



# **“Accelerating Western Balkans University Modernisation by Introducing Virtual Technologies” VTech@WBUni**

## **WP1 - Deliverable D1.3**

### **Regional Results/Findings on the Use of Virtual Technologies in Teaching Methodologies**

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- The project general aim is to introduce for the first time at Western Balkan universities the concept of virtual technologies as a tool for accelerating university modernisation, while contributing on developing knowledge-driven society.
- This Report is prepared as an activity and deliverable within Vtech Erasmus + project.
- The compilation of Report is based on student and teaching staf evaluations collected from **1289 student** and **275 teachers** responses in respective questionnaires.

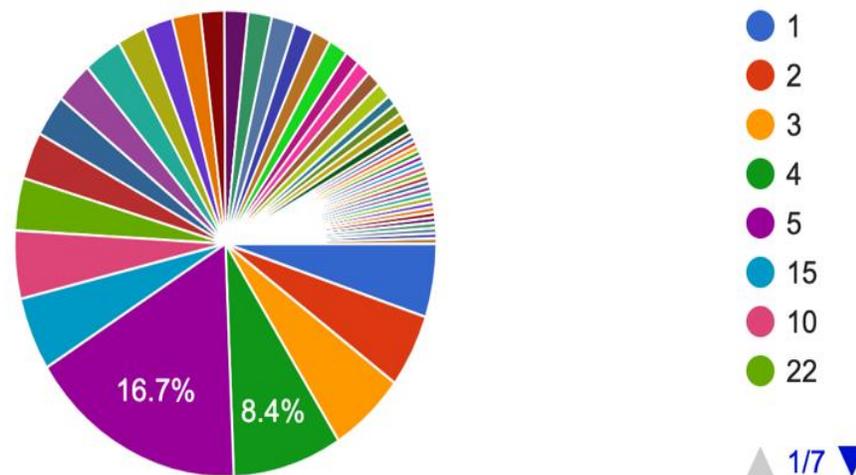
- The objective of the survey is to measure the level of implementation of interactive learning methods, with the focus on VR/AR Technologies, within the study program in universities in Kosovo
- The survey also aims to enhance the skills for further building the digital society in Kosovo
- The survey collects data for gaining information regarding the researchers' (teachers) knowledge about virtual/digital technologies including the use and impact of virtual technologies in relevant study fields
- The survey was electronically delivered to researchers and students during November, December of 2020 and January of 2021

- Based on the purpose of the VTECH project and the respective objectives, the following data was obtained from relevant universities, for the purpose of updating the sampling framework, regarding the:
  - Number of teachers
  - Number of students
  - Study fields
  - Digital devices
  - Virtual technologies
  - Existing laboratories
- Based on this information the relevant samples are formulated, for teachers and professors

- The survey scope consists of teachers and students
- The samples are delivered in University of Prishtina, University of Peja, University of Gjakova, University of Prizren and two biggest Private Higher Education Institutions: AAB and UBT
- The purpose of this survey is to provide information about the knowledge and frequency of usage of digital/virtual technologies from teachers/researchers and students.
- Relevant data was collected and processed based on selected samples.
- Based on the survey results, the recommendations will be derived regarding the need for trainings for different types of virtual technologies.
- The survey data are collected through two questionnaires and the results are presented in the following slides

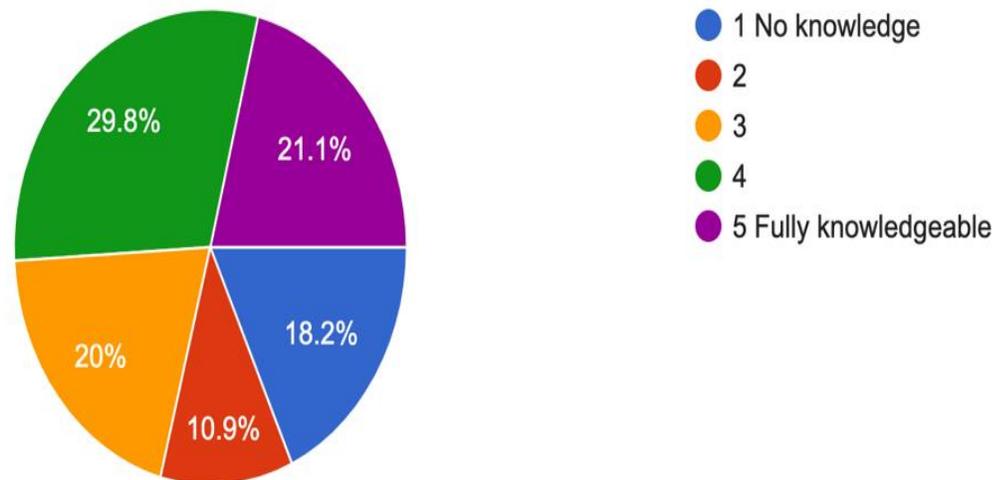
## 1. How many years have you been teaching?

275 responses



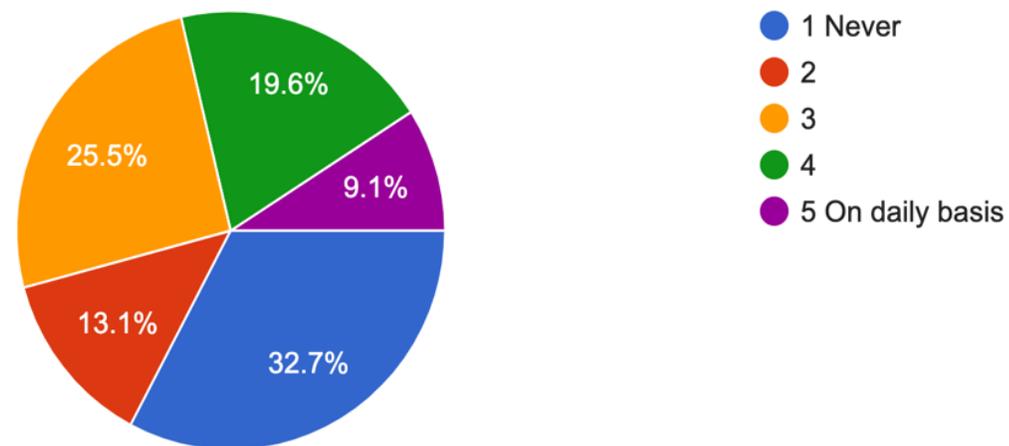
## 2. Which is your actual knowledge regarding virtual/digital technologies?

275 responses



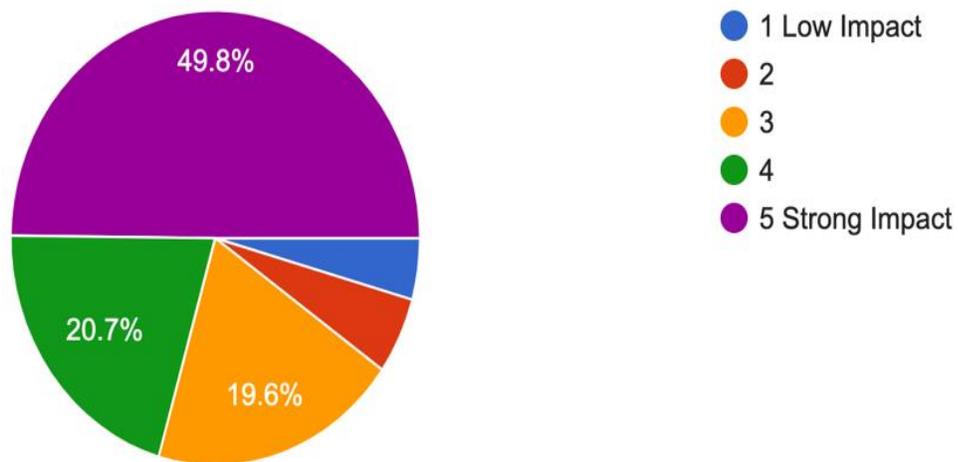
3. How much have you tested the use of virtual reality or augmented reality in order to supplement current classroom teaching?

275 responses



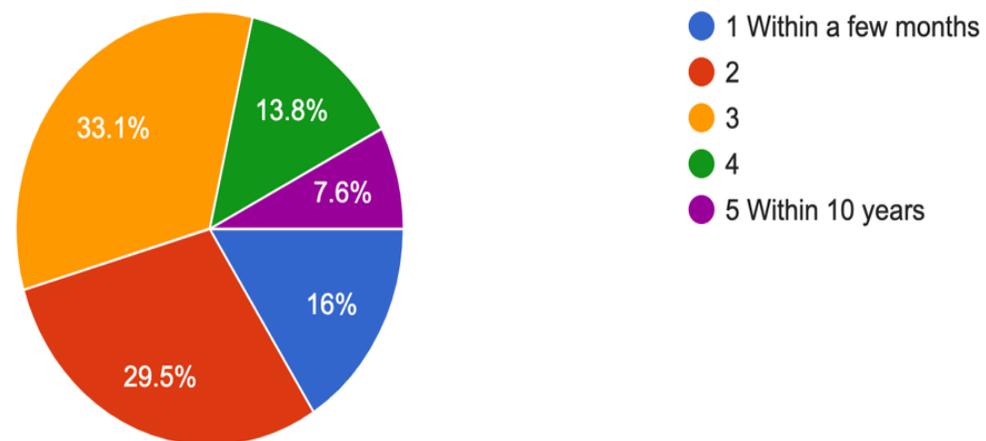
## 4. Rate the impact of virtual technologies in your specific field of education

275 responses



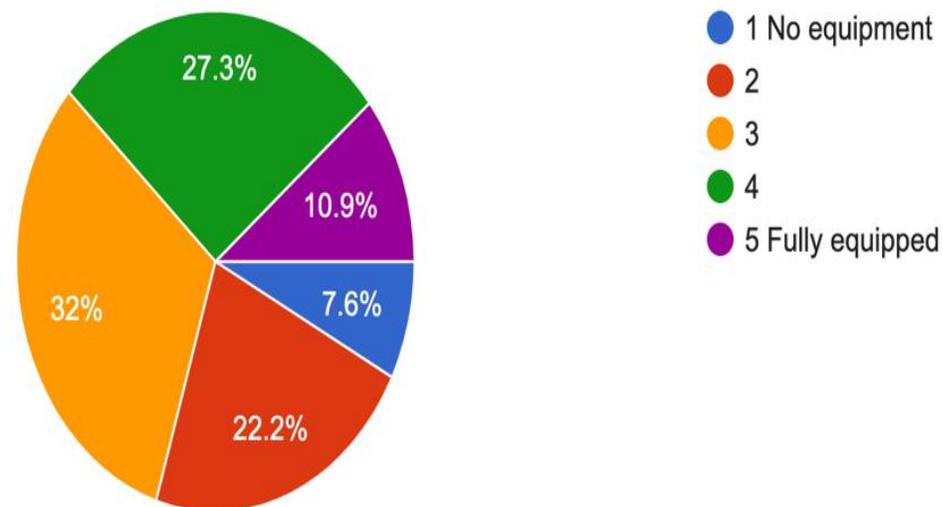
5. Thinking about the adoption of this new technology into education, how soon do you see virtual reality making it into your school?

275 responses



6. Please rate the current level of the hardware present in your school/university.

275 responses

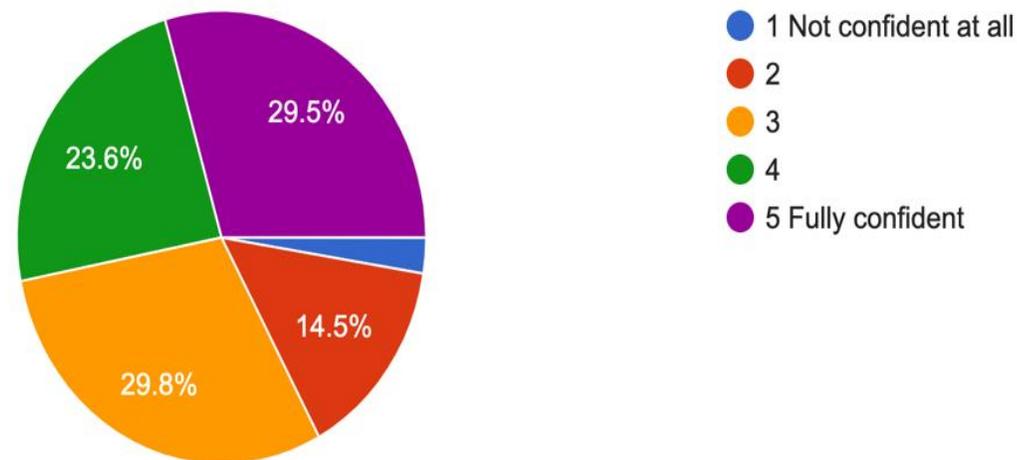


7. Which kind of digital technologies and tools would you like to learn more about?



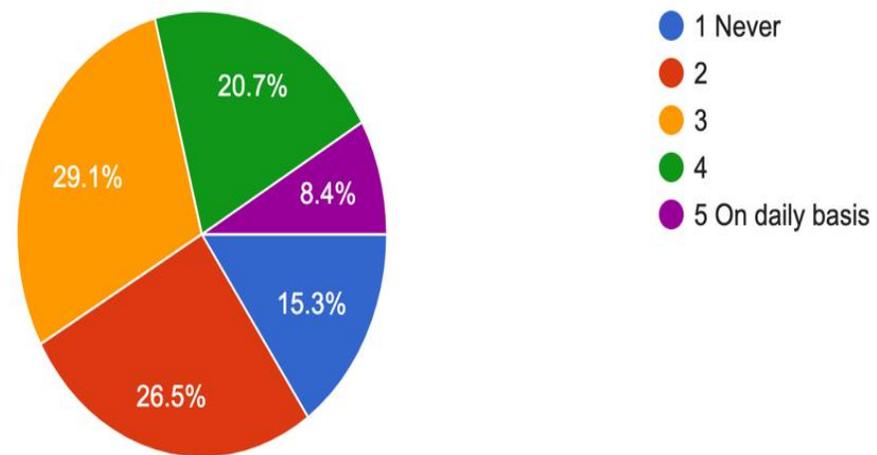
8. How confident do you feel when integrating digital technologies in your classroom?

275 responses



## 9. How often do you use the dedicated laboratories in your school/university?

275 responses

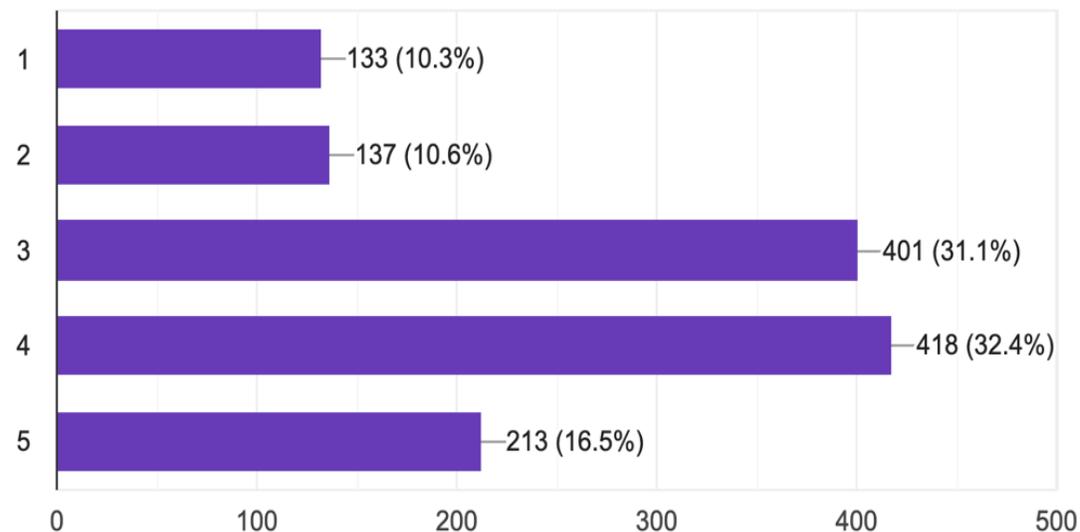


10. Add any suggestion regarding which kind of technologies you would like to be implemented in your school and how.
11. Give some example on where, during your daily work, you would find the implementation of VR technologies useful (classes, topics, lab work, etc.).



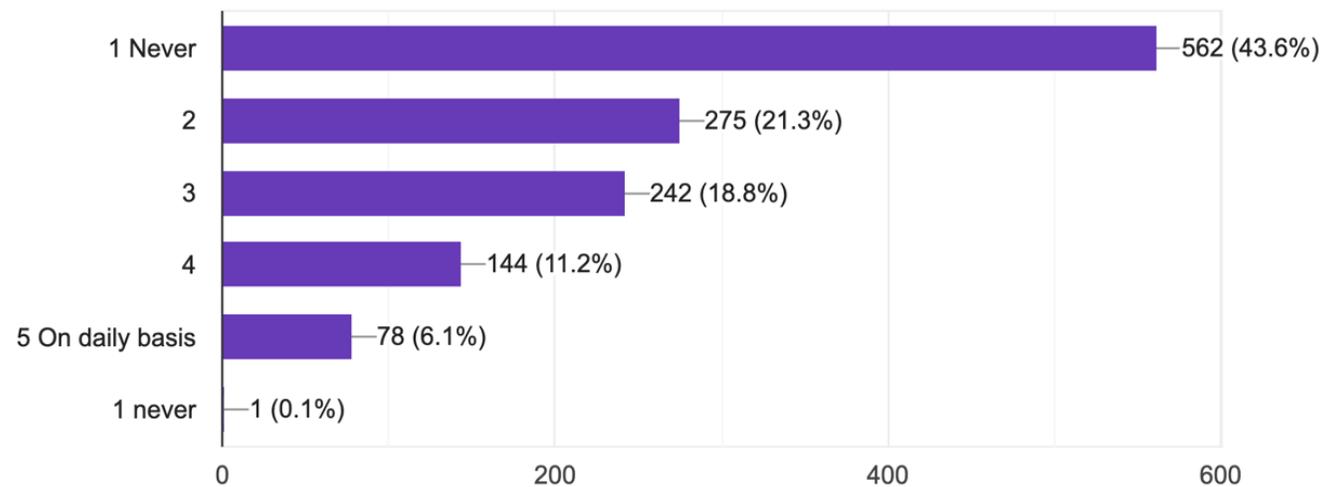
## 1. Which is your actual knowledge regarding virtual/digital technologies?

1,289 responses



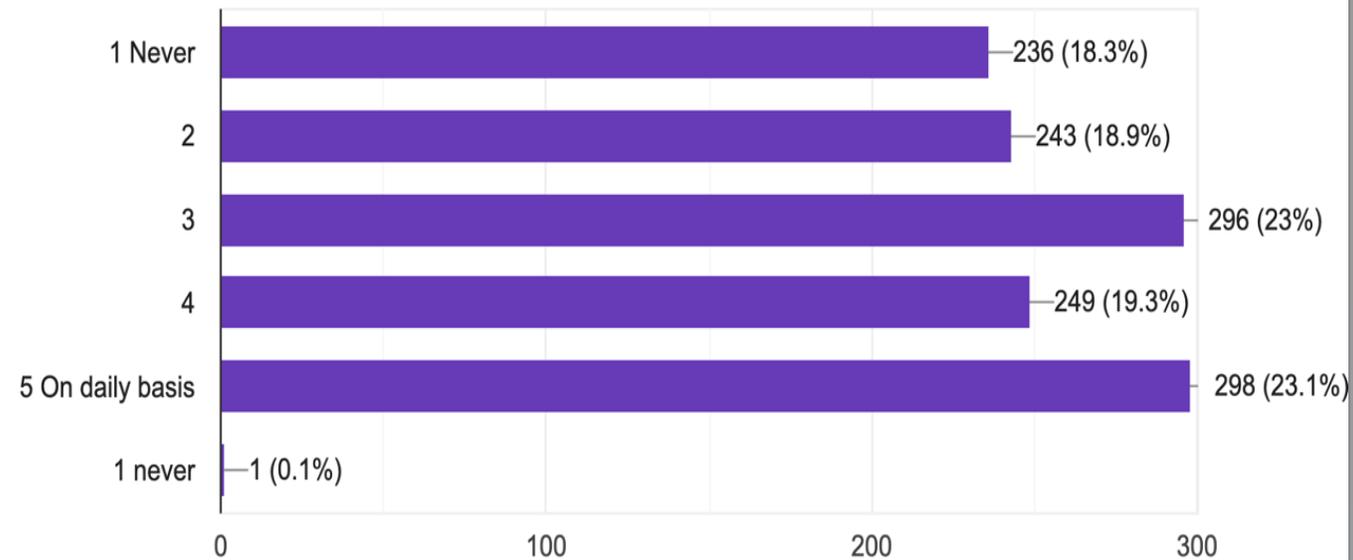
## 2. During your precedent years of study, have you ever been introduced or trained on VR/AI technologies?

1,289 responses



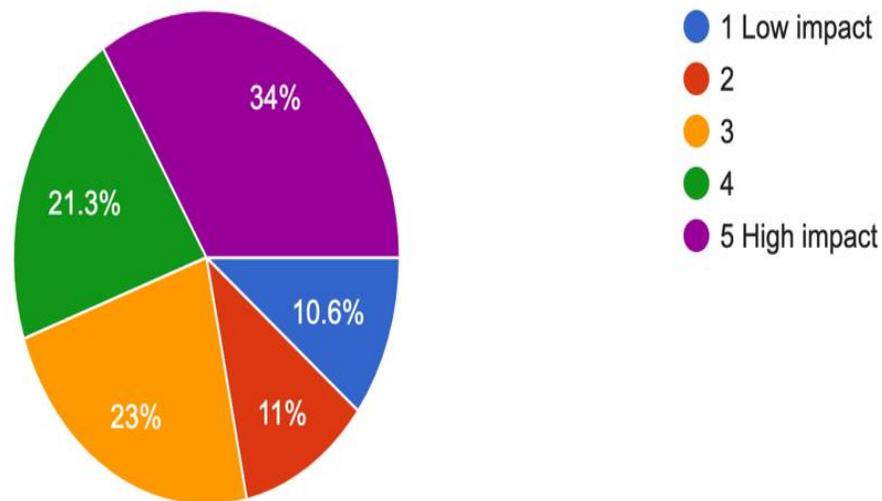
### 3. How often do you engage in digital learning activities?

1,289 responses



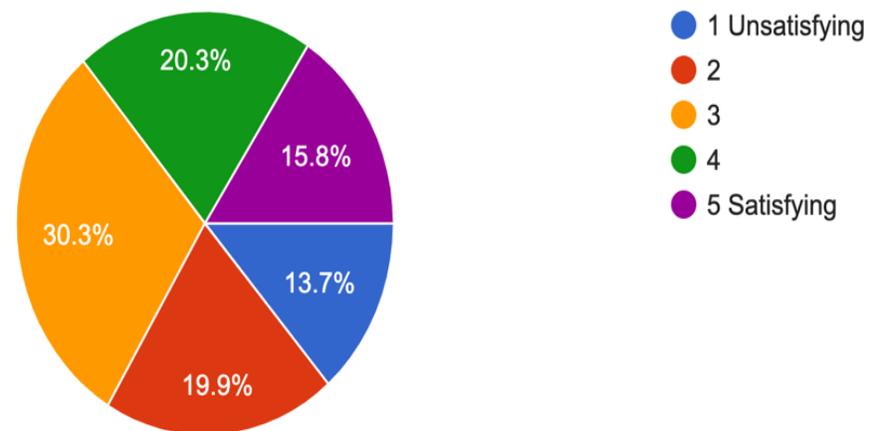
## 4. Rate the impact of virtual technologies in your specific field of education

1,289 responses



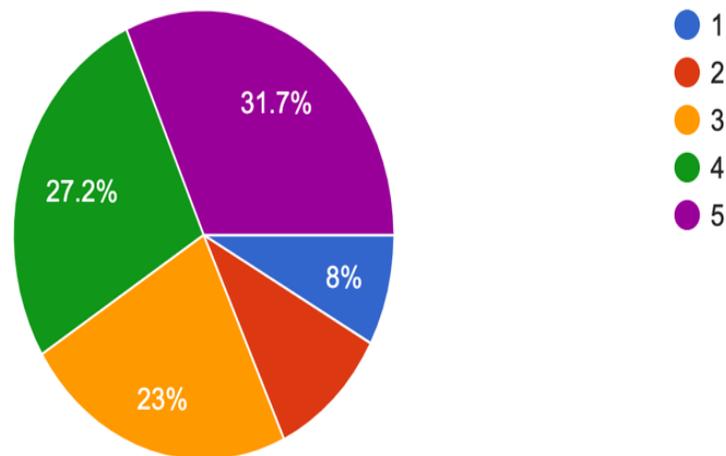
5. How much is information regarding these technologies shared at school between students and professors?

1,289 responses



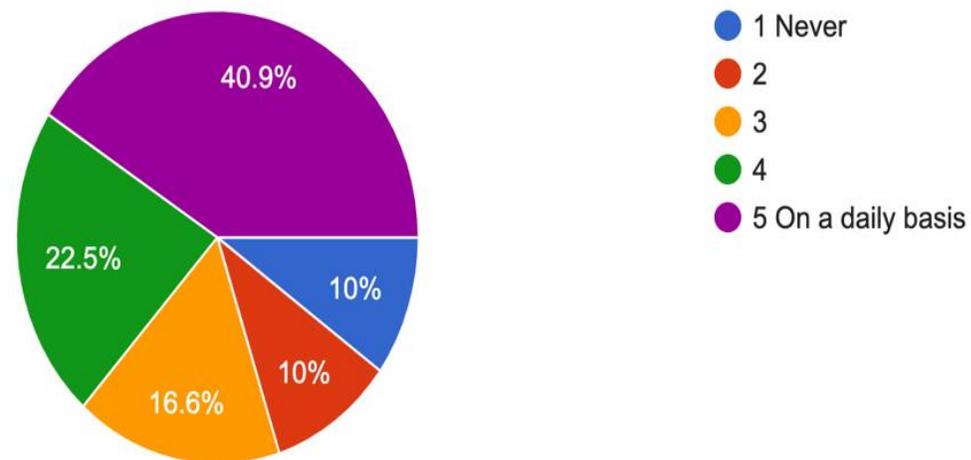
6. Do you think you would implement such technologies in your learning process?

1,289 responses



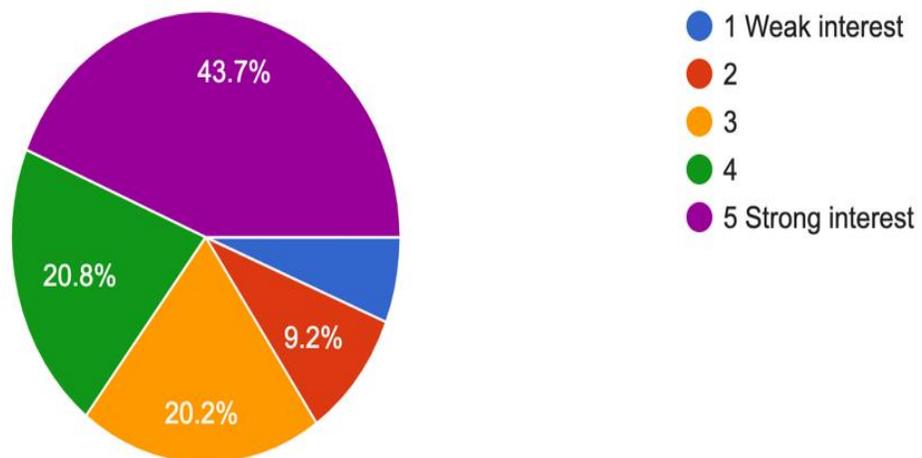
## 7. Do you use digital technologies during your free time?

1,289 responses



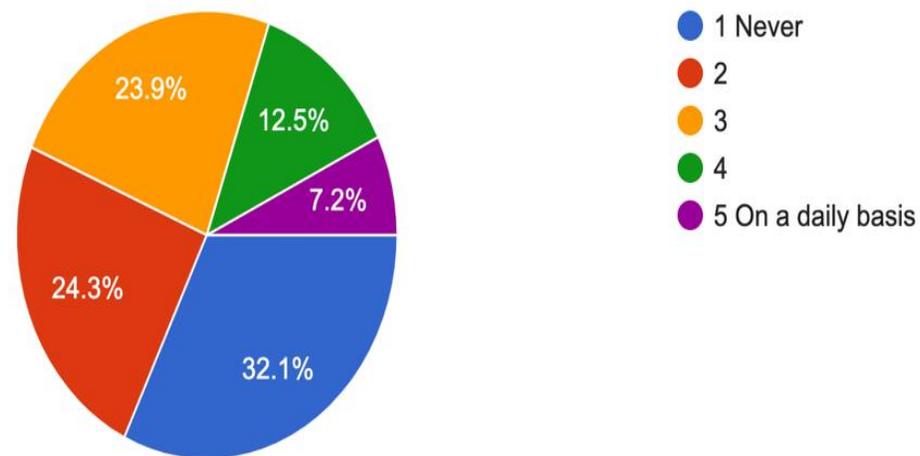
8. Which is your actual interest of receiving specific training of digital technologies and tools?

1,289 responses



## 9. How often do you use the dedicated laboratories in your school/university?

1,289 responses



10. Add any suggestion regarding which kind of technologies you would like to be implemented in your school and how?



- The survey aim was to measure the knowledge of students and teachers regarding virtual technologies in HEIs in Kosovo
- According to the results taken from the teachers' survey, we can conclude that teachers do not have background on virtual technologies and they do not use these technologies in their teaching process
- According to survey results, HEIs in Kosovo are not well equipped with hardware and it is highly recommended to have a VR laboratory for integrating VR technologies into different classes.
- Students do not have knowledge on VR technologies too. They are not satisfied with the level of information shared between them and professors regarding VR technologies
- Students claimed that are very interested to receive any training regarding virtual/digital technologies because they think that these technologies have high impact in their specific study field.
- We plan on publishing these results

# Thank you for your attention!