Sharing regional findings on the use of VR/AR in teaching methodologies in Albania

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Workshop

15.02.2020 – POLIS University, Tiranë

Co-funded by the Erasmus+ Programme of the European Union

Overview over Workpackage 1

- The **WP1** focused on a needs assessment analysis to observe the level of efficiency of traditional teaching methods and level of use of ICT tools. It was conducted through the involvement of partners from the Consortium and other institution from WB to enlarge the quantivative/qualitative outcomes from this assessment study.

- **Objectives of the WP**:
- Understand the current state, needs and gaps, as well as common needs and gaps across partners. The project partners' initial needs are within the project scope;
- address both institutional level and common partner approaches;
- Understand possible implementation solutions considering the variety of results coming from every specific partner.

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Workpackage 1 Tasks

- **TASK of WP1**
- Preparation of a questionnaire to gather inputs for a detailed gap analysis at institutional level; conduct questionnaire, process data.
- Results and review on institutional level
- Workshop to share the results of gap analysis and address these for findings.
- Give an overview over all deliverables/reports of the WP and its status

- Preparation of a questionnaire to gather inputs for a detailed gap analysis at institutional level; conduct questionnaire, process data. (✔ **completed**);
- Regional event in one Western Balkan country. Share results/ findings in one event with regional partners (✔ **completed**);
- Gathering reports and data analysis from all the Consortium's partners (✔ **completed**).

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Activities since Kick-off meeting

- **Time schedule – Activities**

- **January 2020 –** Kick off meeting
- **March 2020 –** Questionnaire preparation (Questions; choice of the platform to be used for the dissemination of the questionnaire; sharing of the questionnaire within the Consortium and final version to be implemented)
- **March 2020 (End) – May 2020** – first round of dissemination within the Consortium through the Google Form platform.
- **June 2020 – September 2020** – second round of dissemination and first critical analysis of the gathered data
- **September 2020 – October 2020** – dissemination to other institutions outside the Consortium
- **November 2020 – February 2021** – Final results WP1; reports and workshop organization

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Questionnaire

- **There were prepared two different questionnaires:**

- Academic staff / researcher questionary
- Students questionary

- **The list of universities included on the survey is made up by those institutions:**
- *Aleksander Moisiu University*
- *Epoka University*
- *Polis University*
- *European University of Tirana*
- *Polytechnical University*
- *Marin Barleti University*
- *University "Our Lady of good Council"*
- *Agricultural University of Tirana*
- *University of Tirana*
- *Luarasi University*
- *Beder University College*

- **There is a total of 375 staff members and 641 students participating on the survey**

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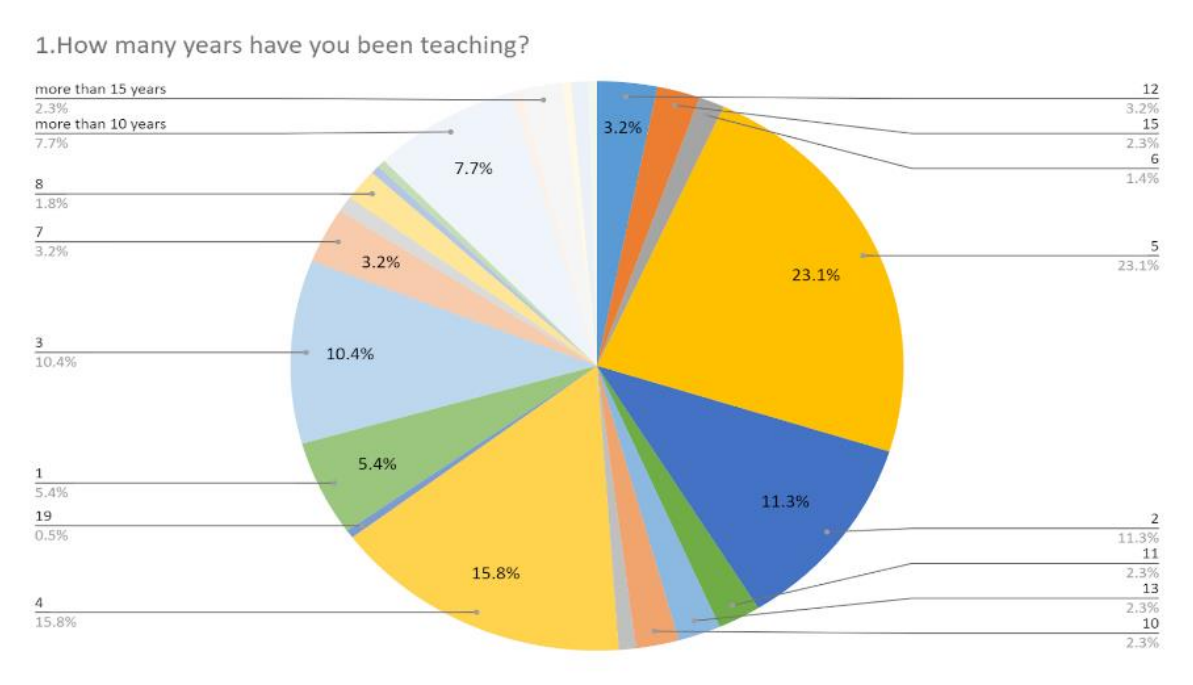
Results / Teacher and staff



***Question 1** results: Majority of the respondents from consortium belong to **4** and **5** teaching years groups with **14.4%** percentage each*

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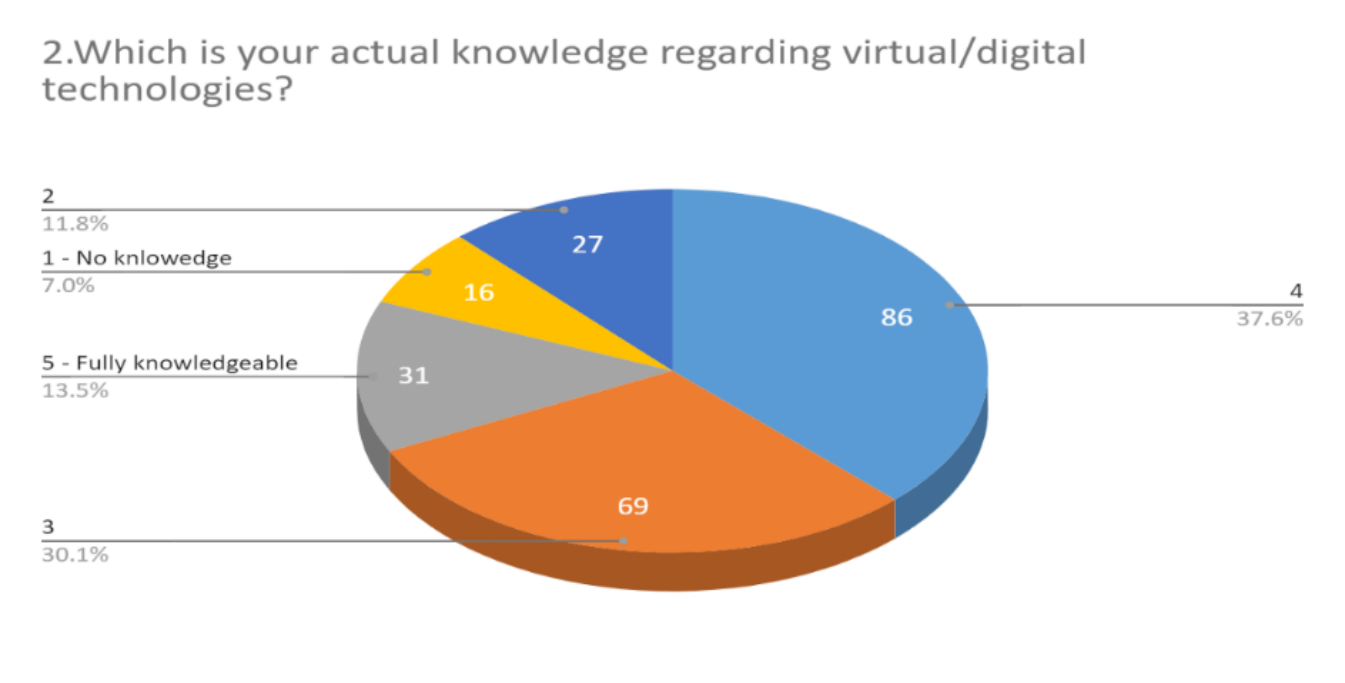
Results / Teacher and staff



Question 2 *results: Majority of albanian academic staff have a technological knowledge on virtual/digital technologies above average, ranging from level 3 to level 5 and promisingly 13.5%*

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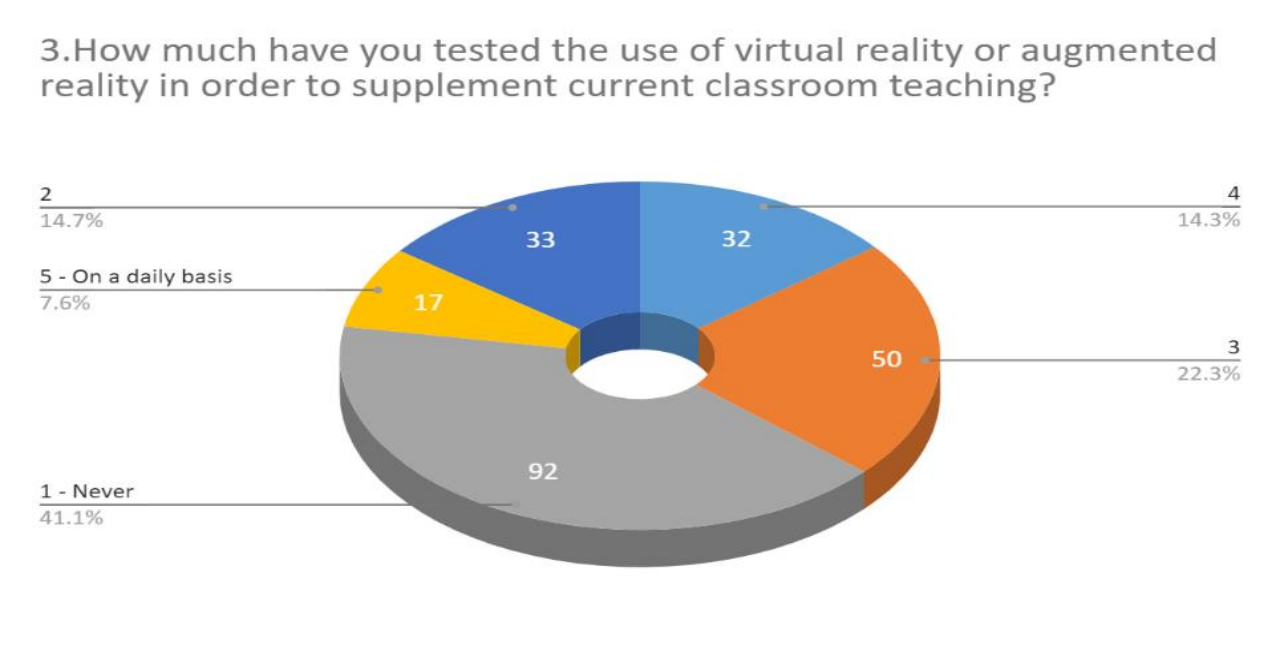
Results / Teacher and staff



Question 3 *results: Only 7.6% do so on daily basis, but there is a considerable high group of teacher who never use them in their daily teaching practices (41%).*

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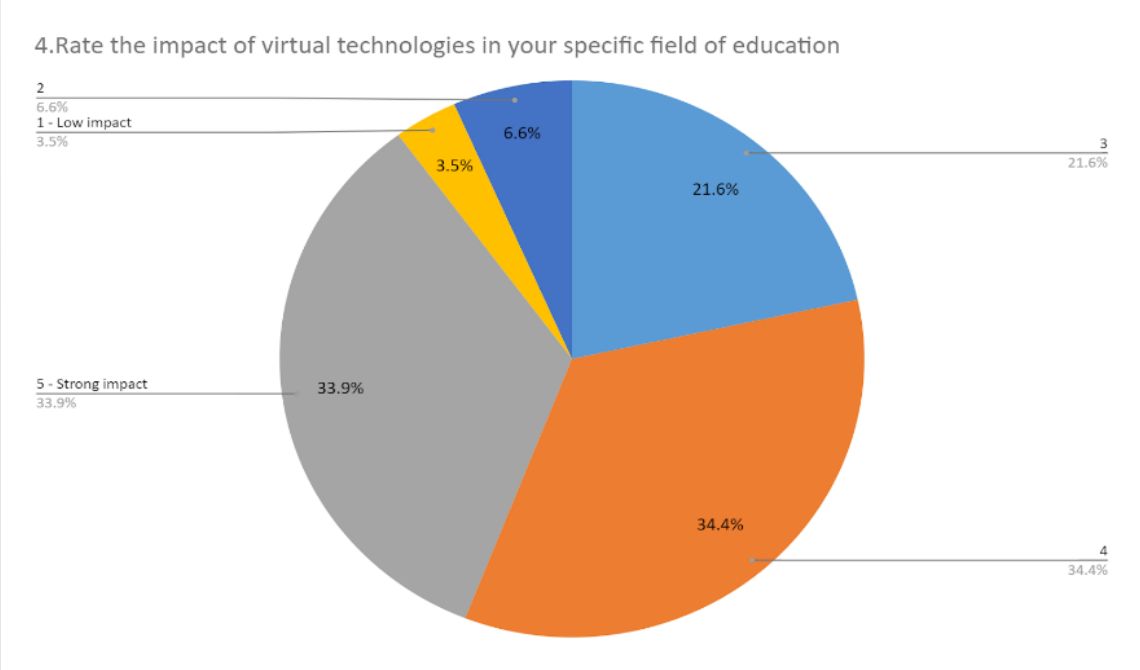
Results / Teacher and staff



Question 4 *results: 33.9% of staff thinks that VR/AR has very high impact and that 34.4% are shown more moderate saying that it has high impact on their field of education*

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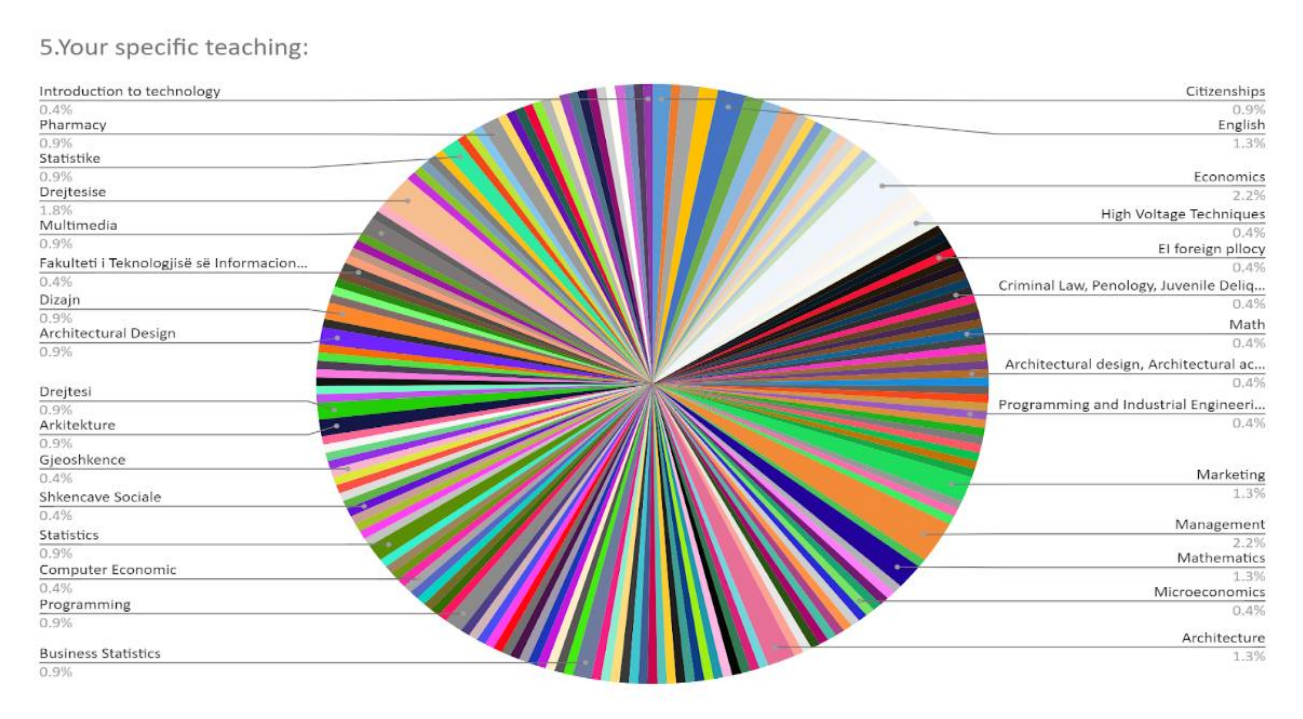
Results / Teacher and staff



Question 5 *results: There is a very heterogeneous group of teachers who have filled the survey. The main fields of their occupation include Architecture, Design, Mathematics, Computer Sciences and all its programs, Economics and all its subfields, Statistics, Law, Multimedia, etc.*

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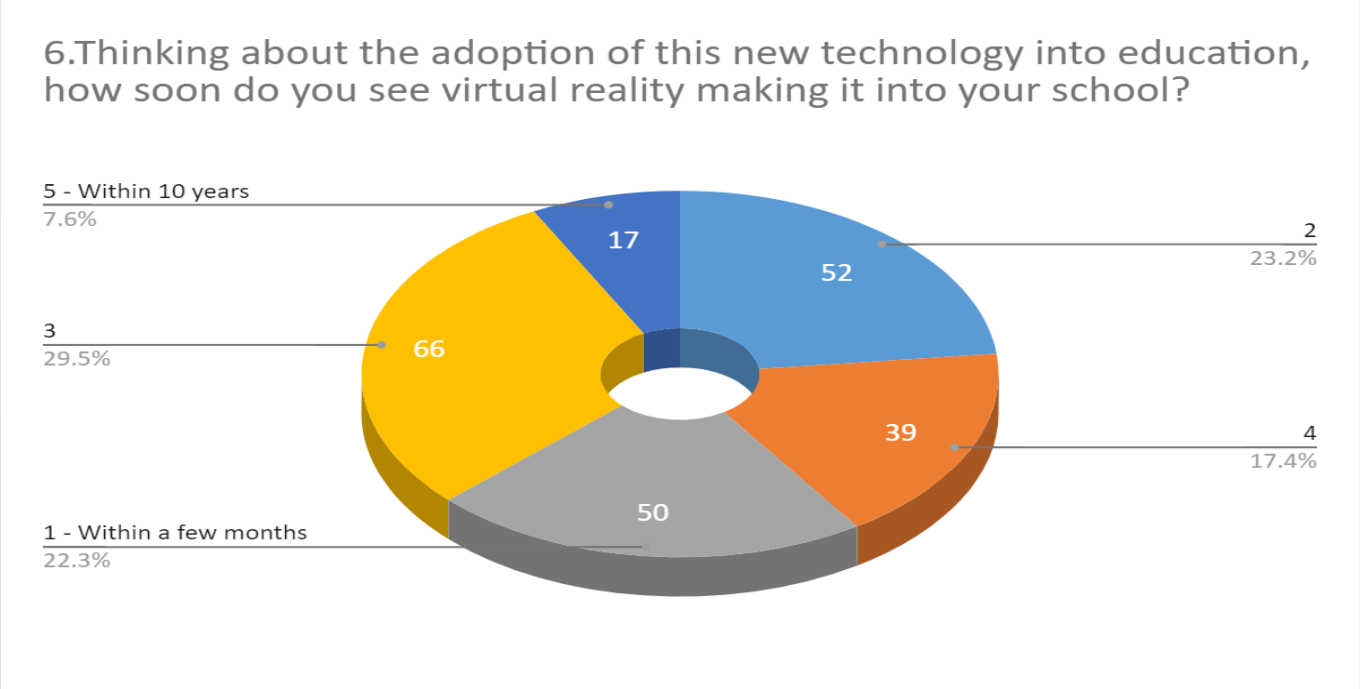
Results / Teacher and staff



Question 6 *results: most of respondents state that it will take at least some years to adopt this new technology in education, but only 7.6 thinks that it will happen within 10 years.*

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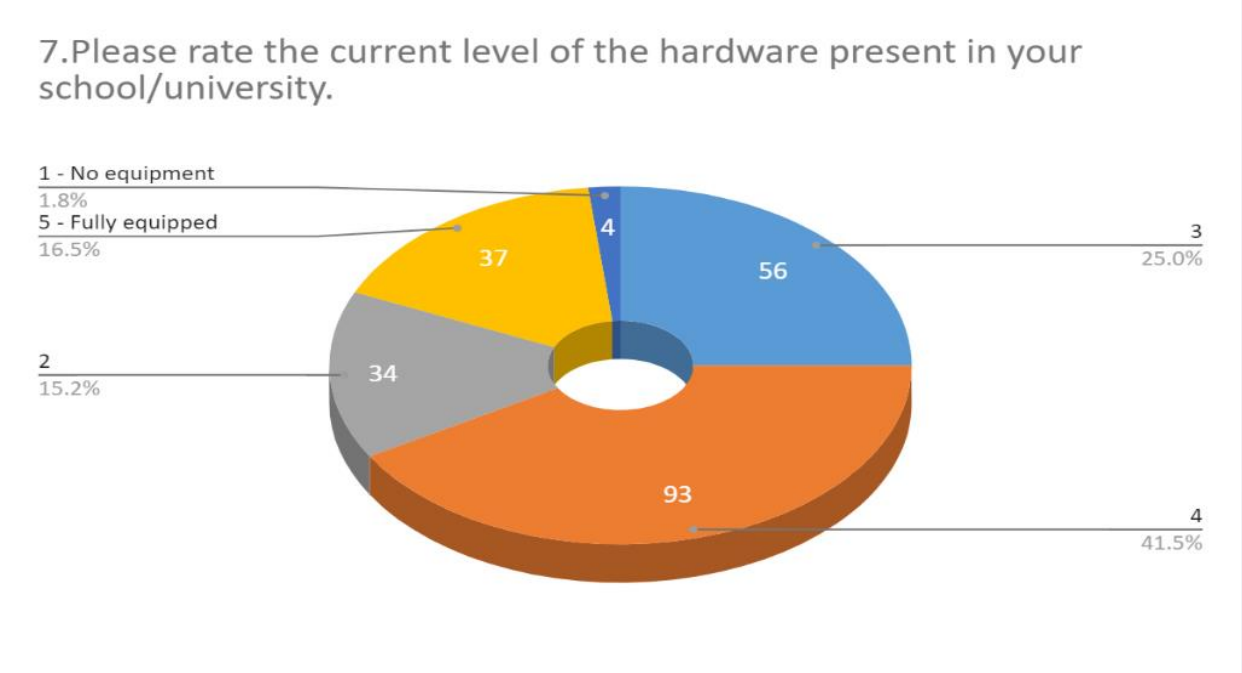
Results / Teacher and staff



Question 7 *results: a high percentage affirms that their university currently is fully equipped. Anyway, considering the different fields included in the survey, most of the equipment relates to a classic pc/desktop room.*

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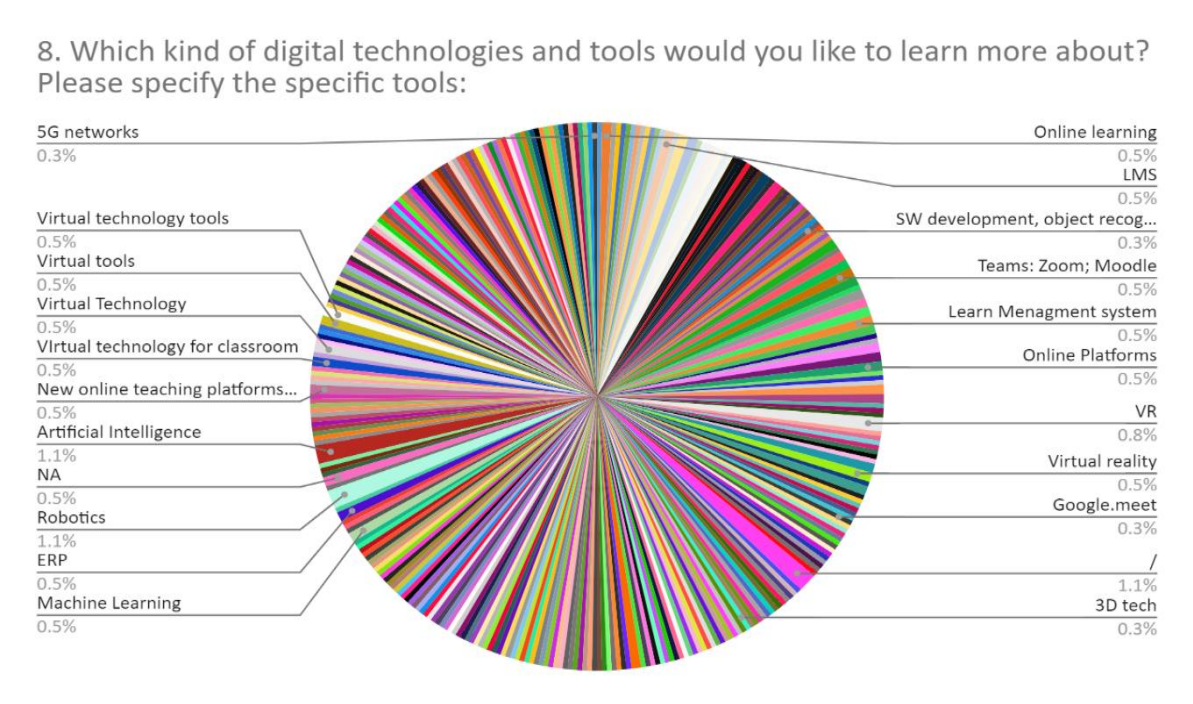
Results / Teacher and staff



Question 8 *results: most of the academic staff mention specific digital technologies related to their field. Only 1% of them declare that they have augmented reality.*

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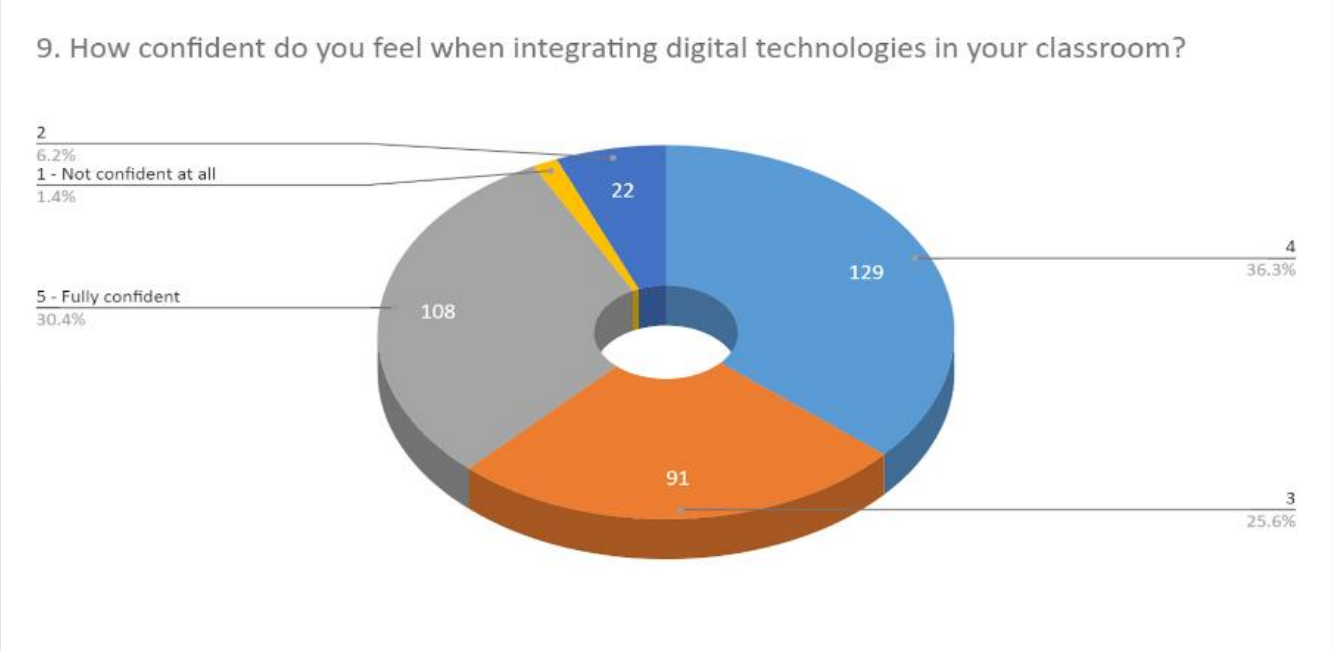
Results / Teacher and staff



Question 9 *results: Academic staff of the albanian universities is well prepared for integration of digital technologies. 30.4% of them are fully confident about the readiness to use them and 36.3% are confident enough to support them.*

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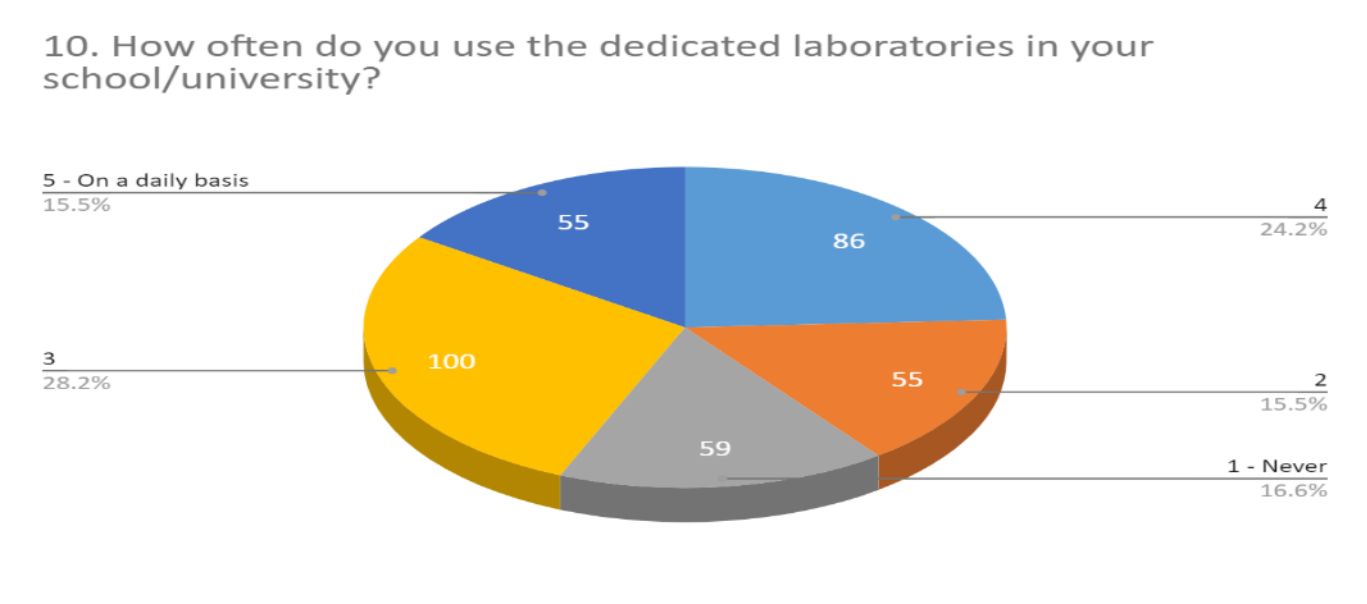
Results / Teacher and staff



Question 10 *results:* ***15.5%*** *of institutions who use it on daily bases;* ***24.2%*** *use the laboratories often;* ***16.6%*** *of them do never use them .*

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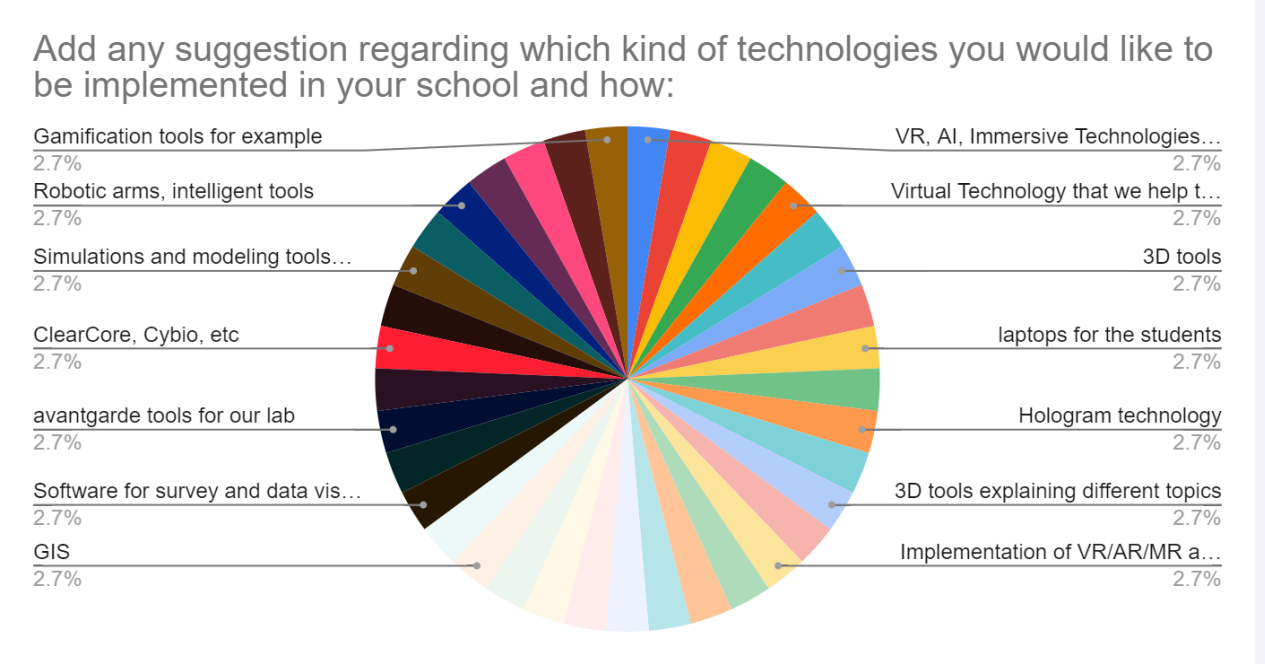
Results / Teacher and staff



Question 11 *results: main suggestions are: a complete digitalization of the available literature; creating video practicum for more accessible intercommunication with students; 3D printing technologies; 5G; a fully integrated smart mix technology; AI in research.*

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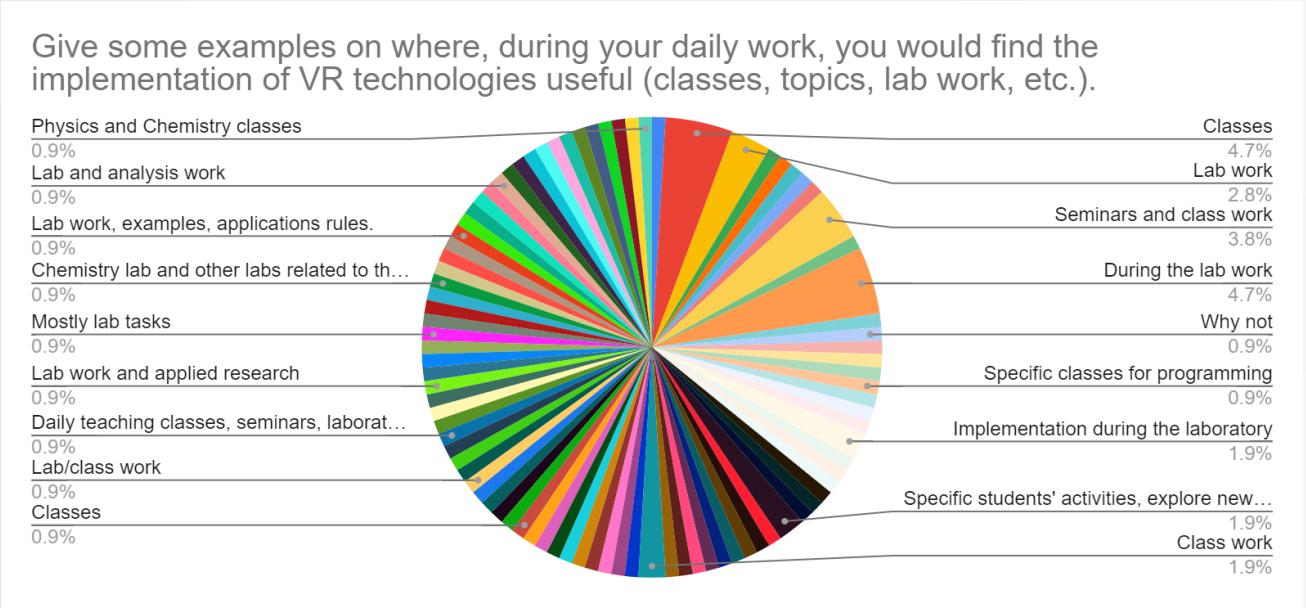
Results / Teacher and staff



Question 12 *results: staff will find useful VR technologies in the following fields: product promotion; time frequency representation of signal; Fourier analysis; using CAD software; HRM; 3D videos; simulating different manufacturing process.*

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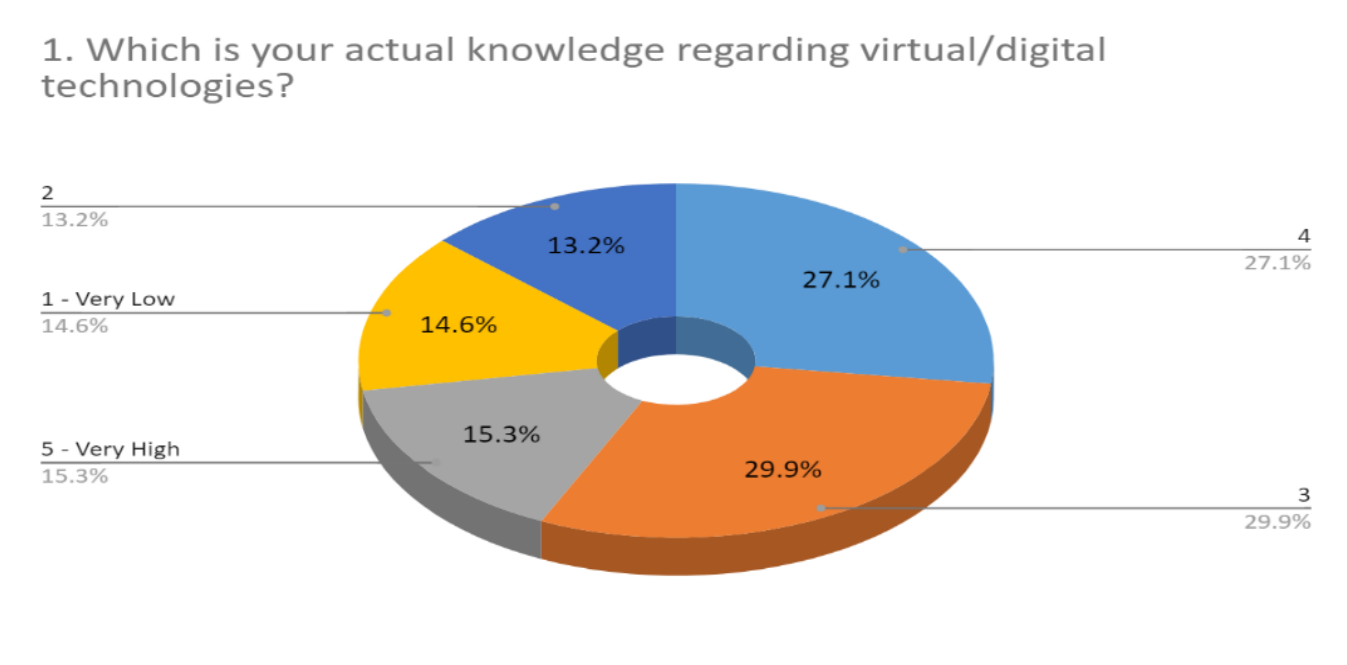
Results / Students



Question 1 *results: according the results we have identified that the students are included within 3 and 4, which means a moderate knowledge within the different institutions.*

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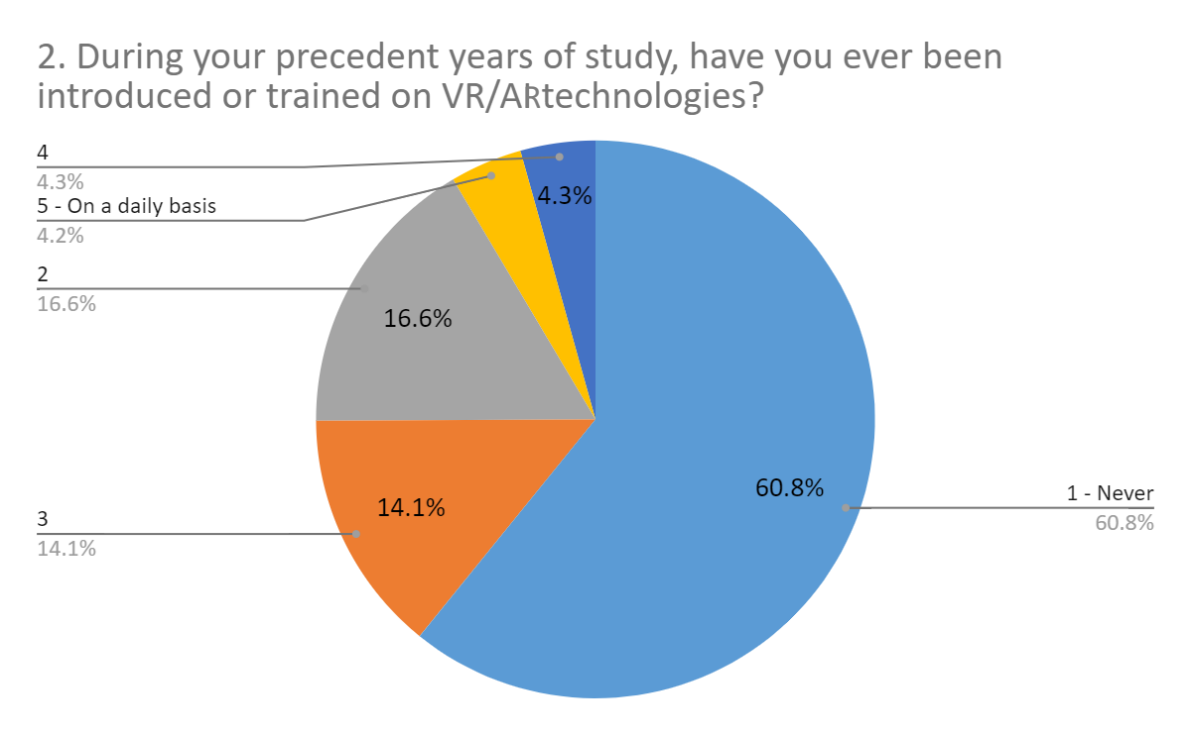
Results / Students



Question 2 *results: the result demonstrates that 60.8% of the students have never been introduced/trained to VR/AR technologies.*

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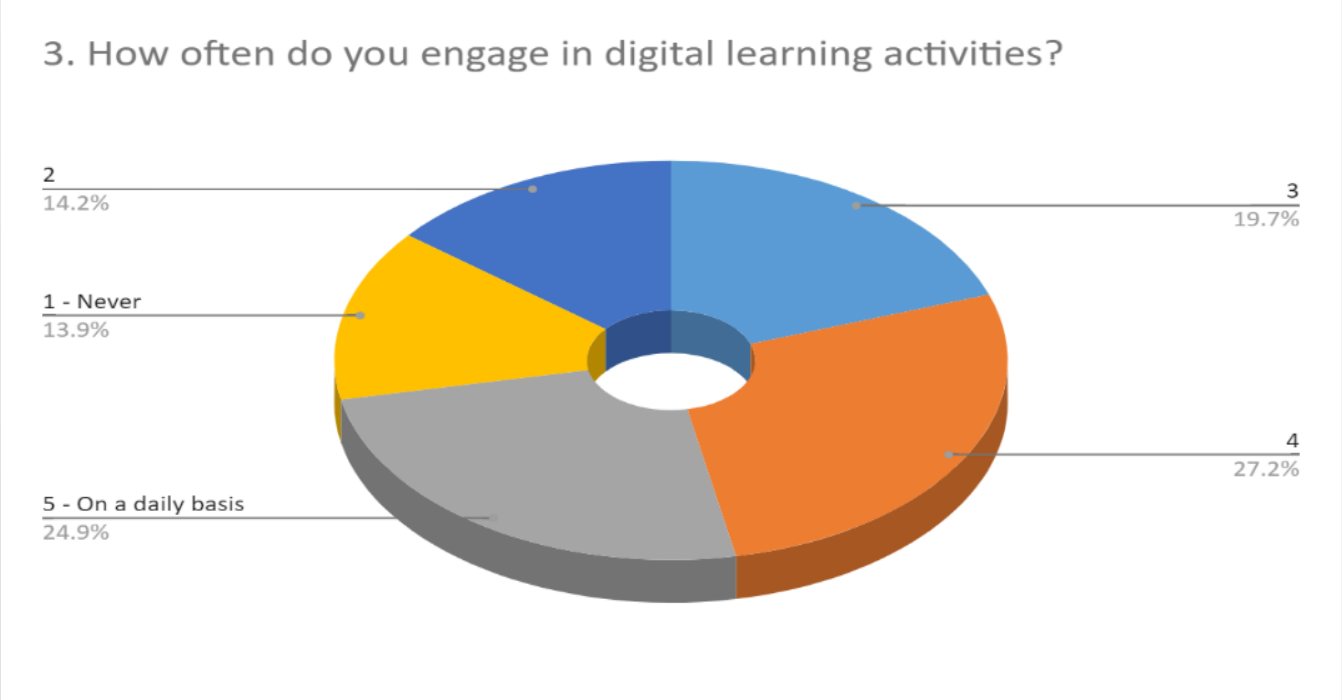
Results / Students



Question 3 *results: the results are quite homogeneous in relation to the questions. This can intended with the fact that even everyday online learning is intended as a proper digital activity.*

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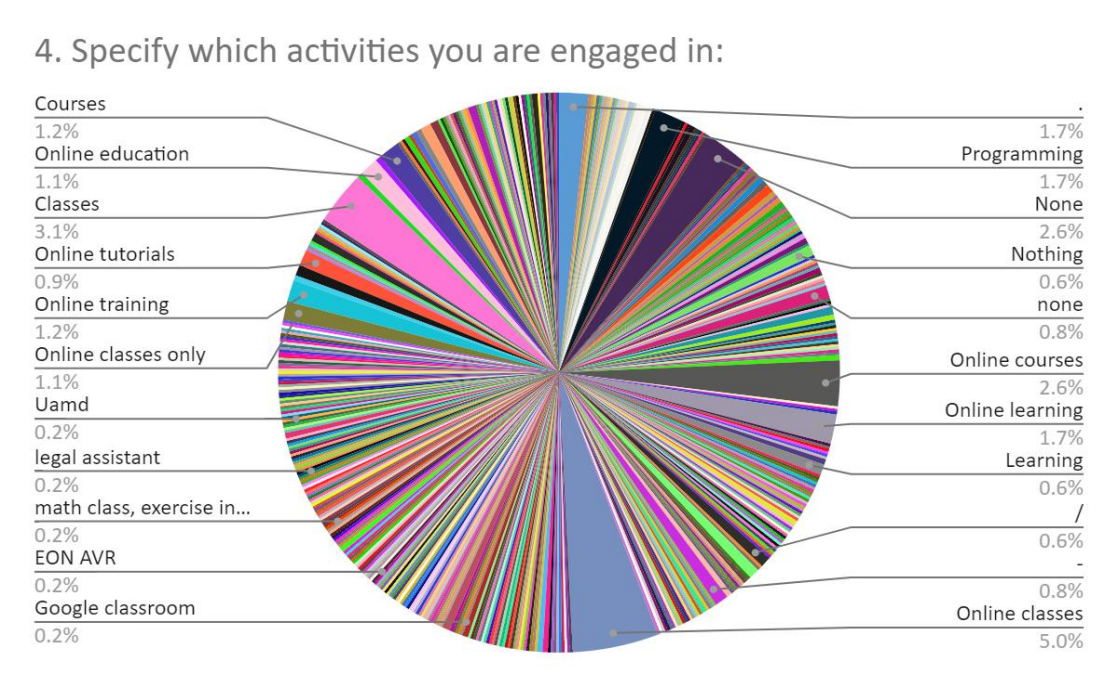
Results / Students



Question 4 *results: There is a very wide range of digital learning activities on which student have declared they are engaged in.*

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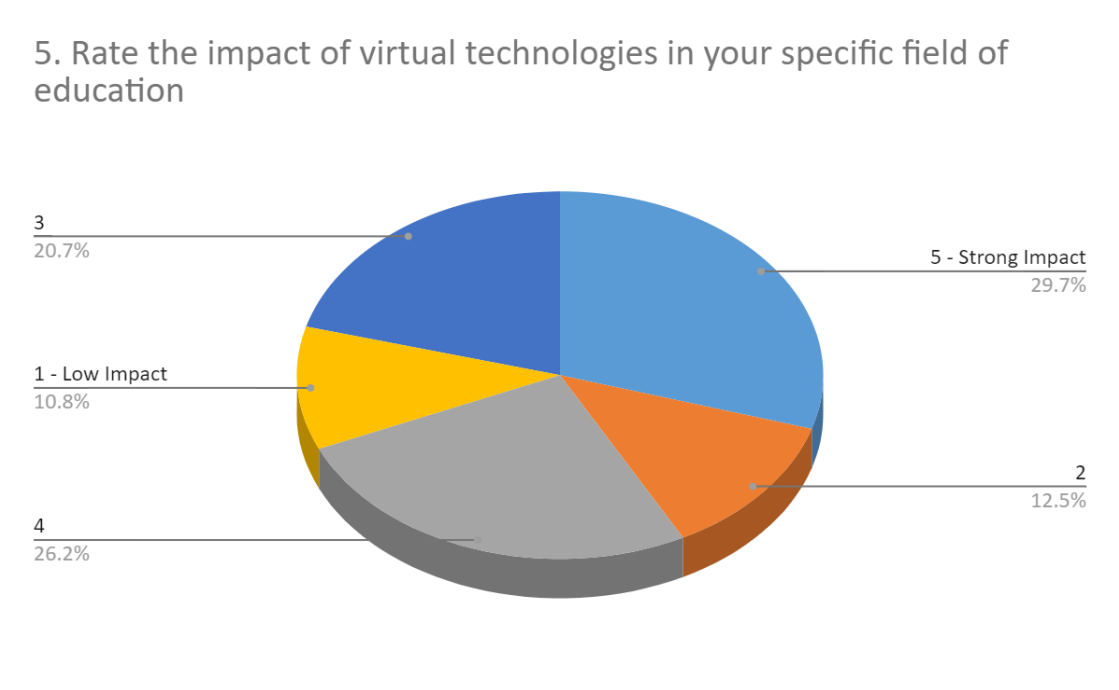
Results / Students



Question 5 *results: The majority of students consider the impact that virtual technologies have on their field as high or very high.*

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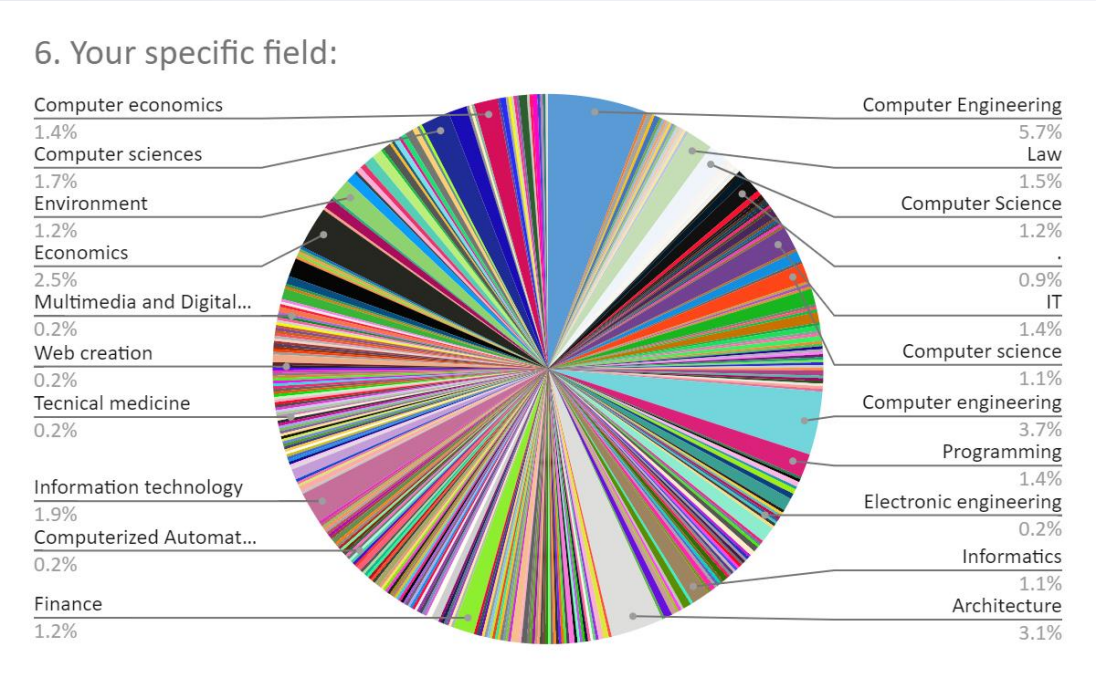
Results / Students



Question 6 *results: the students cover a wide range of fields: from more technical to more theoretical ones. This reflects also on the broad road of answers we have collected.*

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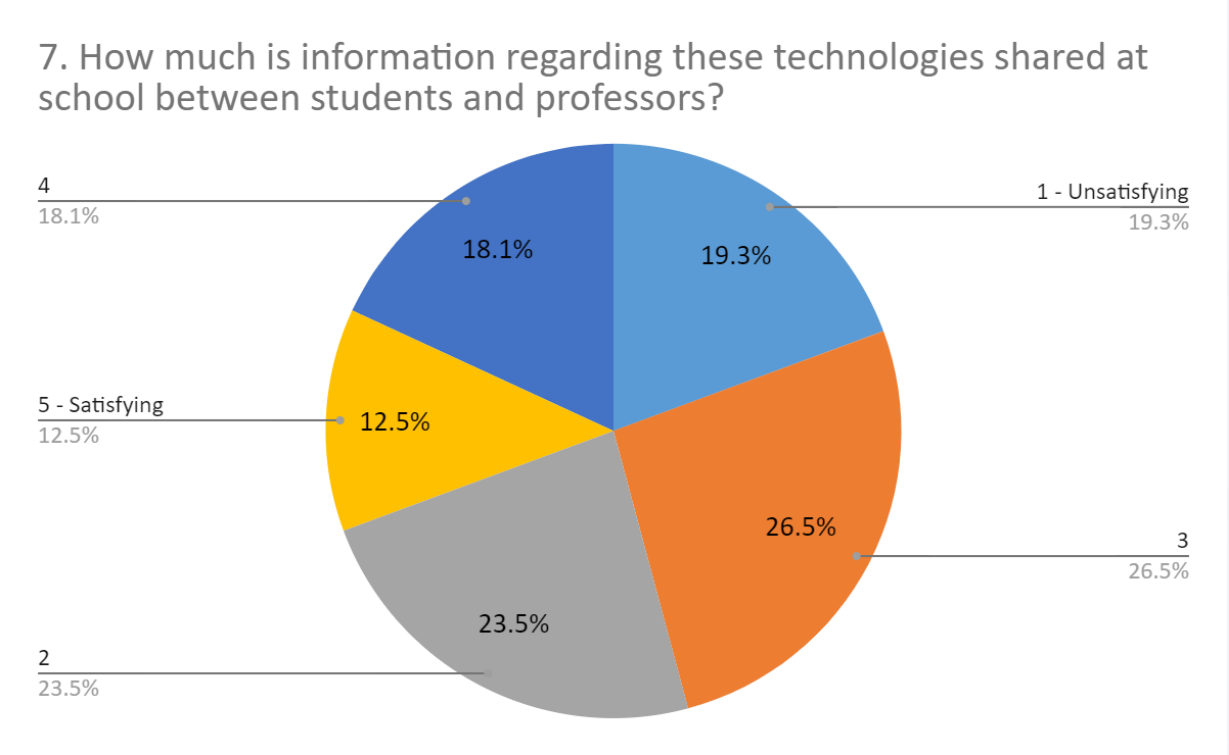
Results / Students



Question 7 *results: there is a medium amount of information regarding digital technologies that students consider properly shared within their institutions.*

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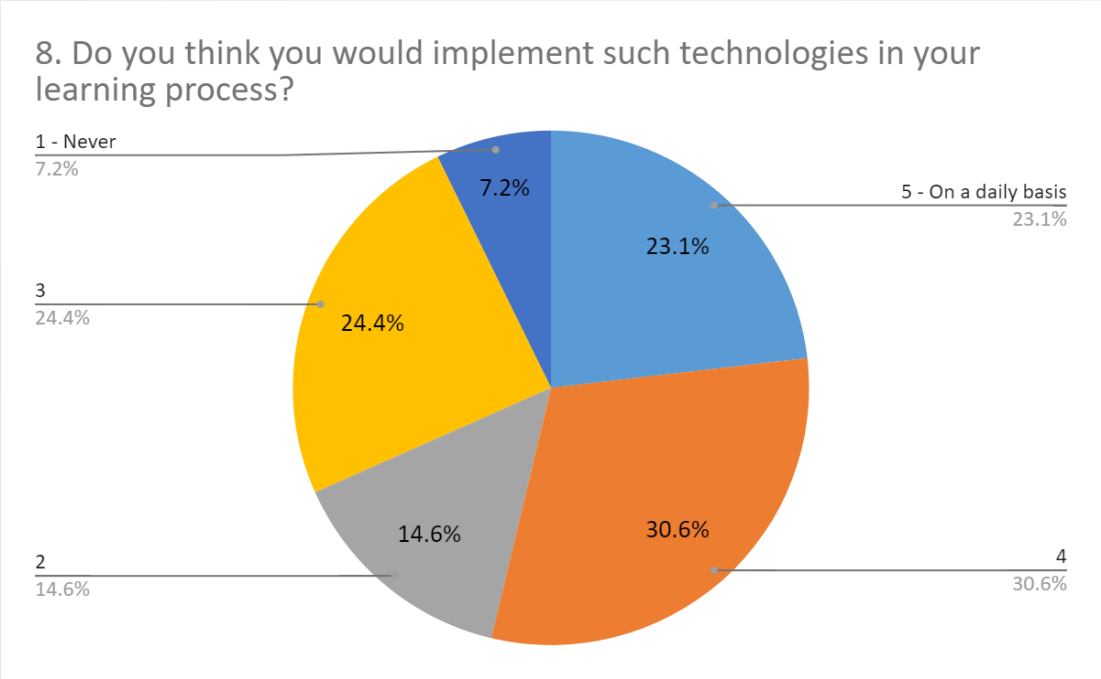
Results / Students



Question 8 *results: the majority of students are willing to implement very often digital technologies in their learning process.*

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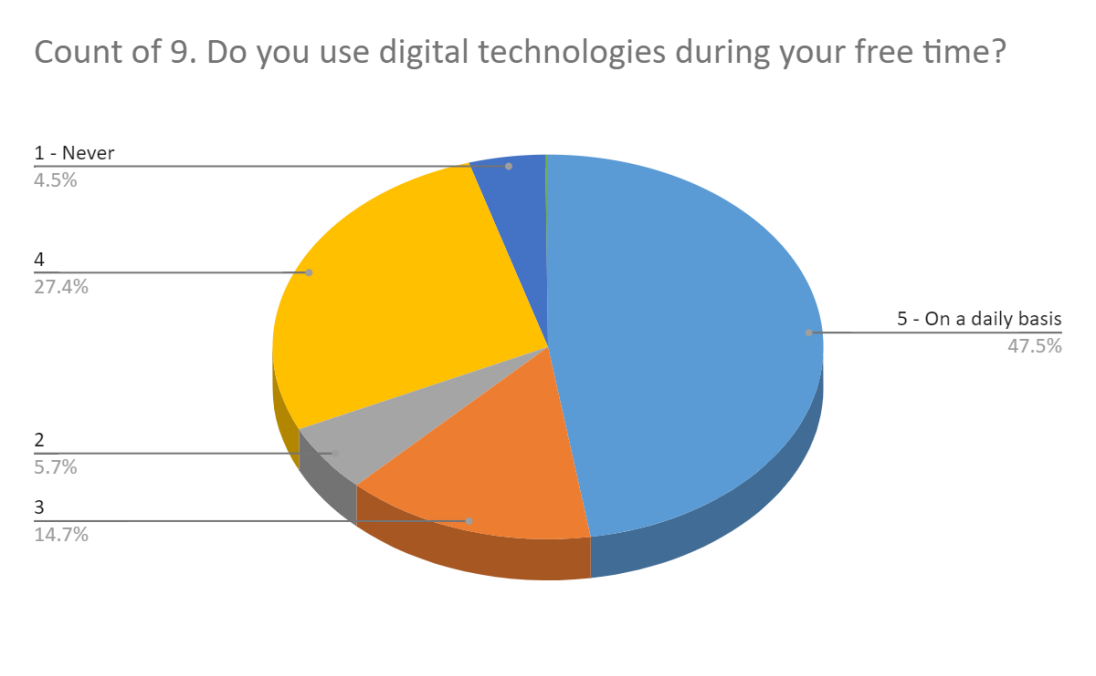
Results / Students



Question 9 *results: 50% of the students respond that they use digital technology on daily basis*

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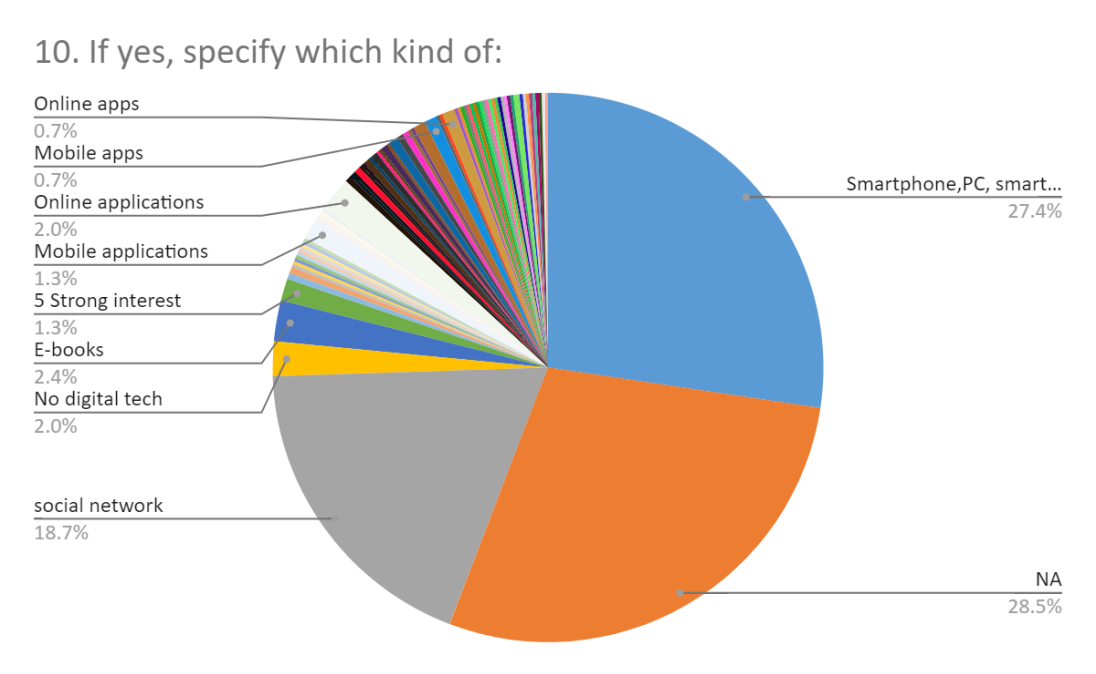
Results / Students



Question 10 *results: the kind of technology mostly used by students are digital devices (smartphones) and social networks.*

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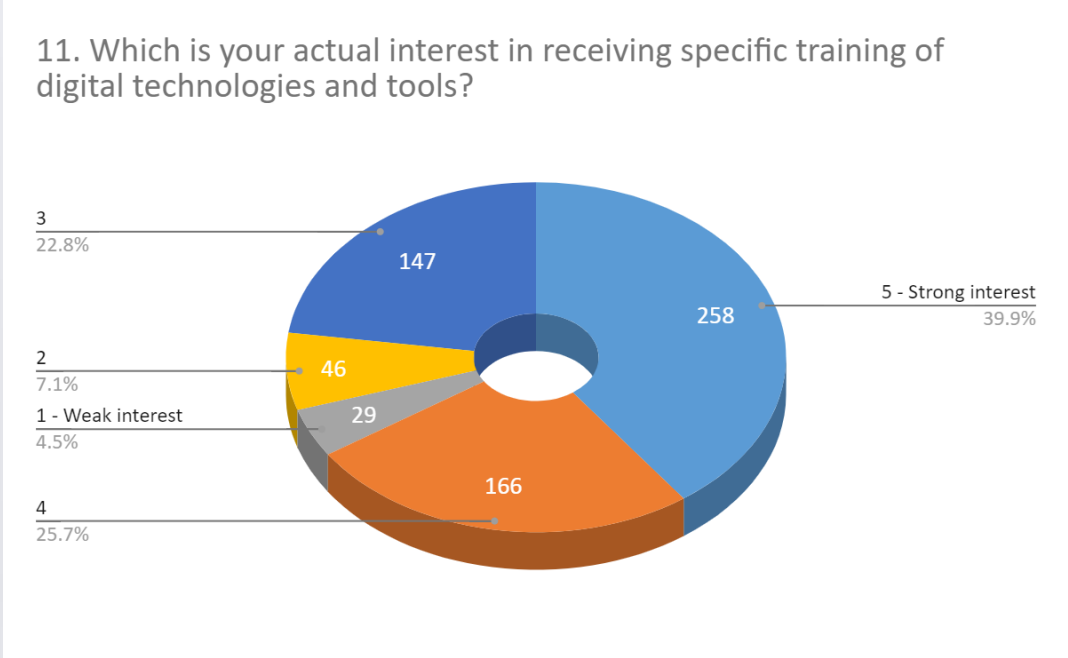
Results / Students



Question 11 *results: Almost 85% of them have an interest above average.*

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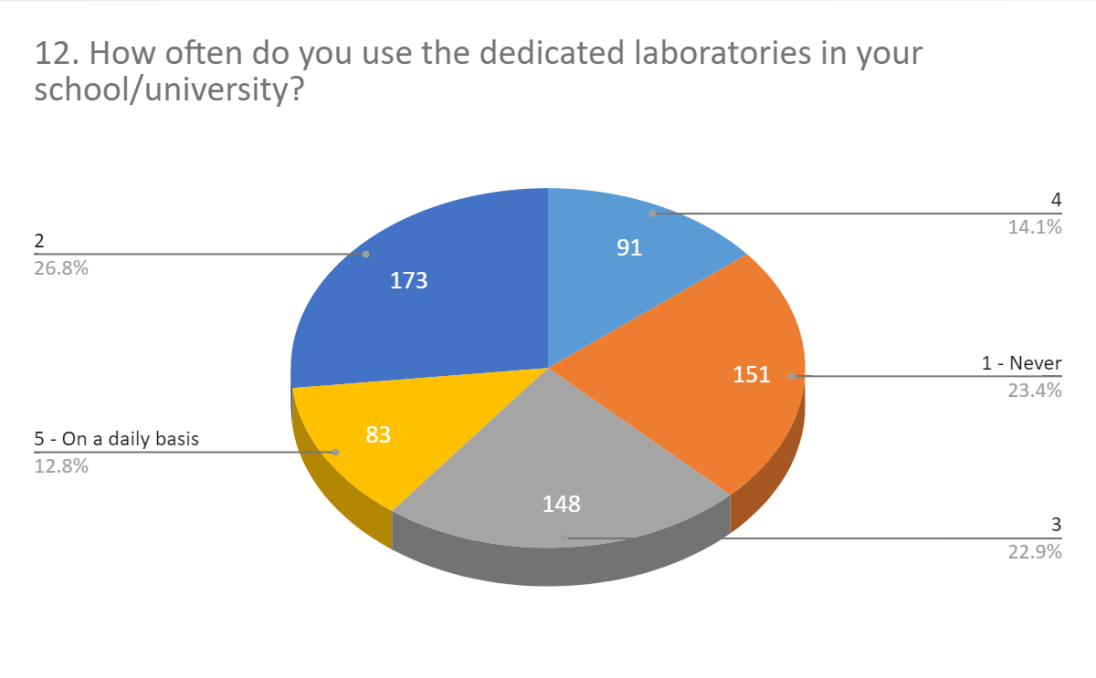
Results / Students



Question 12 *results: A considerable percentage of students affirms that they never use laboratories in their daily work at university.*

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Conclusions

- There is an actual need for advancement and, according to the results, Albanian universities are making efforts to pursue continuous progress in digital teaching and learning processes;
- Technological integration and experience-based learning stands in a moderate level within the institutions' strategies.
- Students and staff show enthusiasm and willingness to participate on VR/AR trainings and activities which can further develop their knowledge regarding these specific tools;
- Institutions should take care to offer innovative practices and to continuously monitor their effectiveness.

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Thank you for your attention!

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