT

Valencia Inno Hub	<b>Deliverable: IO2.A7</b>
HyperCLEAN4HORECA	<b>Version: 1</b>
National Report	<b>Issue Date: 7/10/2021</b>

## Content

<b>1. Introduction .....</b>	<b>3</b>
<b>1.1 The scope of the internal testing .....</b>	<b>3</b>
<b>1.1. Results of the Piloting Evaluation .....</b>	<b>4</b>

DRAFT

Valencia Inno Hub	Deliverable: IO2.A7
HyperCLEAN4HORECA	Version: 1
Validation of the game (multilingual)	Issue Date: 7/10/2021

# 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 Hyperclean game.

The following report has been prepared by Inno Hub (Spain) to draw the conclusions on the game structure, contents and design of the game produced under IO2 of the project.

## 1.1 The scope of the internal testing

The pilot session performed in Spain were with 20 people from different organizations who were not involved in the development of the game. They tested the game in Spanish version and then, answered the questionnaire according to their impression of it. Testers downloaded and installed the game without help and they went through the different scenarios until they completed all the game. They carried out all the process autonomously.

DRAFT

Valencia Inno Hub	<b>Deliverable:</b> IO2.A7
HyperCLEAN4HORECA	<b>Version:</b> 1
Validation of the game (multilingual)	<b>Issue Date:</b> 7/10/2021

## 1.1. Results of the Piloting Evaluation

In question 2 participants were asked to answer if they were familiar with the use of learning games. The answers most chose by the participants were the following ones:

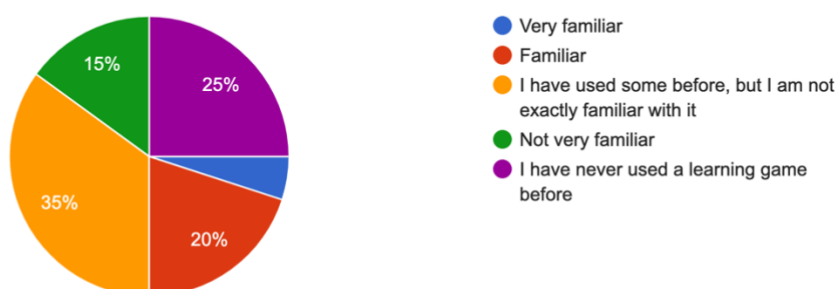
1. 35% “I have used some before, but I am not exactly familiar with it”
2. 25% “I have never used a learning game before”
3. 20% “Familiar”

We find different answers, from one side some participants are familiar with learning games while others have never used them or are not familiarized with them.

*Graph 1: Familiarization with learning games*

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

20 respuestas



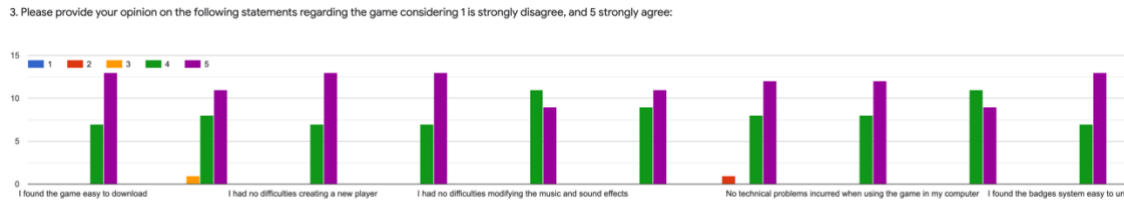
In the third question, participants were asked about different aspects of the game such as whether if it was easy to use or not, the sound effects, the instructions, the functioning, etc.

Almost all the results obtained here were positive despite of the fact that one participant answered “neither agree nor disagree” to the statement that the game was easy to install. And another participant answered “disagree” to the statement that he/she had no difficulties understanding the functioning of the game. All the remaining results were really positive since all the answers were either “agree” or “strongly agree”.

DRAFT

Valencia Inno Hub	Deliverable: IO2.A7
HyperCLEAN4HORECA	Version: 1
Validation of the game (multilingual)	Issue Date: 7/10/2021

Graph 2: Opinion on statements regarding the game

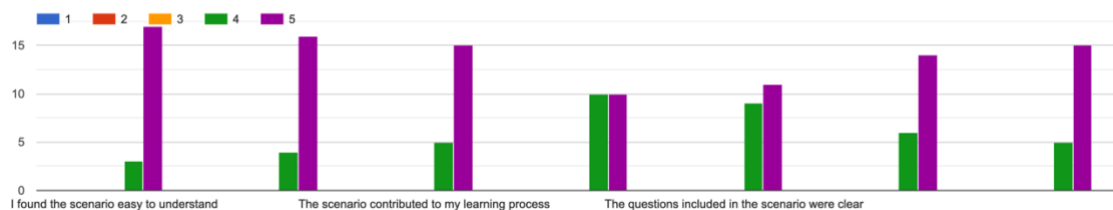


In the question number 4, participants had to answer to the same several statements for each one of the different scenarios (Gym, Restaurant, Kitchen, Conference room, Storage room, Joana’s room, General manager). In general, here, as it can be seen in the following graphs, the results obtained were positive, any participant answered anything negative. Just in the scenario of the Restaurant one participant answered “neither agree nor disagree” to the statement about that the questions included in the scenario were clear but despite of this everything was positive.

### Scenario: Gym

Graph 3: Opinion on statements for the scenario Gym

4.1 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:



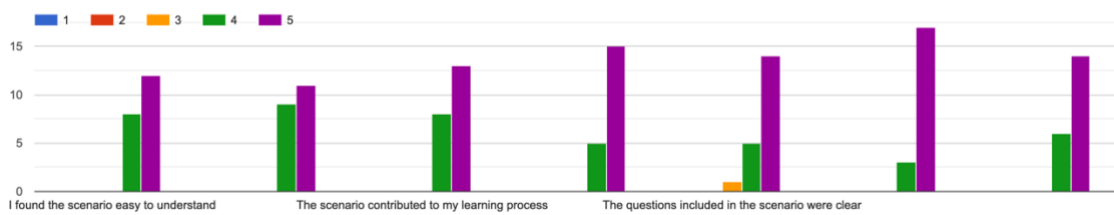
DRAFT

Valencia Inno Hub	Deliverable: IO2.A7
HyperCLEAN4HORECA	Version: 1
Validation of the game (multilingual)	Issue Date: 7/10/2021

## Scenario: Restaurant

Graph 4: Opinion on statements for the scenario Restaurant

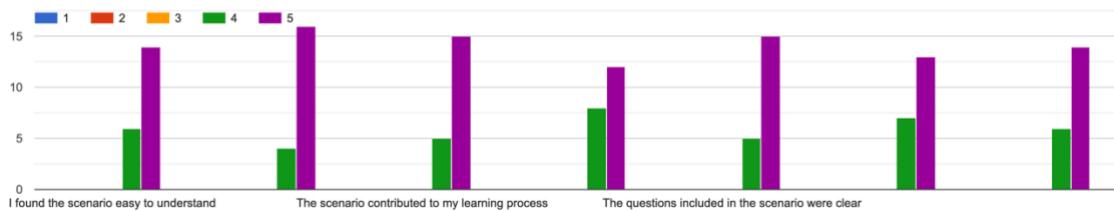
4.2 Please provide your opinion on the following instalments for each of the scenarios included in the game, considering 1 is strongly disagree, and 5 strongly agree:



## Scenario: Kitchen

Graph 5: Opinion on statements for the scenario Kitchen

4.3 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:



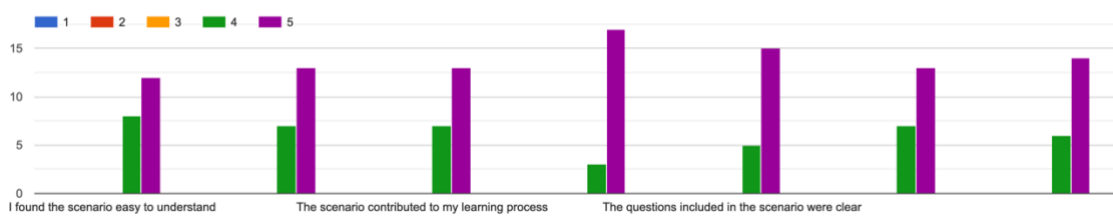
DRAFT

Valencia Inno Hub	Deliverable: IO2.A7
HyperCLEAN4HORECA	Version: 1
Validation of the game (multilingual)	Issue Date: 7/10/2021

## Scenario: Conference room

Graph 6: Opinion on statements for the scenario Conference room

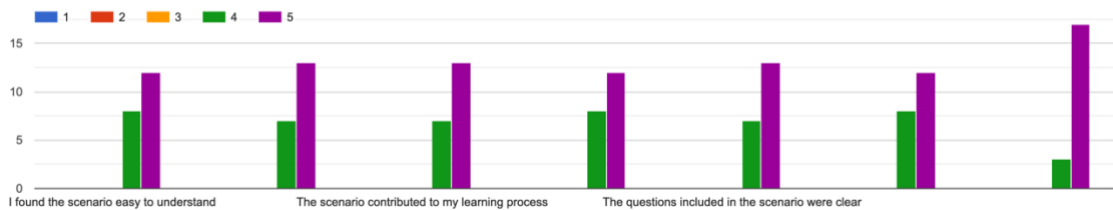
4.4 Please provide your opinion on the following instalments for each of the scenarios included in the game, considering 1 is strongly disagree, and 5 strongly agree:



## Scenario: Storage room

Graph 7: Opinion on statements for the scenario Storage room

4.5 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:



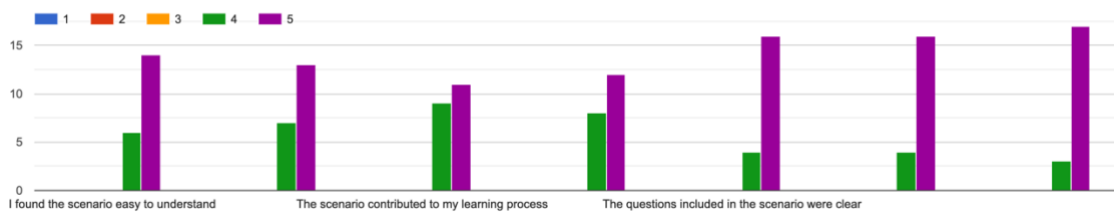
DRAFT

Valencia Inno Hub	Deliverable: IO2.A7
HyperCLEAN4HORECA	Version: 1
Validation of the game (multilingual)	Issue Date: 7/10/2021

## Scenario: Joana’s room

Graph 8: Opinion on statements for the scenario Joana’s room

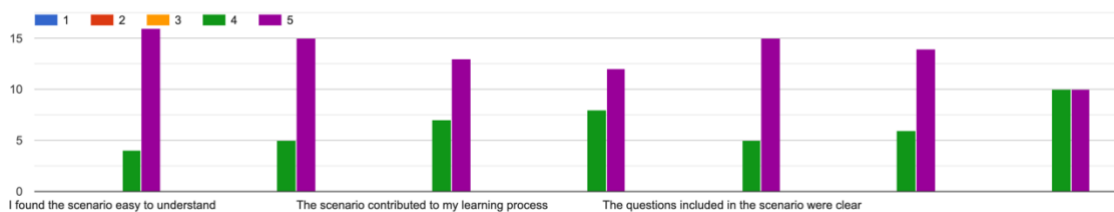
4.6 Please provide your opinion on the following instalments for each of the scenarios included in the game, considering 1 is strongly disagree, and 5 strongly agree:



## Scenario: General manager

Graph 9: Opinion on statements for the scenario General manager

4.7 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:



In question 5, participants were asked about their level of satisfaction with the game. It is satisfactory to see that results were really positive since all the participants were either very satisfied or satisfied with the game. The 75% of the participants were “very satisfied” with the game.

DRAFT

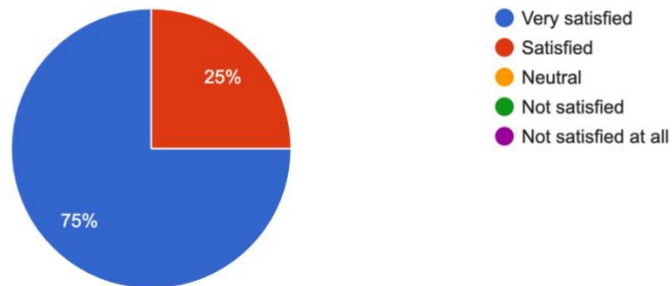
Valencia Inno Hub	Deliverable: IO2.A7
HyperCLEAN4HORECA	Version: 1
Validation of the game (multilingual)	Issue Date: 7/10/2021



Graph 10: Level of satisfaction

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

20 respuestas



The next questions (6,7 and 8) were short answers questions.

In question 6, participants were asked if they found any typos in any scenarios and they agreed that they did not find any typos.

In question 7, participants were asked about if they had any comment for improvement in the game. Just one participant had a comment for improvement and this was to add more information in each one of the scenarios.

In question 8, participants were asked about if they had any other additional comments and nobody had any additional comment.

DRAFT

Valencia Inno Hub	Deliverable: IO2.A7
HyperCLEAN4HORECA	Version: 1
Validation of the game (multilingual)	Issue Date: 7/10/2021