



SHARING of RESULTS on the USE of VIRTUAL TECHNOLOGIES in MACEDONIA

South East European University

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One of the project tasks (WP1 - Deliverable D1.3) was to prepare a questionnaire to gather inputs for a detailed gap analysis at country level.

To have an overall picture and for the use of VR in the Balkans, the same questionnaire was used for Albania, Kosovo and North Macedonia.

Two questionnaires were prepared:

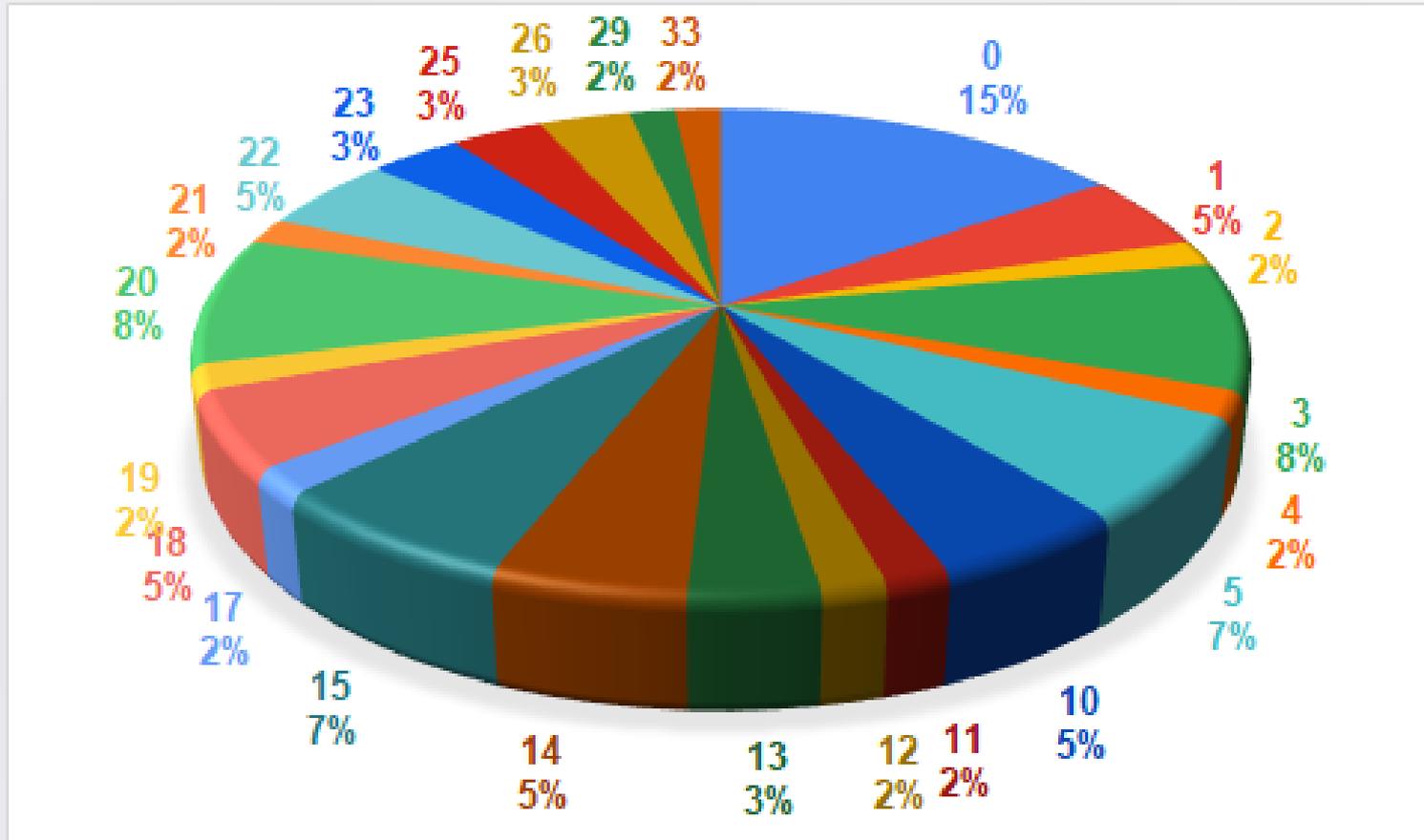
- Academic staff / researcher
- Students

Questionnaire Sample

- The questionnaires were initially translated into local languages (Albanian and Macedonian).
- The questionnaire was distributed to several universities in Macedonia.
 - South East European University
 - State University of Tetova
 - Ss. Cyril and Methodius
 - Mother Tereza University
- The questionnaire was distributed during November and December 2020.
- The total number of the responses gained from the academic staff/researchers' questionnaire was 60 and from the students' questionnaire was 287.

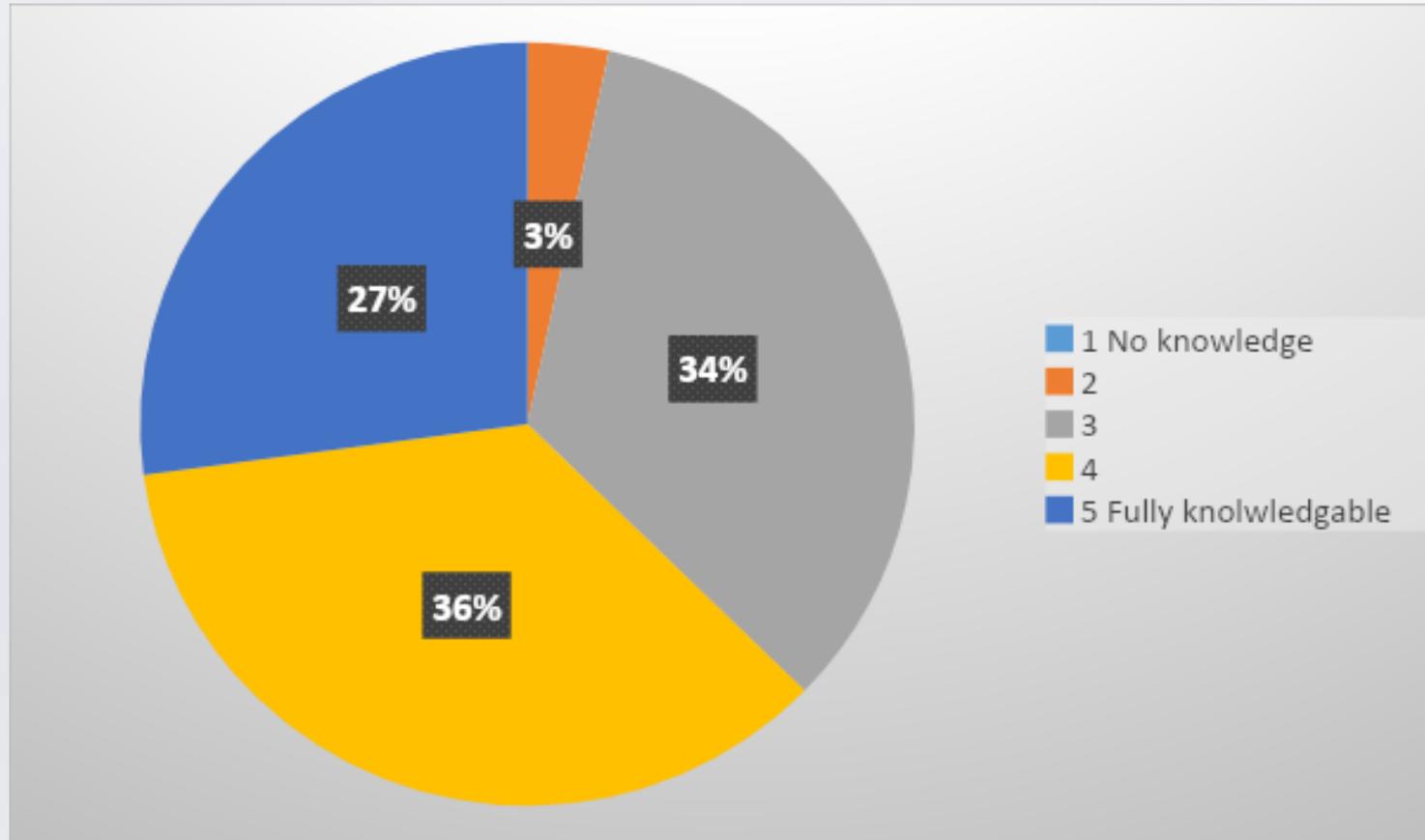
Results of teachers/ researchers' questionnaires

Q1: How many years have you been teaching?



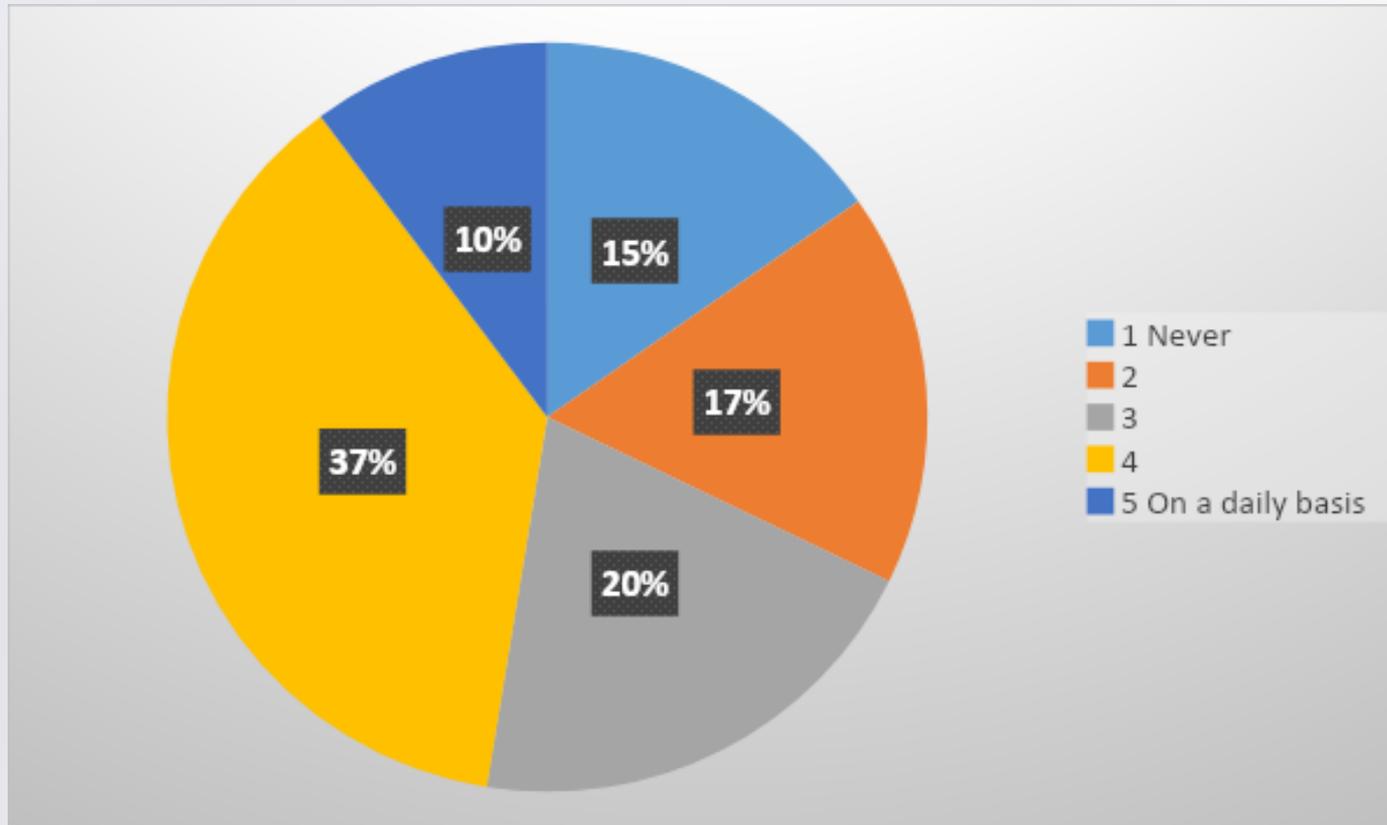
Results of teachers/ researchers' questionnaires

Q2: Which is your actual knowledge regarding virtual/digital technologies?



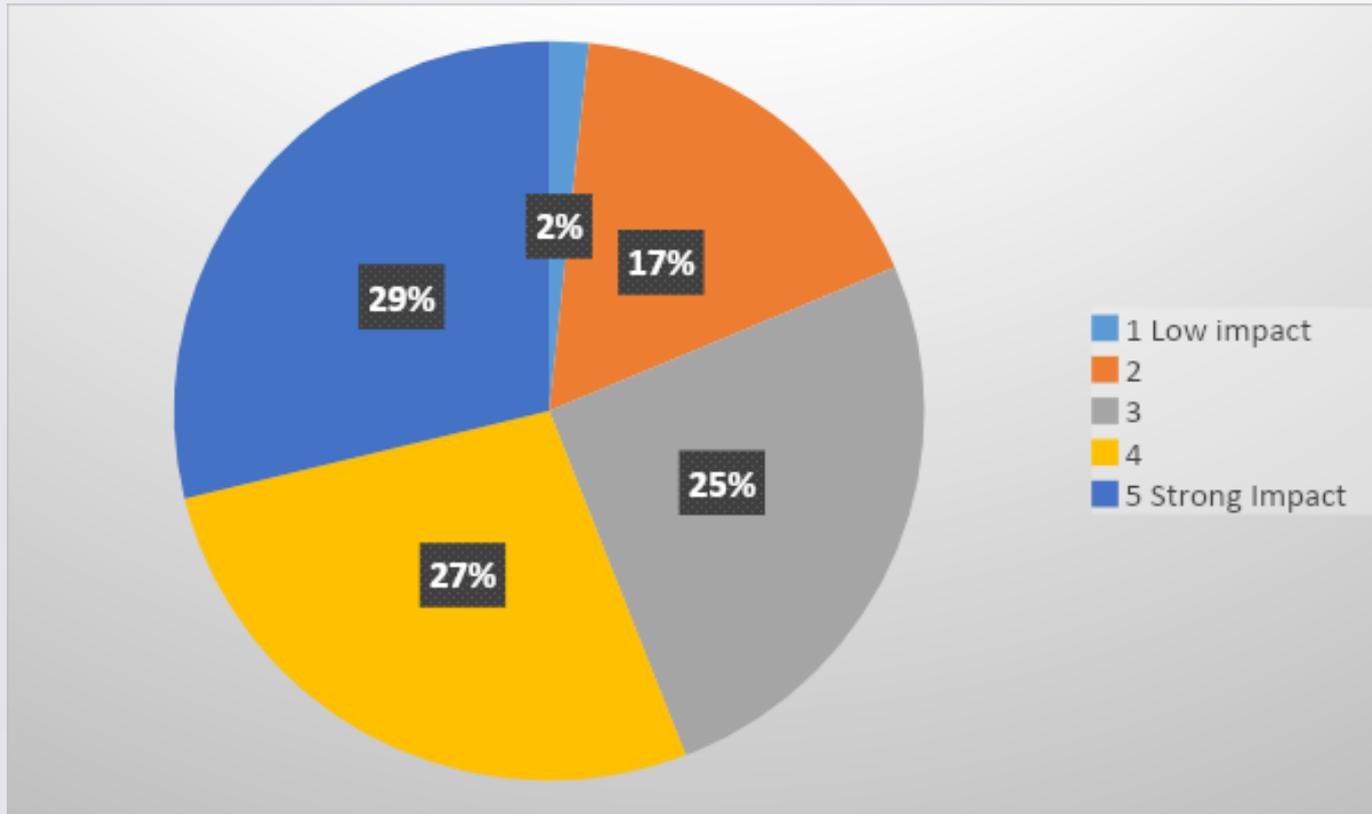
Results of teachers/ researchers' questionnaires

Q3: How much have you tested the use of virtual reality or augmented reality in order to supplement current classroom teaching?



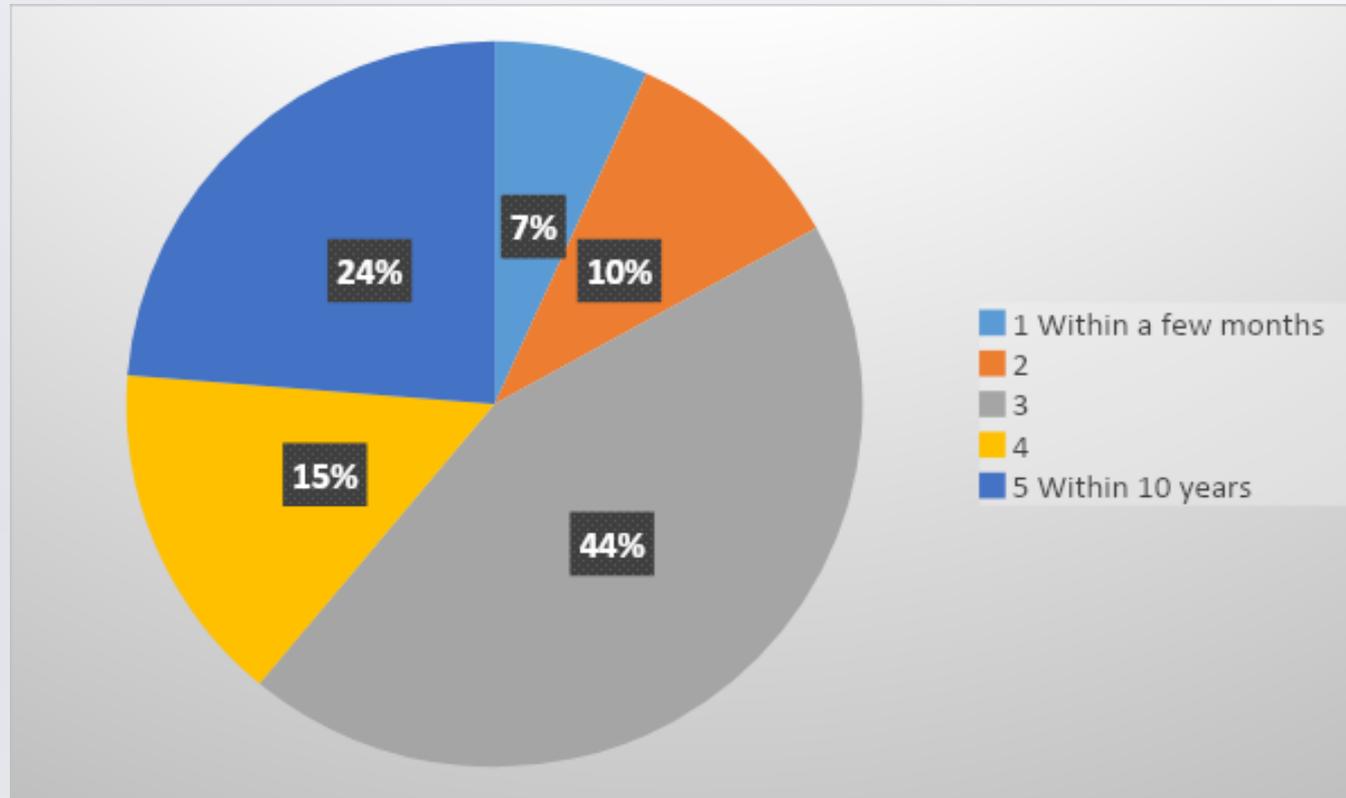
Results of teachers/ researchers' questionnaires

Q4: Rate the impact of virtual technologies in your specific field of education?



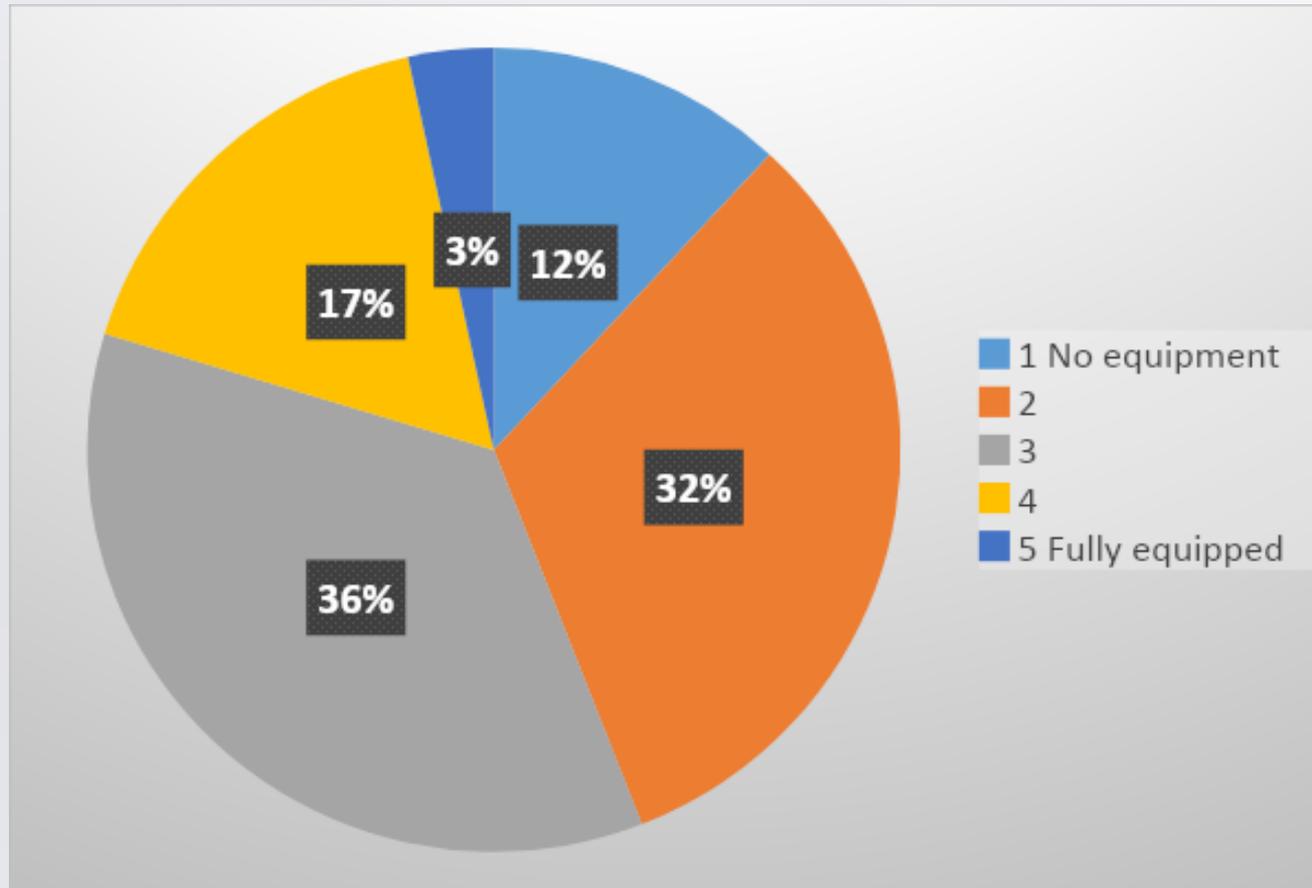
Results of teachers/ researchers' questionnaires

Q5: Thinking about the adoption of this new technology into education, how soon do you see virtual reality making it into your school?



Results of teachers/ researchers' questionnaires

Q6: Please rate the current level of the hardware present in your school/university.



Results of teachers/ researchers' questionnaires

Q7: Which kind of digital technologies and tools would you like to learn more about?

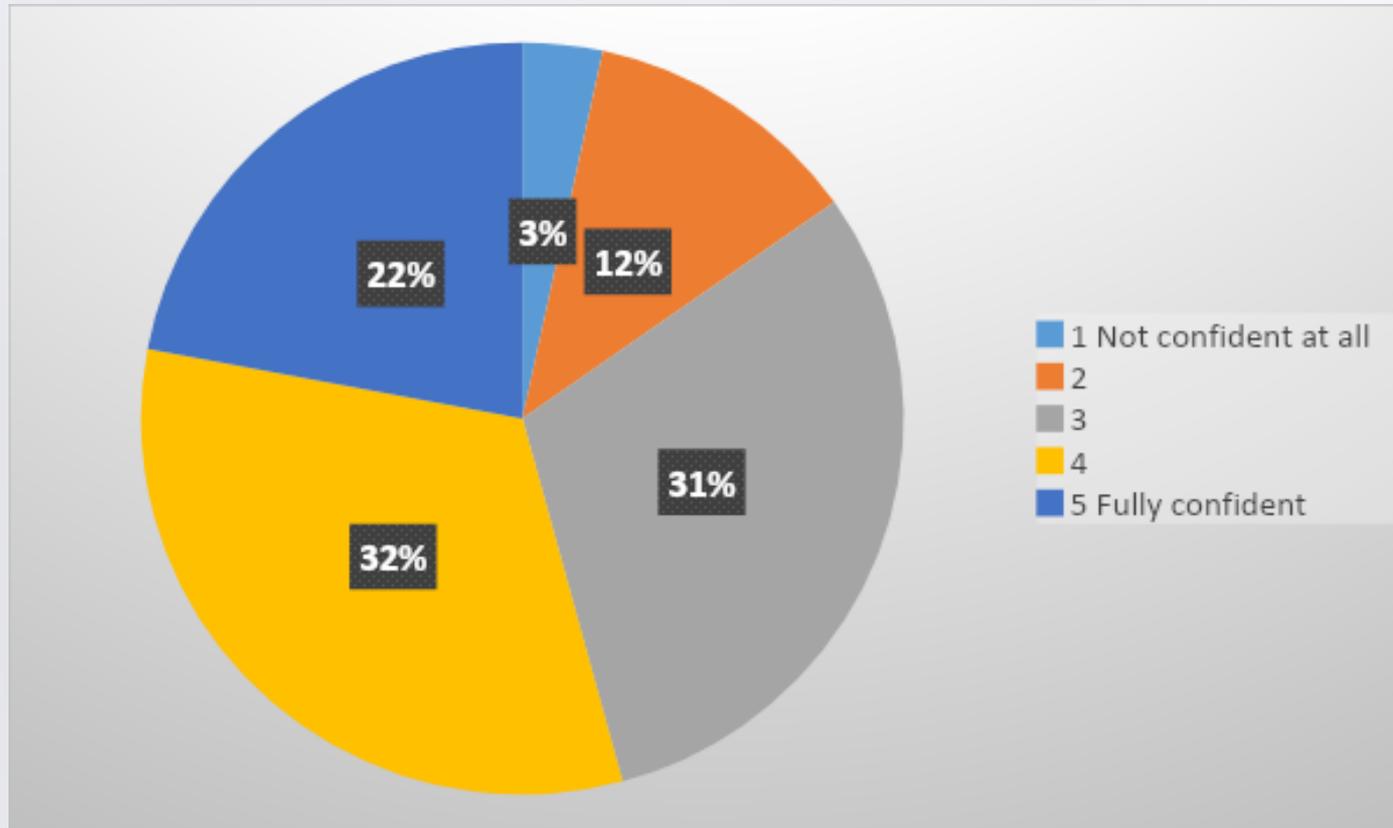
The answers were mainly to follow the trends with updated technologies and software, including :

- Digital Learning Software
- VR technologies
- AR technologies
- VR/AR apps specific for their fields
- ...



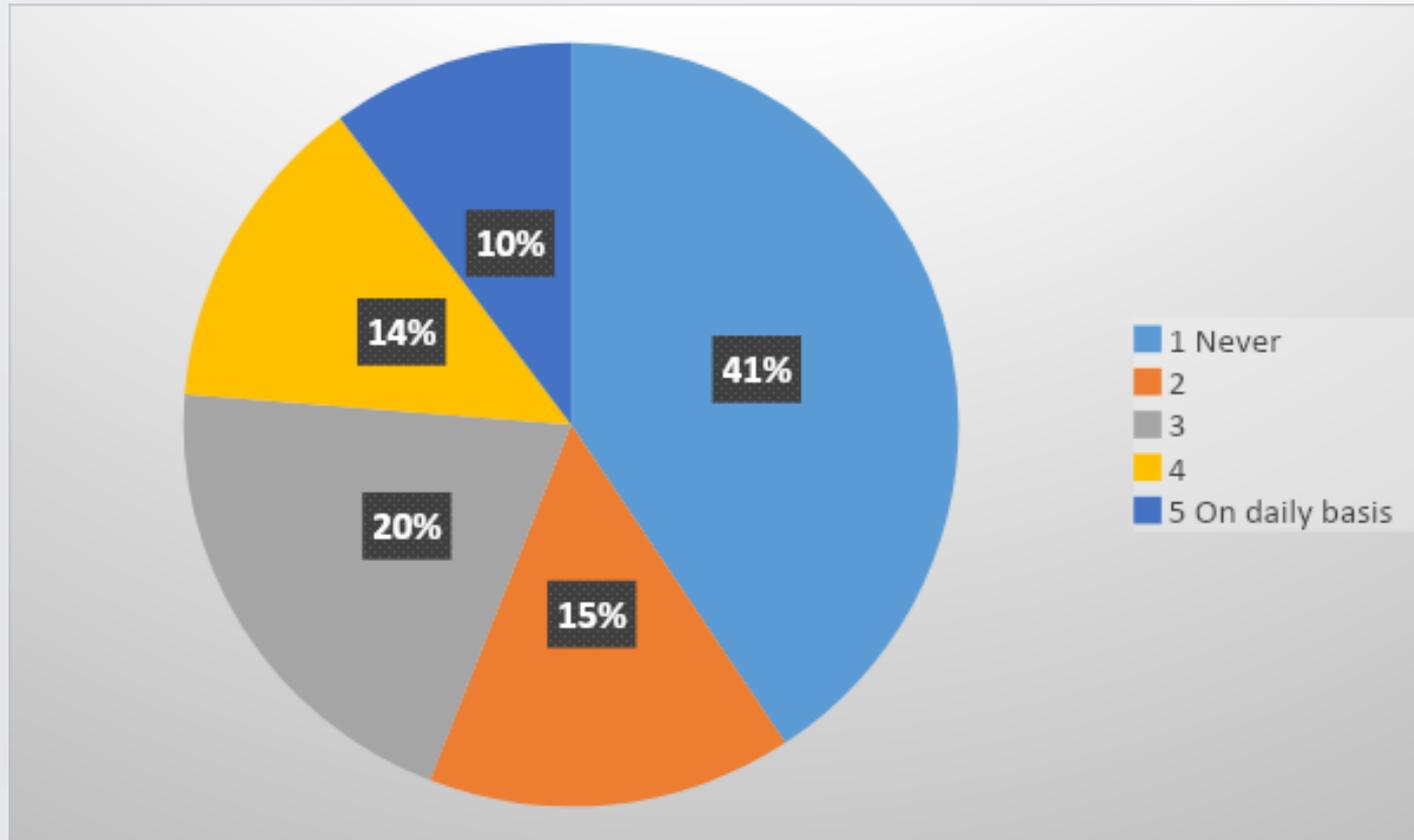
Results of teachers/ researchers' questionnaires

Q8: How confident do you feel when integrating digital technologies in your classroom?



Results of teachers/ researchers' questionnaires

Q9: How often do you use the dedicated laboratories in your school/university?



Results of teachers/ researchers' questionnaires

Q10: Add any suggestion regarding which kind of technologies you would like to be implemented in your school and how:

- better equipped and functional computer labs
- more VR technologies,
- smartboards
- VR labs,
- more softwares that will support the topics delivered
- ...

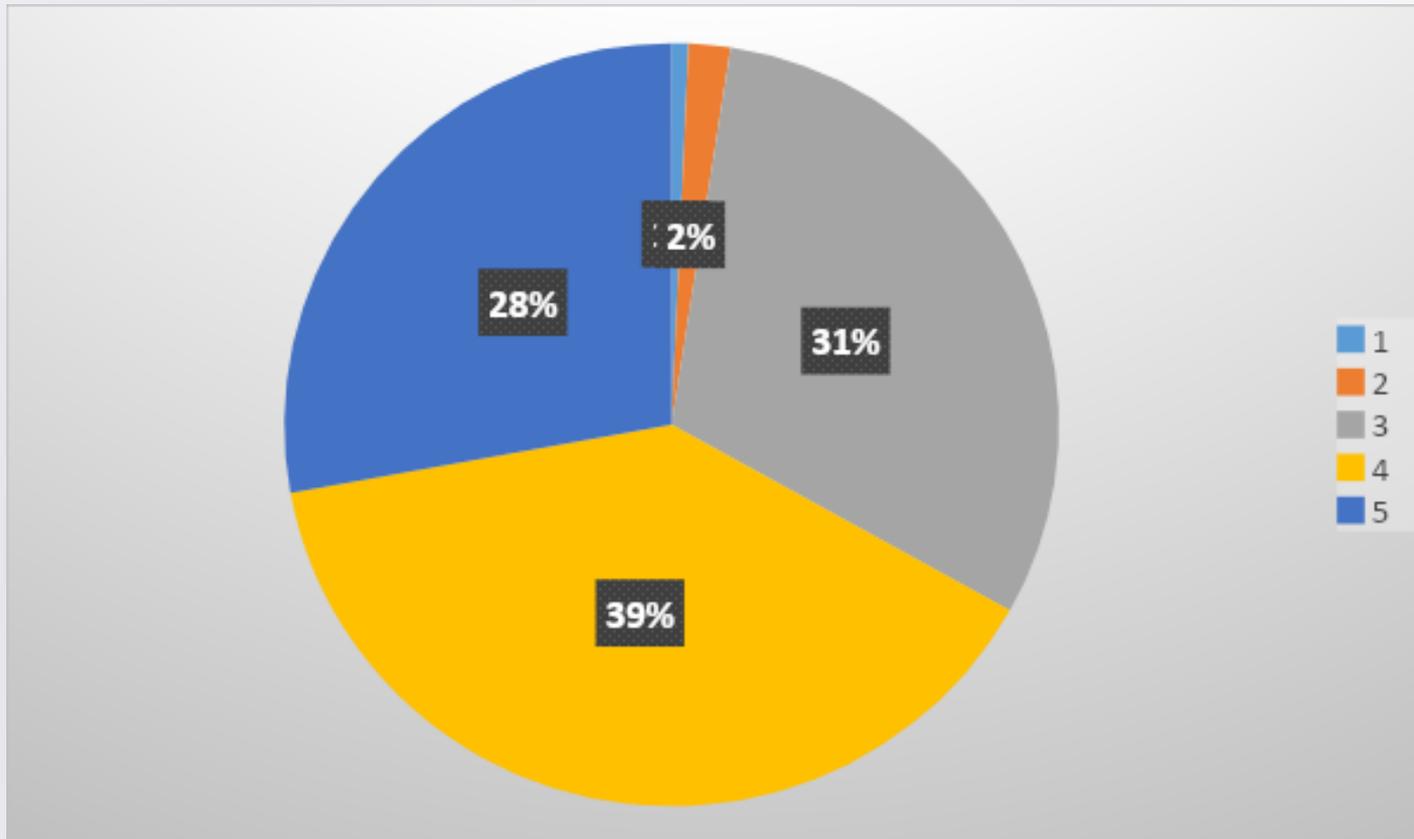
Q11: “Give some examples on where, during your daily work, you would find the implementation of VR technologies useful (classes, topics, lab work, etc.)”.

- on the practical demonstration of the topic,
- capstone projects,
- creating various simulations during the lesson,
- laboratory work and similar.
- teaching about world outside of their classroom without leaving it.
- ...



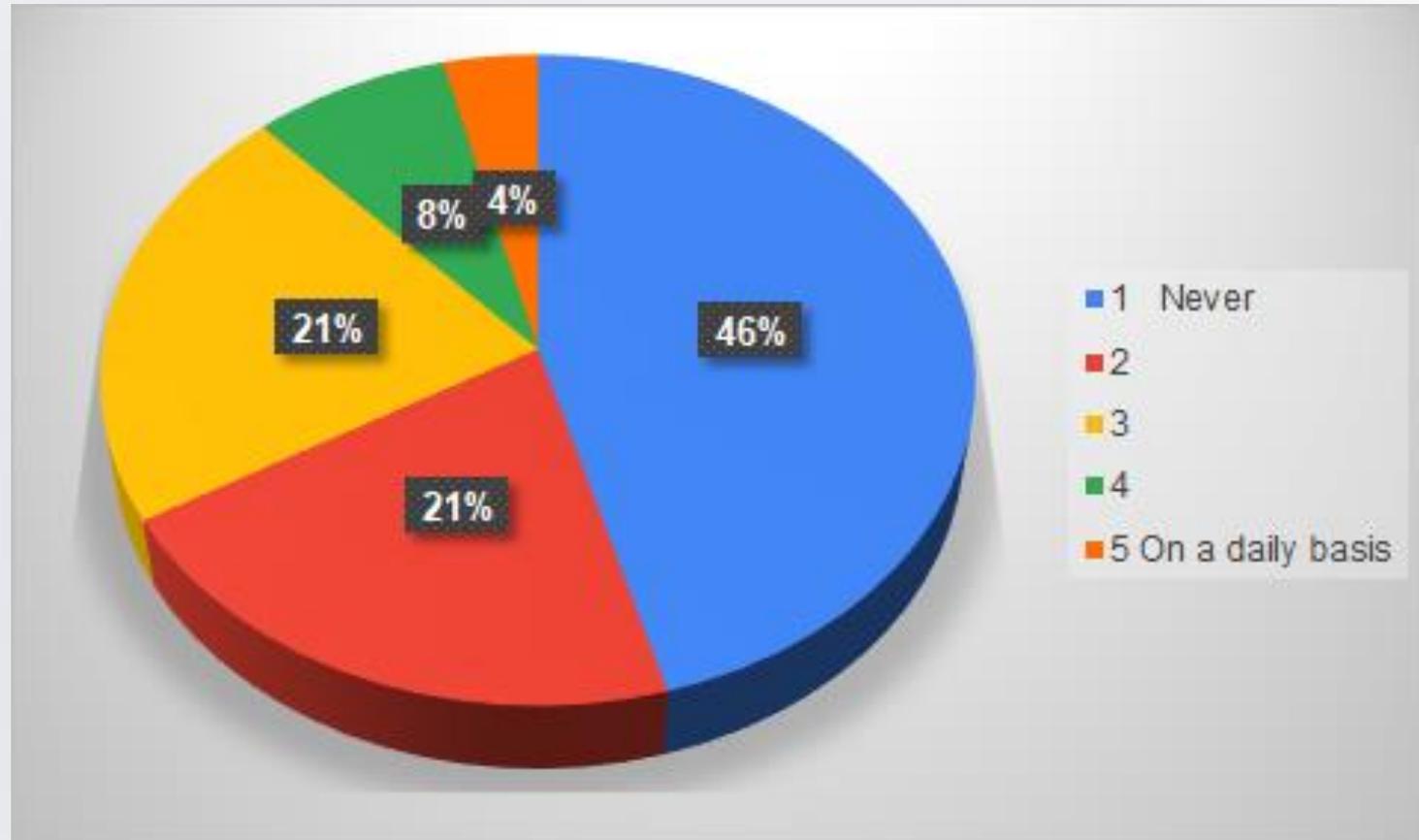
Results of students' questionnaires

Q1: Which is your actual knowledge regarding virtual/digital technologies?



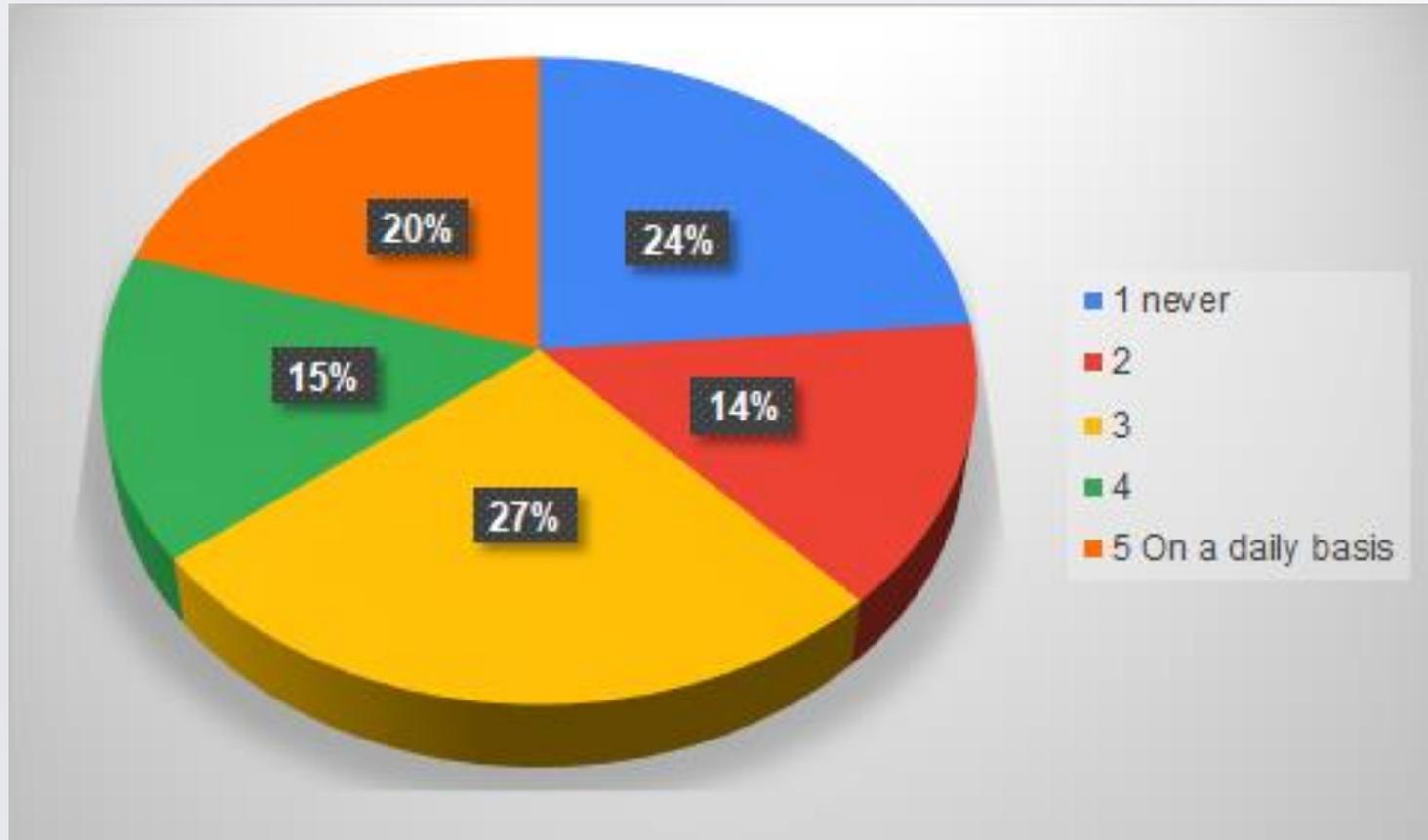
Results of student questionnaires

Q2: During your precedent years of study, have you ever been introduced or trained on VR/AI technologies?



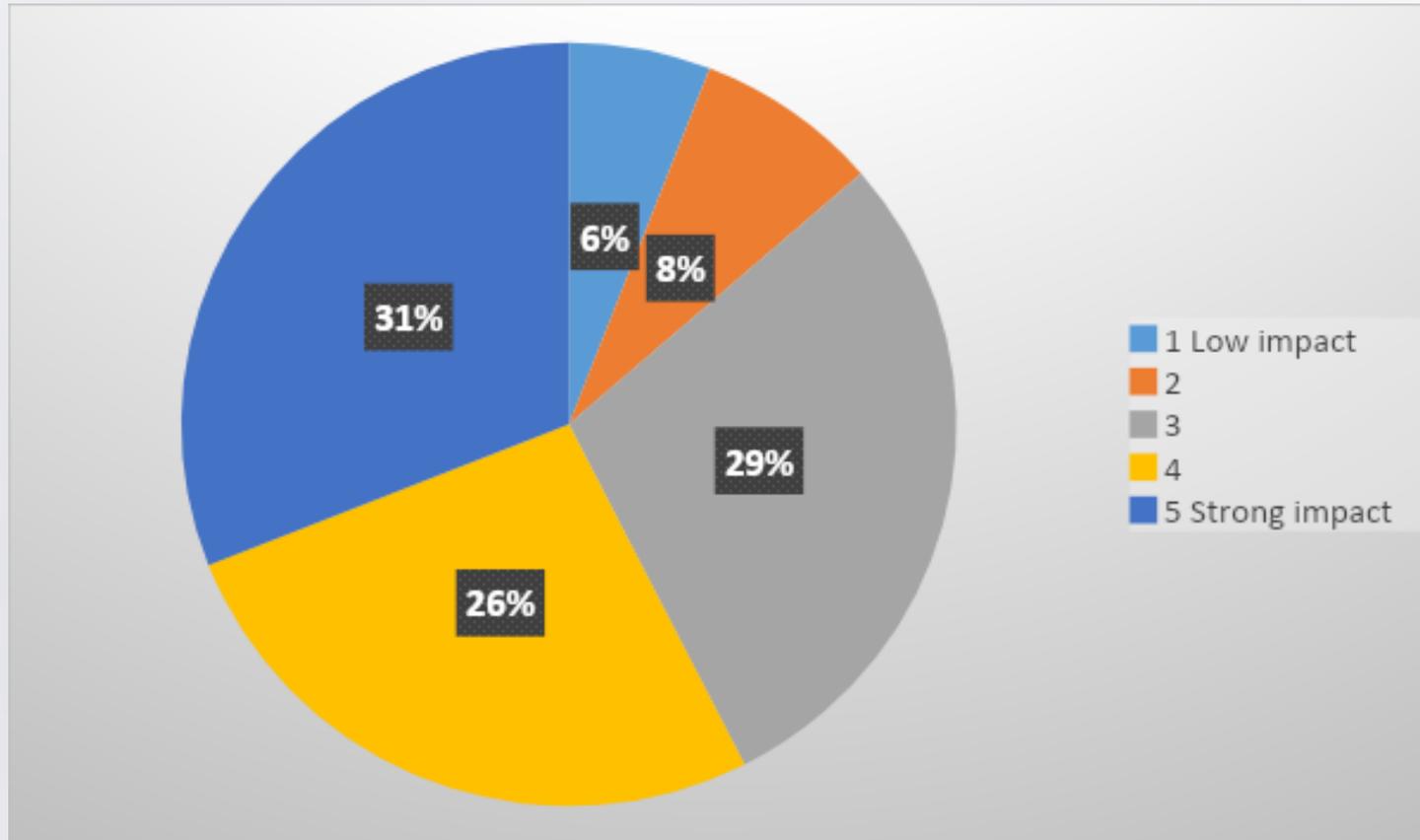
Results of students' questionnaires

Q3:How often do you engage in digital learning activities?



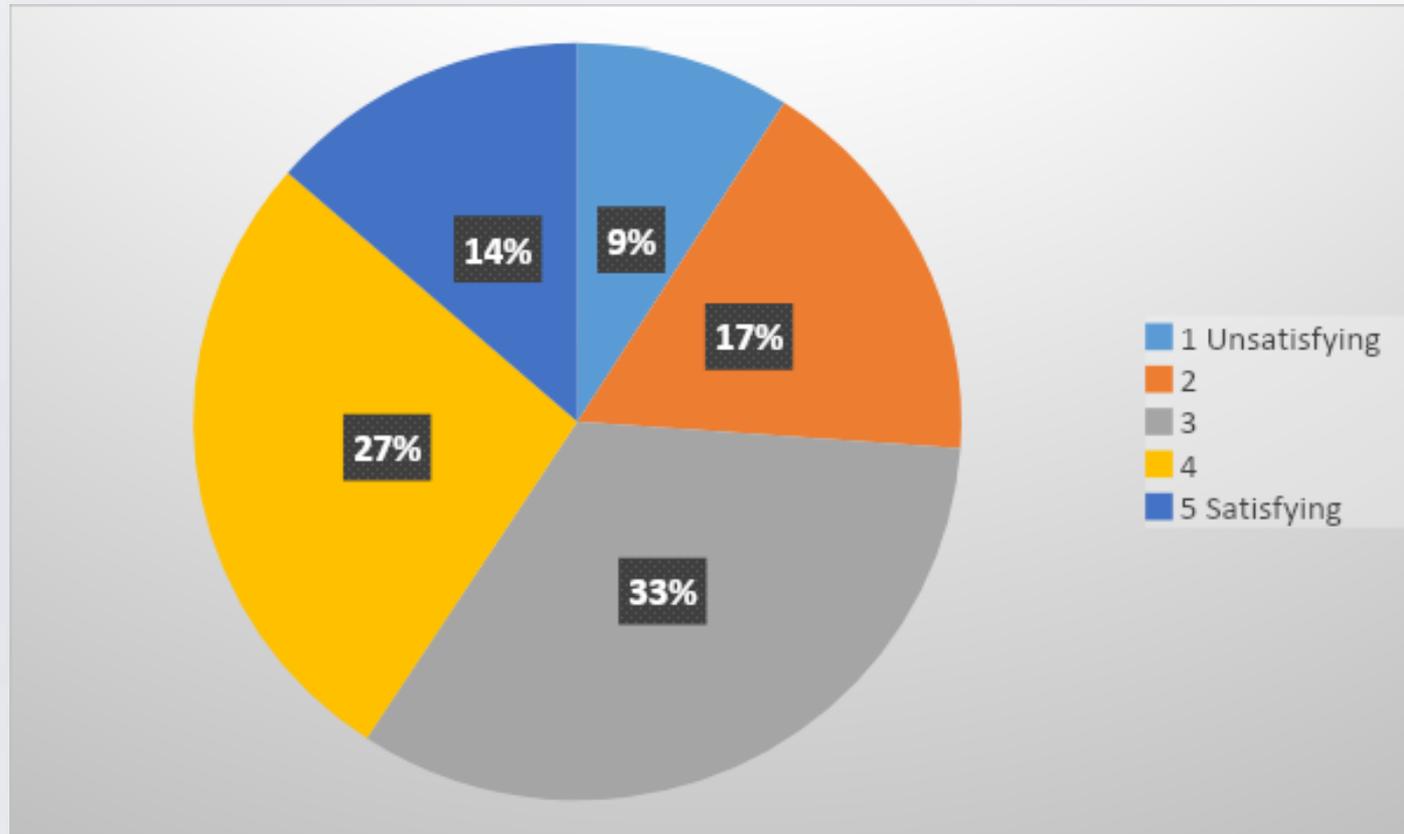
Results of students' questionnaires

Q4: Rate the impact of virtual technologies in your specific field of education



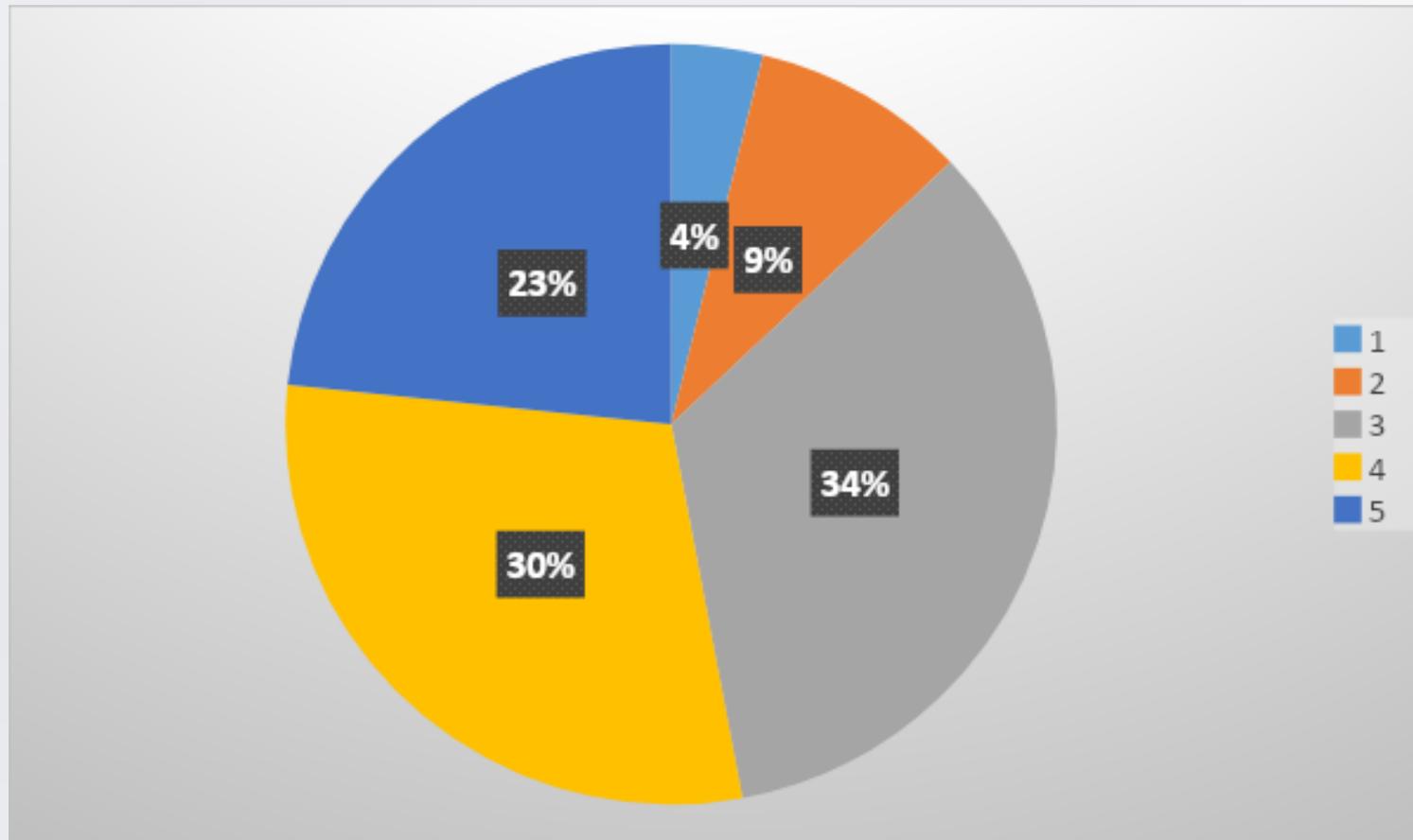
Results of students' questionnaires

Q5: How much is information regarding these technologies shared at school between students and professors?



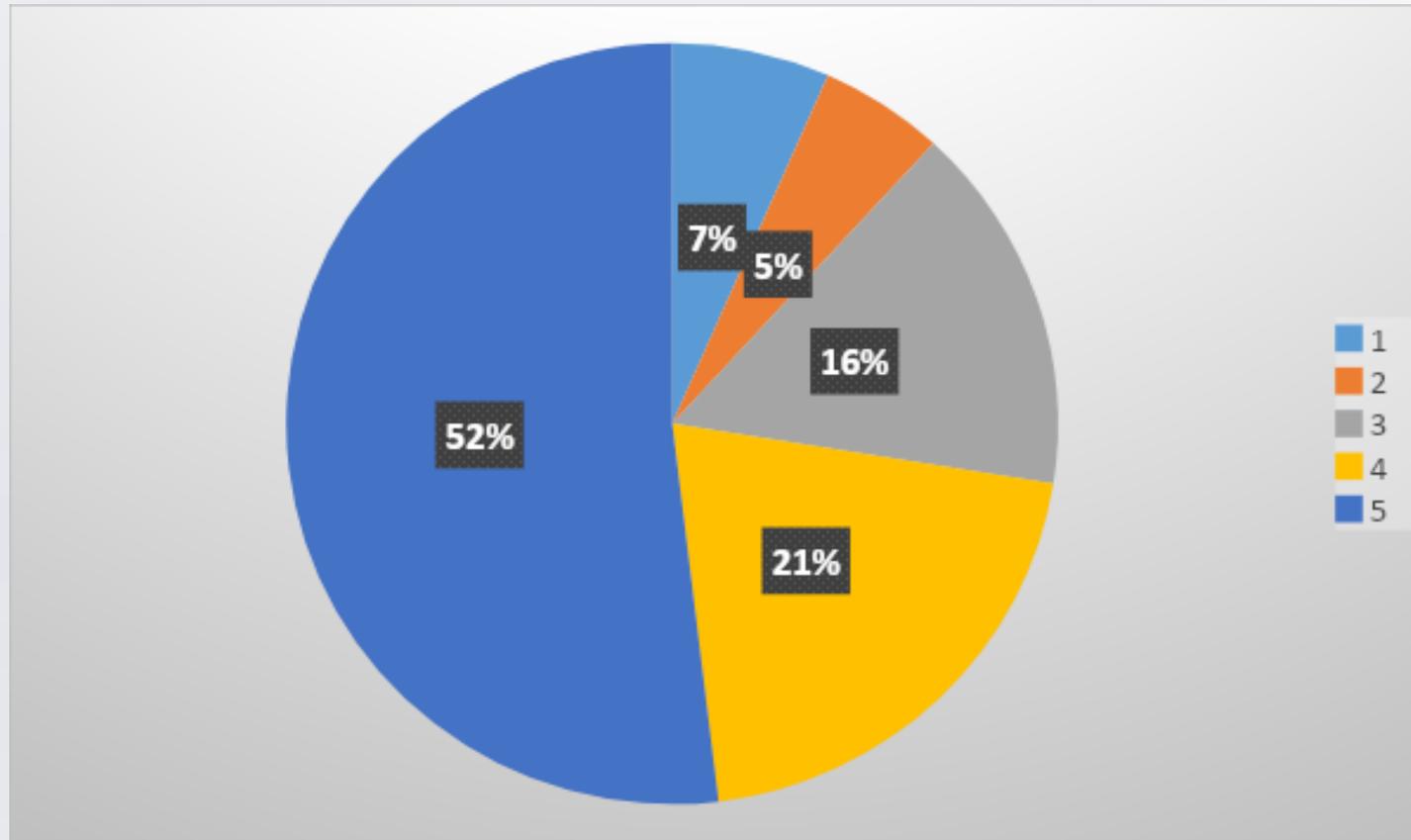
Results of students' questionnaires

Q6: Do you think you would implement such technologies in your learning process?



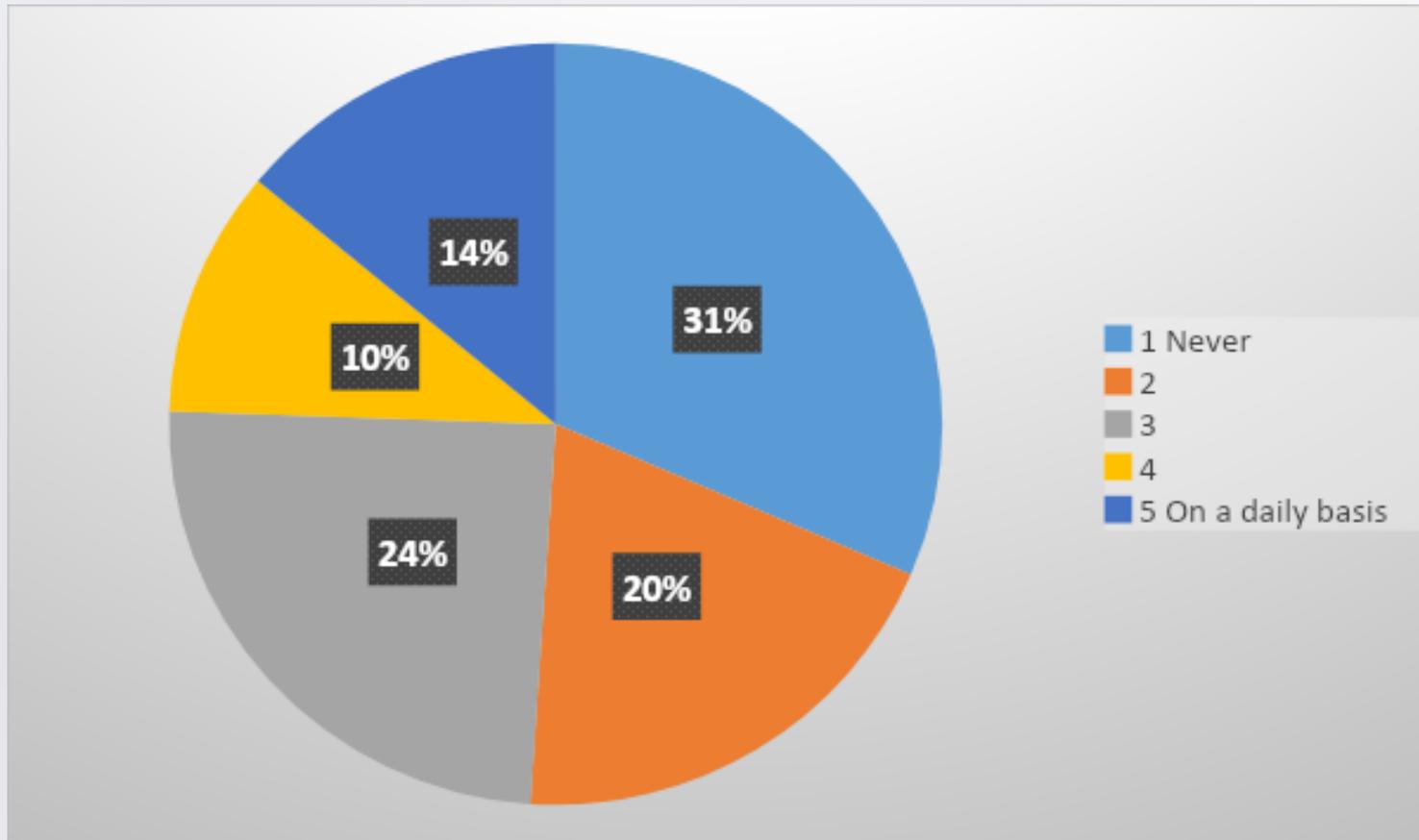
Results of students' questionnaires

Q7: Do you use digital technologies during your free time?



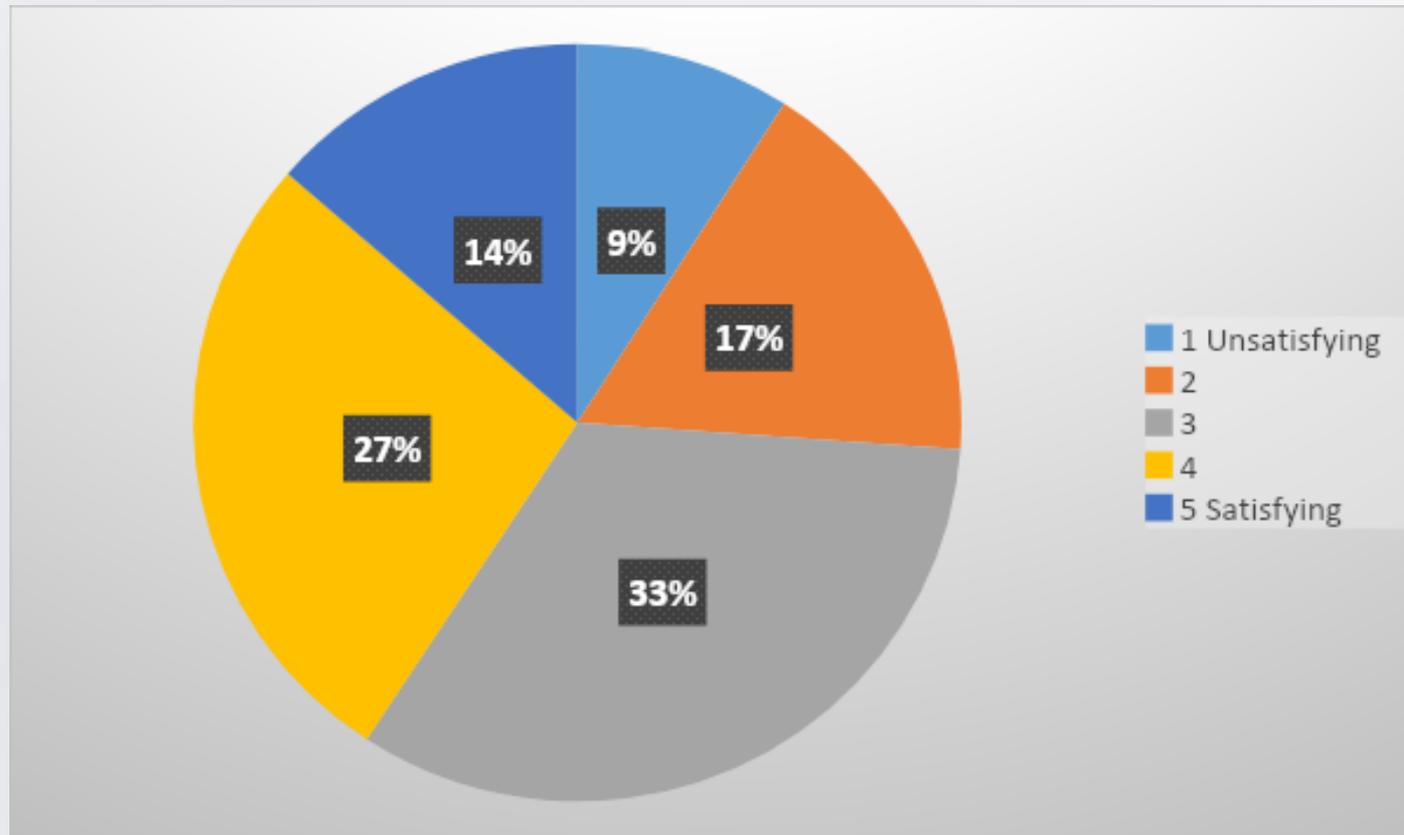
Results of students' questionnaires

Q9: How often do you use the dedicated laboratories in your school/university?



Results of students' questionnaires

Q5: How much is information regarding these technologies shared at school between students and professors?



Conclusion

- The dedicated labs in universities are not used at the desired level. A great percentage of teachers and consequently students respond that they don't use labs at their universities.
- There is a need for teaching staff to be equipped with the necessary comprehension, skills and approach to get into the habit of using Virtual Technologies for teaching and learning.
- Once having their competencies for this purpose, they will be able to enhance teaching methodologies, which will increase student learning capability and enthusiasm.
- Students also show great interest in training about new digital and VR technologies. However, while innovation is a progressive idea, there is an issue of the availability of high-end technology that can drawback some students.
- There are VR apps for every field of studies. Teachers and students from other departments than Computer Science should be introduced to the possibilities of VR in teaching as well.

Thank you for your attention!



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