

# Open Virtual Mobility

## Output 07.A1.1: Quality Assurance Framework

- Final draft -

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## Imprint

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This paper is the final document of milestone 07.A1.1 produced as part of Outcome 07 “Quality Assurance, Dissemination and Sustainability” whose aims is the design of the Quality Assurance Framework by means of a literature review for the theoretical background and a survey for external and internal reviewers to assess the whole QAF strategy.

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## A. Executive summary

The first half of the document presents the theoretical background for the methodological strategy to carry out the design, implementation and assessment of all single elements in the project: the Learning Hub, MOOC, OER, Open Badges, e-assessment, directory skills and matching tool. It defines the main guidelines on which these elements have to be based and that answer to the context of online learning, Open Education and the European Higher Education. Also, the pedagogical underpinning of the OpenVM is argued. The second half of the document is about the strategy design and the self-regulated approach proposed as well as the assessment by a group of internal and external reviewers. Data collected with the online surveys are presented and conclusions on how to carry out the Quality Assurance Framework for the OpenVM E+ project are suggested in the final section.

## B. What are the objectives covered in this paper?

The main objective of this first milestone in Output 7 of the OpenVM project is to design the strategy of the Quality Assurance Framework (QAF) and present first steps of the strategy.

## C. Who is this paper for?

This paper is for anyone involved in E+ projects, MOOCs and in general, online learning in HE institutions and open education. Quality Assurance (QA) might initially be understood as a competence of designers, leaders, policy makers or stakeholders the involvement of all participants at diverse quality levels, but the interrelation of all quality elements and the distributed leadership approach, makes it interesting to wider audiences as everyone can lead and follow different project dimensions. Therefore, this paper may be of interest to a wide variety of target agents:

- Higher Education Educators
- Primary, Secondary and Tertiary student teachers
- Higher Education Students (BA and MA)
- International Offices, Teacher training units/centres
- HE leaders
- Career Service Units
- Researchers and Research Units
- Internship providers
- Open Education Communities
- Policy makers
- e-learning designers
- and, other practitioners involved in Open Education, online learning and HE.

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## D. What topics are addressed in this paper?

There are many topics addressed in this document related to the diverse fields about which the OpenVM is about:

- Quality and Quality Assurance Framework
- Quality Assurance in MOOCs
- Design Based Research
- MOOCs and Online learning in Higher Education
- Open Education
- Self-regulated learning

## E. Contributors

Gemma Tur holds a PhD of Educational Technology from the University of the Balearic Islands (UIB), Spain. She works as a Lecturer in the Department of Applied Pedagogy and Educational Psychology of the UIB and collaborates in research in the Educational Technology Group of the same university (GITED- GTE). She is the coordinator of several programs in the Ibiza off-campus centre such as Early Childhood, Primary and Secondary Teacher Education courses and the Open Senior University. She has participated in many international conferences such as the PLE Conference, EDEN, EDUTEC, EDMEDIA and EDULEARN. Her research interests include eportfolios and Personal Learning Environments, social media for learning and reflexive aims, and in general, technology enhanced learning in Teacher Education.

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George Ubachs is the Managing Director of EADTU, the European Association of Distance Teaching Universities. He is responsible for the development and support of the EADTU network, policies and execution of its goals in online, open and flexible higher education. He is the coordinator of international academic cooperation networks on networked curricula, virtual mobility, QA in online education and on business models for lifelong learning. George Ubachs is the coordinator of the Excellence movement on quality assurance in online, open and flexible education and leading the ICDE-UNESCO focal point for QA in online education in Europe. He further coordinates the EMPOWERing

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universities network of a 100 experts representing 12 specific fields of expertise related to online, open and flexible education. As coordinator of these two dedicated networks he works closely with the EUA, ENQA, ESU, ICDE and Unesco.

## F. Acknowledgements

The strategy has been assessed by a group of internal and external reviewers, whose insights and help have been of immense importance in improving the strategy design. Special thanks to Ilona Buchem, whose contribution has been most helpful in the design of the whole quality strategy.

# 1. Aims and Scope

In this draft, the literature background regarding DBR and international QA frameworks on a wide range of themes is presented. Based on all these documents, a QA framework for the OpenVM project is presented. The whole QA strategy is assessed by internal and external experts to achieve a final draft will.

# 2. Background and rationale (State of the Art)

## 2.1 Introduction

The Quality Assurance Framework (QAF) is one of the fundamental aspects for the success of the Open Virtual Mobility. Quality is defined by Conole (2013, p.3) as ‘the standard of something as measured against other things of a similar kind; the degree of excellence of something: quality of life’. Conole also takes from the UK Quality Assurance Agency the description of the QAF as ‘the means through which an institution ensures and confirms that the conditions are in place for students to achieve the standards set by it or by another awarding body’.

## 2.2. Design Based Research

The OpenVM QAF is based on the Design Based Research (DBR) methodology, first described by Reeves (2006), who conceptualised it as a cyclic process for a didactic product creation (in its wider definition). The model is developed as a process of diverse stages, commonly known by the acronym ADDIE: Analysis, Design, Development, Implementation, Evaluation. A reduced version (McKenney & Visscher-Voerman, 2013) is collected by Mckenney & Reeves (2012), indicating that it is a synthesis of the existing approaches of design based research. The suggested scheme is the following:

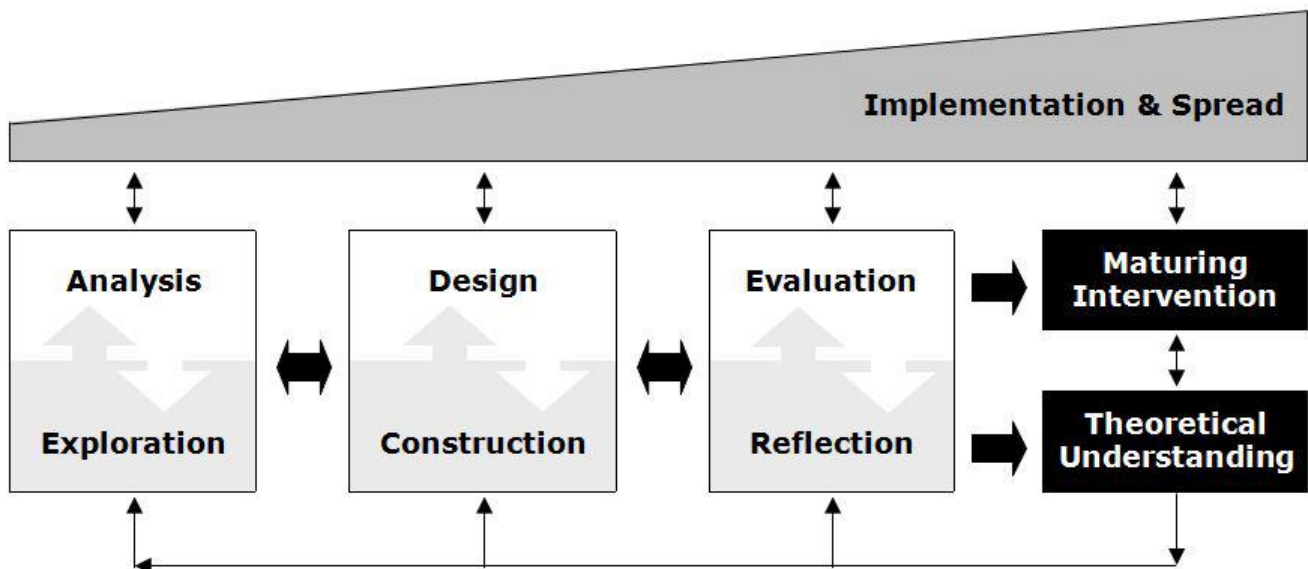


Figure 1: Generic model for design research in education (McKenney & Reeves, 2012)

Salinas (2012) remarks that the DBR model has had an important uptake in Technology Enhanced Learning research as it is aimed at creating knowledge on the design, implementation and evaluation of the educational experience. It aspires to explore problems in real contexts requiring a solution in a particular context (de Benito & Salinas, 2016). Moreover, the DBR model has been argued to be suitable for the study of innovation, for which the contrast with the theoretical background and action observation in successive iterations is the strategy for knowledge creation (Brown, 1992; de Benito & Salinas, 2016; Shavelson, Phillips, Towne & Feuer, 2003).

Following the Design Based Research model the development each Output in Open Virtual Mobility can be carried out in four stages, which at the same time answering to the need to explore the production of innovation and can guarantee the quality of the product (figure 2). In attachment 1 a draft of the table in greater detail of these phases for each Output is presented.

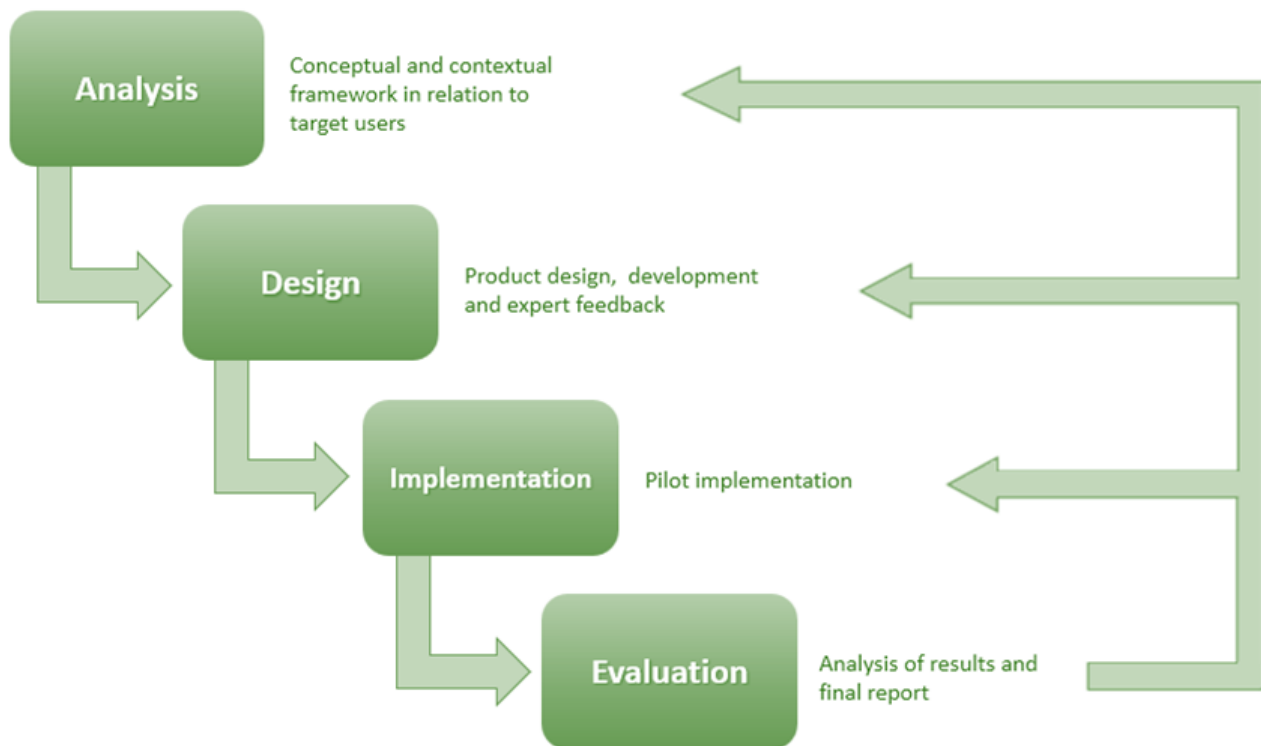


Figure 2. Design-Based Research for the Qualitative Assurance Framework in the OpenVM project

### 2.3. International frameworks for the OpenVM project

The QA for the OpenVM project included several international and specific frameworks (see figure 3) from which the various lines of work in the QA are developed, in particular the first: the ENQA recommendations for HE institutions (2009) and the updated version ESG (2015) by ENQA ESU, EUA and EURASHE, the Updating Quality Assessment for E-learning (2016), the OpenEdu Framework (2016), and the Virtual Mobility Matrix by EADTU (2018). Also the work by Jansen, Rosewell and Kear (2016) is considered in the quality assurance of the MOOC.

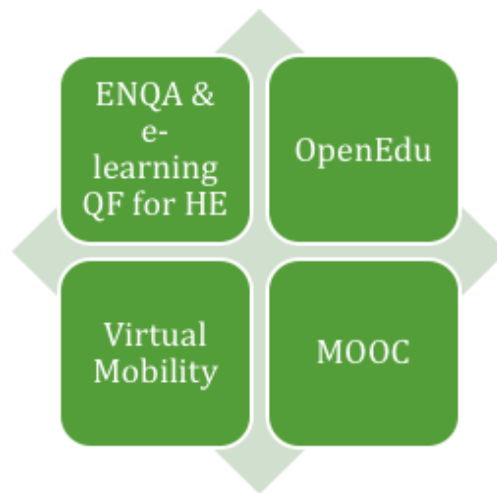


Figure 3. International frameworks for the OpenVM E+ project

Both the framework and the strategy assessment introduced in sections below, were presented at the Edulearn Conference in Palma in July 2018 (Buchem, Tur & Urbina, 2018). Following ENQA and ESG recommendations for Higher Education institutions, the standards for internal and external QA have been observed, including some procedures and guidelines for each (ENQA, 2009, pp. 16-23; ESU, EUA, & EURASHE, 2015, pp. 11-20). Some standards are considered for the project as whole, while others are applied in particular to the context of the MOOC developed by the project.

Standards and brief guidelines for internal QA:

- Policy for quality assurance. The project is committed to a culture of quality, with a public strategy in constant improvement.
- Design and approval of program. The project has mechanisms to ensure that it is well-designed so as to be able to meet overall aims.
- Student-centred learning, teaching and assessment. The MOOC will be designed to respect and attend students' diversity and the need to promote flexible learning opportunities and autonomous learning. Criteria for assessment and the means of implementation will be made available in advance.
- Student admission, progression, recognition and certification. The MOOC program will be committed to following the admission and progression of students and specific efforts on Open Badges and Open Credentials will be made in order to recognise and certificate learning.
- Teaching staff. The project will involve teaching staff for the MOOC who are qualified and competent, whether because they are involved in design and pilot phases or because their recruitment will be based on their skills and previous experience.
- Learning resources and student support. The MOOC is based on OER, which must be available and adequate for students.
- Information management. Mechanisms and instruments will be developed to gather and explore relevant information and to follow students' achievement and satisfaction.

- 
- Public information. Both the project and the MOOC will publish accurate and updated information about their work and program.
  - On-going monitoring and periodic review program. The DBR in which all the project is rooted specifically helps to guarantee the permanent improvement of the program.
  - Cyclical external quality assurance. External reviewers have been included in the whole QA framework as a whole.

Standards and guidelines for external QA, in particular applied in the context of the OpenVM MOOC:

- Consideration of internal quality assurance procedures. External QA will be able to rely on internal QA.
- Designing methodologies fit for purpose. The external QA processes will be carried out to guarantee fitness to their own aims: experts with appropriate skills, special training and including experts within the project, student participation and the usage of the review model including diverse steps from self-evaluation to the published report.
- Implementation processes. The project is committed to facilitating external QA by providing self-assessment, written material and consistent follow-up.
- Peer-review experts. Students will be included in the team for external QA.
- Criteria for outcomes. Criteria will be published and implemented rigorously.
- Reporting. There will be clear reports, including key findings, conclusions and recommendations.
- Complaints and appeals. The project will be designed how so as to enable participants to raise issues of concern and dissatisfaction.

The QA for e-learning framework (Ubach & Konings, 2016) is also important for the OpenVM project since virtuality is at the core of the MOOC learning design. This framework supports the decision-making process in diverse areas: strategic policy, curriculum design, knowledge and skills, course design and delivery and, staff and student support.

As an strategic management decision, the OpenVM will have to consider the role of learning analytics to gather and assess data from Learning Hub, the MOOC and all single elements. As for the curriculum design, there are some relevant aspects to consider: flexibility, time and place to maximise flexibility, modularity, academic community development, transferable skills, and assessment procedures (both formative and summative). The course design will specifically include the educational methodology and the OER creation. The course delivery will consider the role of technology, the technical infrastructure and the specific relationship between the Learning Hub and the MOOC platforms. Support will be planned for staff and students regarding technology and educational aspects and also considering their different roles, and for example, also including the challenge of recognition for lecturers' career development.

The MOOC design is concerned about the familiar problem of the low completion rate, and so there are some quality criteria to specifically bear in mind. Based on Jansen, Rosewell and Kear (2016) these are the four areas in which the QA framework for the MOOC will be designed:

- Quality from the learners' point of view, which is about engaging a wide range of student rationale, backgrounds and abilities.
- Quality connected to the pedagogical framework of the MOOC. Some characteristics have been observed in this area concerning autonomy, diversity, openness and interactivity. In this regard, the learning design will be aimed at promoting SRL.
- Quality related to the input elements, regarding the instructional design, content and resources, technology and teachers.
- Quality based on outcome results, considering that low completion and certification are not necessarily due to poor quality and thus, more metrics and data are needed.

Furthermore, the area in which the project and the MOOC are developed, Open Virtual Mobility, leads us to the need to include the intrinsic characteristics of open education in the Quality Assurance Framework. For this aim, the OpenVM project has included the OpenEdu framework by the European Commission (Inamorato dos Santos, Punie & Castaño-Muñoz, 2016) in the Quality Assurance Framework so as to guarantee the quality assurance of single elements such as OER and the MOOC itself.

The OpenEdu Framework consists of ten dimensions, which describe “aspects or features of a situation” and “consist of different courses of action, focusing on a given area, which interact and together shape the practices of open education” (p. 24). There are two types: core and transversal dimensions. The former is the most common in open practices and answer the question of “what” when opening up educational implementations: access, content, pedagogy, recognition, collaboration and research. The latter answer to the “how” of opening up practices, and are in permanent interaction with all the rest: leadership, strategy, quality and technology.

The core dimensions can be briefly summarised as follows (pp.25-27):

- Access. The project understands opening access based on its three levels: access to program, to courses and to educational content.
- Content. OER will be created with a great variety of formats, and will present a varying degree of granularity, from the single object for a piece of content to the full course (MOOC).
- Pedagogy. The learning design will explore a wide variety of practice with digital tools, making the rationale available both for the learning and assessment design. It will foster students' self-regulated learning (SRL) skills. The Learning Hub and all the elements will be assessed in terms of their learning design towards SRL.
- Recognition. The project is concerned with the recognition of credentials and a particular focus on credentialization with Open Badges will be developed.

- Collaboration. Collaboration is at the heart of Virtual Mobility skills, so the MOOC is designed to promote collaboration among students, as well as teachers and other institutional leaders and stakeholders involved. So, it will include activities to co-create and exchange OER and other open practices, foster the recognition of learning and promote intercultural values.
- Research. The research linked to the design, implementation and assessment of the MOOC and all single components is carried out under the same umbrella of openness, promoting collaboration among partners and generating data for further common work.

The transversal dimensions are described in the following way (pp. 27- 29):

- Strategy. The strategy for the entire project is based on open practices, both for each individual element and the whole MOOC and for the related research design.
- Technology. Technological solutions answer to the challenge of open educational practices and their design is committed to the OpenEdu dimensions and the needs that derive from their interrelation.
- Quality. Quality refers to the convergence of five concepts as highlighted by the JRC IPTS report (2014) in relation to open education: efficacy (content fitness for purpose), impact (the effectiveness of an element), availability (ease-of-access and transparency), accuracy (no mistakes) and excellence (quality-potential).
- Leadership. The project is aimed at the promotion of Open Virtual Mobility across Higher Education institutions in Europe.

To sum up, the OpenVM quality assurance framework follows the following recommendations (pp. 30-31):

- A holistic strategy for opening up education
- Making the open strategy the main aim for the overall project strategy
- Promoting intra, inter and cross-border collaborations, as it is also the nature of virtual mobility
- Exploring new practices
- The constant revision of practices at all levels

The Virtual Mobility Matrix by EADTU (Ubachs & Hederikx, 2018) is the specific document on VM on which the QA for the OpenVM Erasmus+ project is based. In this regard, the project and MOOC design are aimed at working on the skills needed when participating in an Open Virtual Mobility initiative, such as intercultural skills and international digital communicative abilities. Furthermore, the Learning Hub is created to supplement the lack of lists of available courses and program and other supports such as learning agreements.

Pedagogy is in the heart of the OpenVM since all the frameworks on which the OpenVM is rooted address diverse pedagogical elements as a central element from different approaches, such as learning design or the role of content, assessment and technology, among others. The following figure

summarizes the pedagogical perspective from the diverse frameworks underpinning the OpenVM Learning Hub and all the elements: the student-centred design and the focus on public assessment regarding ENQA, ESG and e-learning recommendations; the learning design for autonomous learning regarding the pedagogical lessons learnt from the MOOC approach; and the, need of a wide range of OER, the open characteristic for collaboration and the technological design under the open conditions.

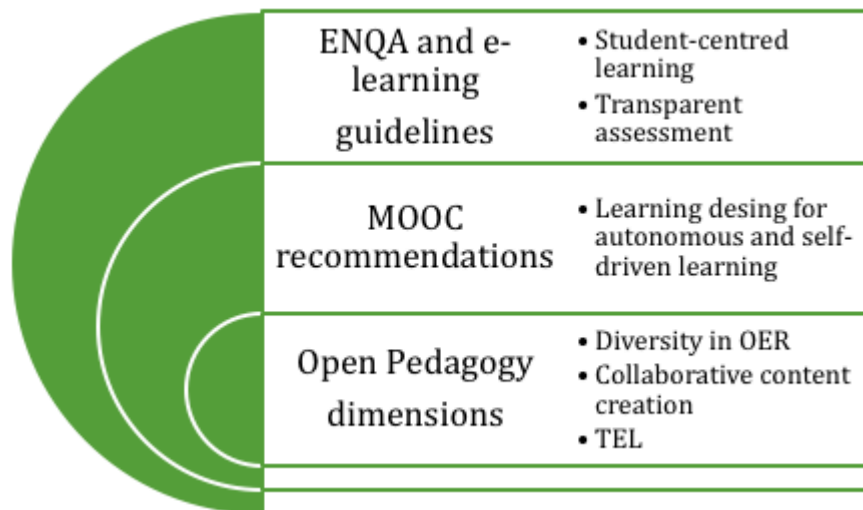


Figure 4. Pedagogical approaches from the diverse frameworks of the OpenVM E+ project

## 2.4. The SRL approach

The quality of the pedagogical approach is based on addressing the learning design from the self-regulated learning framework, as argued in the conference paper presented at the Eden Research Workshop in October 2018 (Tur, Urbina, Firssova, Kamakshi & Buchem, in press). There are many models, but the one which has received more attention in Technology Enhanced Learning – see for example, the very well-known model by Dabbagh and Kitsantas (2012)- is the cycle by Zimmerman (2002). In this framework, self-regulated learning has three main phases, in which cognitive skills can be described in two main types for each:

- Forethought phase: task analysis and self- motivation cognitive skills, which are mainly about the preparation of learning.
- Performance phase: self-control and self-observation, which, in general, are about the monitoring of learning.
- Self-reflection phase: self-judgment and self-reaction, which are mainly about the self-assessment of learning.

The model is described as a cycle, which means that they are mainly consecutive - although some tasks can also be carried out in parallel - and that the last one can impact a new cycle. The following figure represents the cycle:

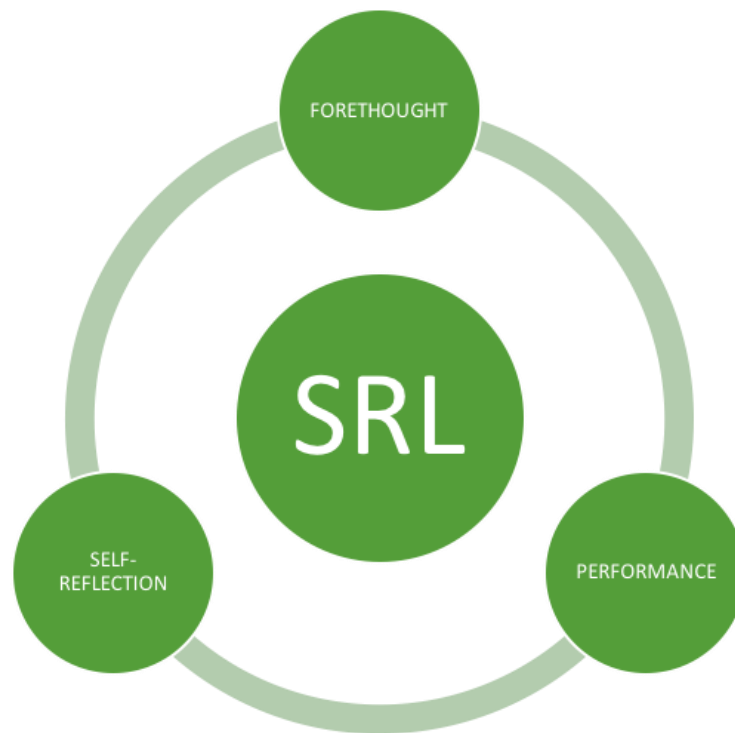


Figure 5. The self-regulated learning cycle by Zimmerman (2002)

Based on this cycle, the elements and strategies of the Learning Hub have been designed in order to answer to the needs of a SRL approach. The following figure presents the relationship between these components and the SRL phases:

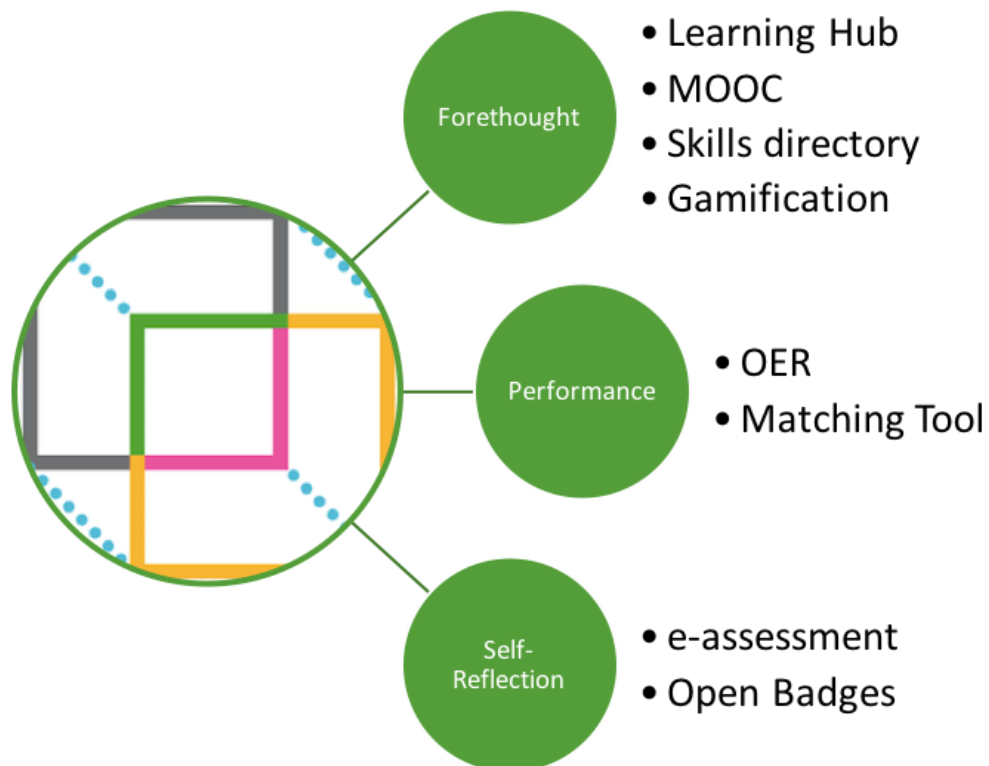


Figure 6. The self-regulated learning cycle applied to the OpenVM E+ project

## 3. Methodology

### 3.1. Aims

The design of the QA framework in the OpenVM is divided into the following three overall aims:

- (1) QA standards for the VM Learning Hub and its components (such as collaborative learning activities for OER co-design, algorithmic mechanism for group formation in the VM MOOC, e-assessment and recognition of VM skills with open credentials such as Open Badges and Blockcerts);
- (2) The design of a quality assurance process for linking and integrating quality standards to all stages of development of intellectual outputs, e.g. by applying effective design and development methodology such as agile quality-driven development, peer-reviews of iterations and final outcomes as well as quality implementation process and corrective actions.
- (3) QA instruments for quality assessment of teamwork (such as bi-monthly assessments) based on a set of qualitative and quantitative radiators (indicators) such as mood, agility, congruence and velocity.

At this current state of the development of the OpenVM project, the pedagogical learning design is also addressed.

### 3.2. OpenVM QAF strategy

Based on the previous international frameworks, diverse tasks and instruments have been included in the QA for the OpenVM Erasmus+ project, which will be designed, implemented and assessed in an iterative cycle following the DBR model. The following table presents the the three aims with their tasks and instrument planning:

AIMS	INSTRUMENTS
(1)	Design-Based Research cycle for the design of single elements in the Learning Hub (Smart Tools, E-Assessment, Open Credentials, OER and OpenVM MOOC): <ol style="list-style-type: none"> <li>1) Assessment by partner (internal).</li> <li>2) After improvement, 2nd assessment by external experts.</li> <li>3) And after improvement again, a 3rd assessment by pilot users</li> <li>4) User-testing assessment</li> <li>5) Learning analytics</li> </ol>
(2)	Design-Based Research cycle for the construction of a peer-review process: <ol style="list-style-type: none"> <li>1) Assessment by partner (internal).</li> <li>2) After improvement, 2nd assessment by external experts.</li> <li>3) And after improvement again, a 3rd assessment by pilot users</li> </ol> Design-Based Research cycle for the construction of the assessment of final outcomes, based on E+ assessment guidelines: <ol style="list-style-type: none"> <li>4) Assessment by partner (internal).</li> <li>5) After improvement, 2nd assessment by external experts.</li> <li>6) And after improvement again, a 3rd assessment by pilot users</li> </ol>
(3)	Design-Based Research cycle for the construction of the survey: <ol style="list-style-type: none"> <li>1) Assessment by partner (internal).</li> <li>2) After improvement, 2nd assessment by external experts.</li> <li>3) And after improvement again, a 3rd assessment by pilot users</li> </ol>

Table 1. Quality Assurance framework for the OpenVM project: aims and instruments planning

### 3.3 Instruments

*The instrument for the QAF strategy*

The instrument used by reviewers was an online version of the survey and is presented in the following tables (Table 2, 3 and 4):

<p><b>(1)</b>  <b>QA standards for the VM Learning Hub and its components (such as collaborative learning activities for OER co-design, algorithmic mechanism for group formation in the VM MOOC, e-assessment and recognition of VM skills with open credentials such as Open Badges and Blockcerts);</b></p>			
<p><b>A. Design-Based Research cycle for the design of single elements in the Learning Hub (Smart Tools, E-Assessment, Open Credentials, OER and OpenVM MOOC): design, prototype and cyclic editions after pilot implementation. Assessments will be based on OpenEdu Framework (2016) and the Updating Quality Assessment for E-learning (2016) for all these elements:</b></p>			
<b>Assessment by partner (internal).</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>After improvement 2nd assessment by external experts.</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>And after improvement again a 3rd assessment by users applying in the pilot.</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>User-testing assessment</b>	Relevant	Appropriate	Feasible

	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>Learning analytics</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>(2)</b> The design of quality assurance process for linking and integrating quality standards to all stages of development of intellectual outputs, e.g. by applying effective design and development methodology such as quality-driven agile development, peer-reviews of iterations and final outcomes as well as quality implementation process and corrective actions,			
<b>A. Design-Based Research cycle for the construction of a peer-review process:</b>			
<b>Assessment by partner (internal).</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>After improvement 2nd assessment by external experts.</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>And after improvement again a 3rd assessment by users applying in the pilot.</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>B. Design-Based Research cycle for the construction of the assessment of final outcomes, based on E+ assessment guidelines</b>			

<b>Assessment by partner (internal).</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>After improvement 2nd assessment by external experts.</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>And after improvement again a 3rd assessment by users applying in the pilot.</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>(3)</b> <b>QA instruments for quality assessment of teamwork (such as bi-monthly assessments) based on a set of qualitative and quantitative radiators (indicators) such as mood, agility, congruence and velocity.</b>			
<b>A. Design-Based Research cycle for the construction of the survey:</b>			
<b>Assessment by partner (internal).</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
<b>After improvement 2nd assessment by external experts.</b>	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

And after improvement again a 3rd assessment by users applying in the pilot.	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

Table 2. Dimensions for each aim in the OpenVM QAF strategy.

### Final open questions

#### General structure of the QA strategy

How do you rate the internal coherence of the different tasks and instruments planned in the QA strategy?	1 very incoherent 2 3 4 5 very coherent
Why?	

Table 3. Final open question on the general structure of the OpenVM QAF strategy

#### For each aim

<b>Would you recommend any other task or instrument for each aim? Why?</b>			
<b>Could you assess your new task or instrument with the same criteria: Relevant, Appropriate and Feasible?</b>			
Task or instrument .....	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
Task or instrument...	Relevant	Appropriate	Feasible
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

Table 4. Additional tasks or aims by reviewers.

*The instrument for the SRL analysis*

The inclusion of each element is justified from its potential for at least one main phase of the SRL cycle, as can be observed from previous sections. However, the analysis has been carried out considering all phases in order to have a wider perspective of the learning design for SRL.

The instrument was answered by seven internal partners of the OpenVM project. It included the eight elements or strategies of the project and the six subphases of the SRL cycle by Zimmerman (2002). The survey was built as a Likert scale and partners had to answer in terms of agreement, from total disagreement (1 point) to total agreement (5 points). The complete table is presented in attachment 3 and below there is an example from the first question regarding the Learning Hub.

		1	2	3	4	5
Learning Hub						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					
SELF-REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					

Table 5. Example of the instrument. First question regarding the Learning Hub.

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## 4. Results

### 4.1. On the QAF strategy

To assess the QA framework designed for the OpenVM Erasmus+ project, an online survey is built and answered by a total of seven external and internal experts. Based on the guide by the European Commission (2018) and those by Escobar-Pérez and Cuervo-Martínez (2008), the validation of this instrument includes three general dimensions of items and criteria, grouping together different ideas or concepts of the same semantic network: relevance (its essential nature or importance), appropriateness (if it is a consubstantial part of the conceptual network); and, feasibility (its possibilities of implementation). So, the reviewers give their opinion on the extent to which the task or instrument is relevant, appropriate and feasible to fulfil the aim. The survey, which is presented as likert-scale, includes 5 levels of agreement ranging from total disagreement (1) to total agreement, and some final open questions about the overall coherence of the strategy and the possible addition of any other task or instrument, for which they have to add their assessment in the three same dimensions.

Selected data from an online survey assessing fitness-for-purpose of the OpenVM QA framework is presented below. As an example of the general results, results from the first survey section in the three dimensions are presented in the following three figures (figures 7 to 9). It can be observed that reviewers answer with a general agreement about the first cycle of review by internal partners, the least agreement for the external partners' reviews and again a general agreement for the review by users.

### Assessment by partner (internal)- RELEVANT

7 responses

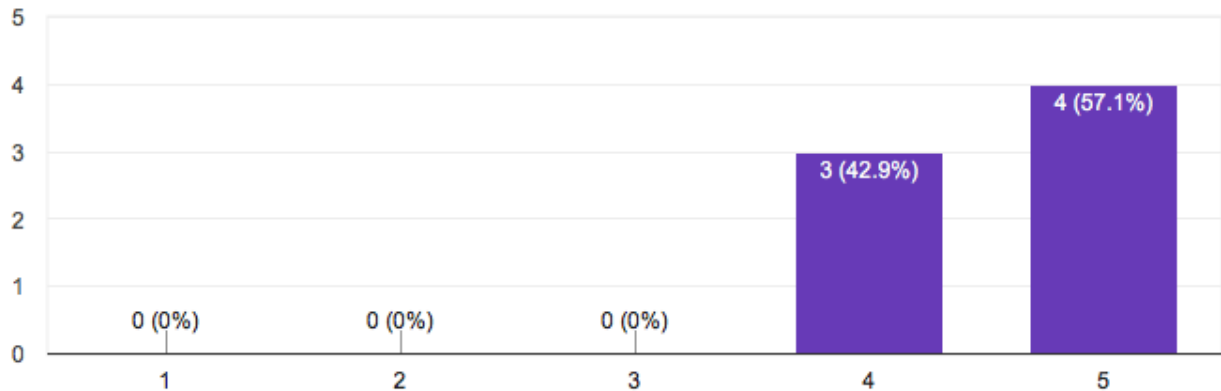


Figure 7. Section 1. Question 1. Dimension “relevant”.

### After improvement 2nd assessment by external experts- APPROPRIATE

7 responses

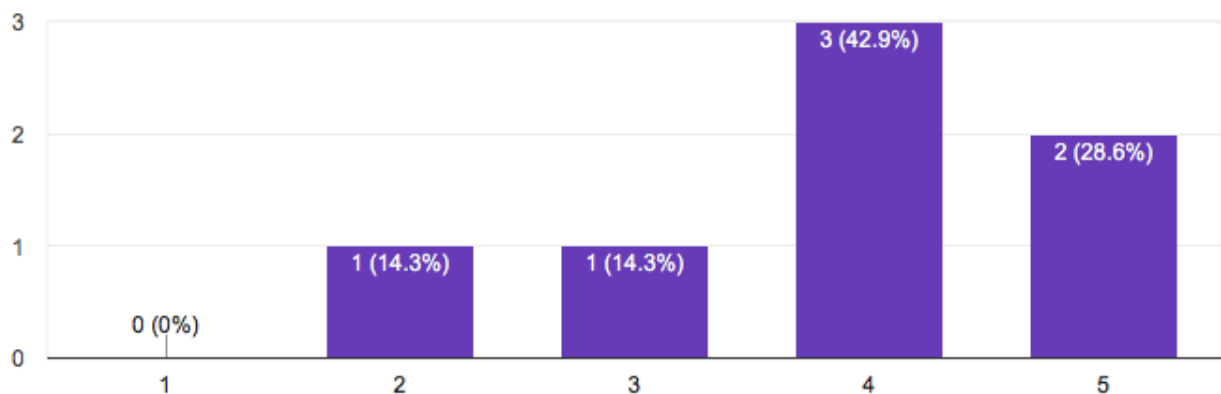


Figure 8. Section 1. Question 2. Dimension “Appropriate”

## And after improvement again a 3rd assessment by users applying in the pilot- FEASIBLE

7 responses

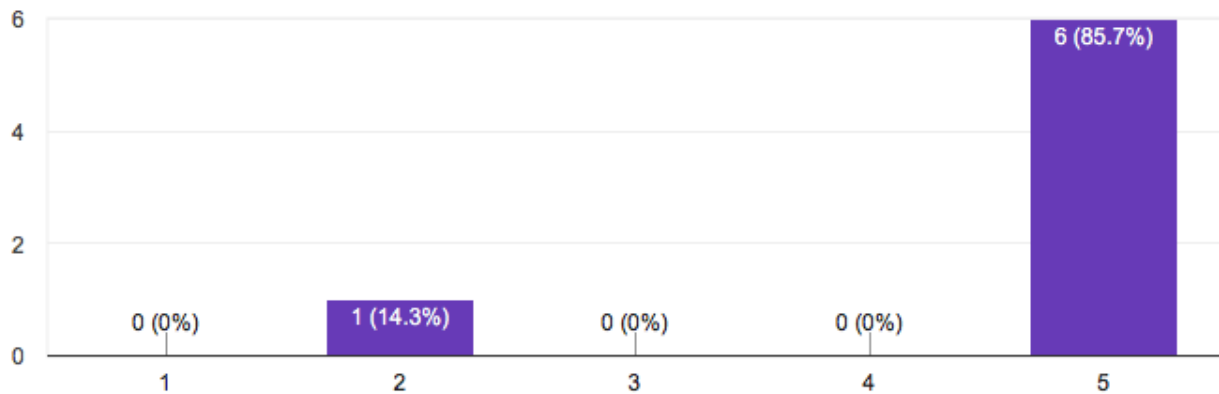


Figure 9. Section 1. Question 3. Dimension “Feasible”.

## 4.2 On the SRL design

The results obtained as a first assessment of the overall learning design for SRL aims show some potentials and challenges that will need to be addressed in further stages of development. All elements have been assessed as advantageous for some phases of the SRL cycle to a certain extent, which in turn means that there are also some drawbacks in most of them. As an example of the unbalanced results, only a certain number of results are presented at this point in the project, and only one element per phase is shown (figures from 10 to 12). Figure 10 shows the results for the Learning Hub and it can be seen that it receives a high level of agreement for the task analysis phase, the self-reflection, self-observation and self-judgment. However, there are also some lower results for the self-motivation and self-control. Figure 11 shows the results for the OER which are the most contradictory as it gets the best results for the task-analysis, and however, the worst for both the tasks in the performance phase (self-control and self-observation). The third figure (figure 12) on this research shows the agreement of internal reviewers on the value of Open Badges for the self-reflection phase, and it can be observed that there is a high level of agreement among them on the potential of Open Badges for diverse phases of the SRL cycle. However, it seems contradictory that the highest levels of agreements achieved are about the performance phase whereas in the self-reflection phase they are not as high.

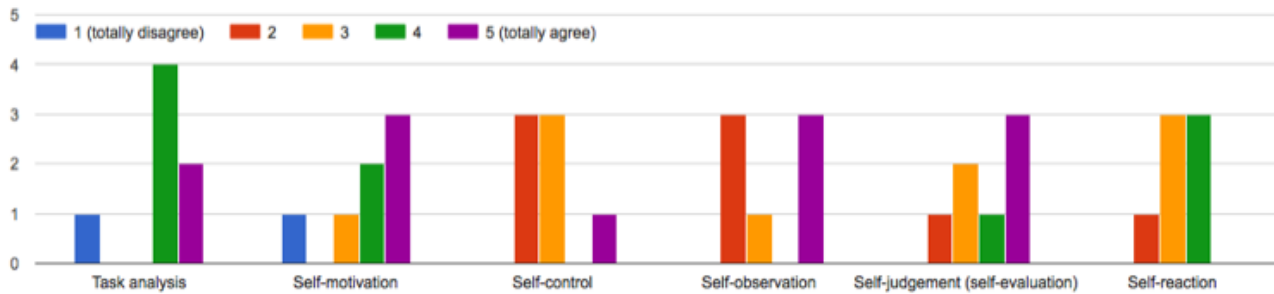


Figure 10. Agreement on the statement: “The OpenVM Learning Hub can help develop the following SRL skills ...”

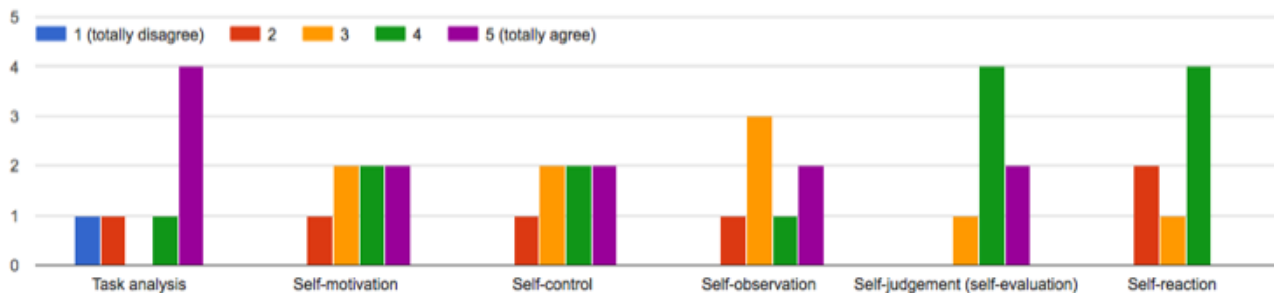


Figure 11. Agreement on the statement: “OER can help develop the following SRL skills ...”

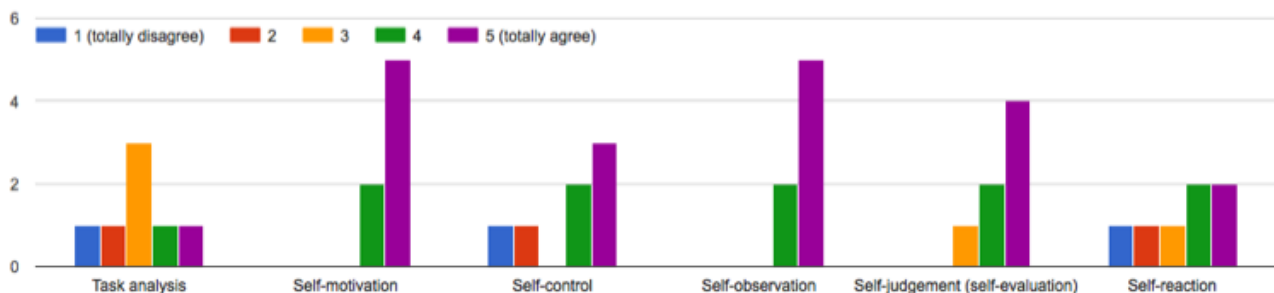


Figure 12. Agreement on the statement: “Open Badges can help develop the following SRL skills ...”

## 5. Conclusions

Half way through the analysis of data, conclusions can be summarised as follows:

- The first revision by internal partners is the one that which receives more positive answer by reviewers

- The second revision by external partners is that which receives the least positive answers by reviewers
- The third revision by target users receives some negative answers but there is a general agreement among reviewers as to its relevance, importance and feasibility.

Regarding these results, the main conclusion is that, due to the workload and the voluntary basis on which external reviewers are asked to collaborate, instruments for the inner work will be only reviewed only by internal partners in all the diverse iterations.

Next steps of the work in this milestone are:

- the analysis of all data obtained and presentation in different international contexts
- construction of all instruments for each task and aim planned. A first instrument can be seen in attachment 3 (initial draft).
- and, special attention will be given to the learning design for SRL of the Learning Hub and all the elements, as there are potentials and drawbacks that need to be explored from deeper new work.

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## Appendix

Add any further documents, information etc. as attachments (which may be links to other documents).

### Attachment 1

The following table summarises the tasks and activities of each stage of the DBR model for each Output.

	DBR model	Description of tasks and activities of the Output
Output 1	Analysis	Literature review
	Design	Expert consultation (Group Concept Mapping)
	Implementation	OpenVM skills framework for the Learning Hub/MOOC/etc
	Evaluation	Internal reviewer, user experience analysis
Output 2	Analysis	PLE based, Open Source software, Open Education alignment, user needs analysis and goal definition based on the analysis of O3-O4-O5-O6
	Design	Standardised development
	Implementation	Assessment, of social software, semantic and adaptable software, VM Learning Hub Mobile Application code development and first prototype test
	Evaluation	User experience analysis, learning analytics, validation and analysis, end-user experience monitoring, interactive support, periodical monitoring
Output 3 (competency directory)	Analysis	Definite set of VM definition skills, cross-referencing VM skills in graph, guidelines and best practices
	Design	Competency directory requirements, functional prototype
	Implementation	Guidelines and editor functionality
	Evaluation	Final prototype and report

Output 3 (Matching tool)	Analysis	Collection of relevant factors for VM learning, requirement analysis for technical connection
	Design	Fit-for-purpose
	Implementation	Functional prototype
	Evaluation	Final prototype and report
Output 4	Analysis	Description aimed at three target groups, organisation, students and educator; grounded on O1-A1 and O1.A2.; based on self-assessment, evidence-based and peer-assessment, comparative study of existing e-assessment tools, redefinition for the VM Learning Hub alignment, guidelines for implementation in diverse settings
	Design	User centred design, textual and visual content for the tool,
	Implementation	Technical development, implementation and internal
	Evaluation	Internal peer-review testing, final adaptation and validation
Output 5 (Open credentials)	Analysis	Based on open standards, and in relation the OpenVM skills of O1
	Design	Design Thinking process for the badge design canvas, visual design templates, design aligned with e-assessment, user experience design
	Implementation	Workshops with VM experts, implementation and user-testing
	Evaluation	Final concept and report
Output 5 (Gamification for learning)	Analysis	Definition of the design process and tools, meaningful elements
	Design	Design of elements
	Implementation	Implementation and user-testing

	Evaluation	Final concept and report
Output 6 (OER)	Analysis	Guidelines for OER design, crowd creation concept,
	Design	Based on Quality criteria
	Implementation	In the Learning Hub and MOOC
	Evaluation	Target audience, internatl review
Output 6 (MOOC)	Analysis	MOOC for OpenVM promotion and SRL skills
	Design	Design with design canvas, learning by design, inclusion of O3, O4 and O5, includes descriptions, introduction, references, explanation
	Implementation	250-300 teachers for pilot implementation, partnership participation,
	Evaluation	Quality assurance in line with O7 and peer review, dissemination of results
Output 7 (QAF)	Analysis	Design of quality assurance standards, for all the process and single components
	Design	Design of evaluation instruments
	Implementation	Pilot implementation
	Evaluation	Final revision and draft
Output 7 (Sustainability)	Analysis	Business model
	Design	Sustainability strategy
	Implementation	Strategy development
	Evaluation	Internal review

## Attachment 2

The instrument to assess the quality of every single Output is presented in the following table. The criteria are divided into the four stages of the Design-Based Research model, and each one has to be assessed from 1 to 5 points, as well as some comments have to be provided.

	ASSESSMENT (max 5 points)	DESCRIPTION
<b>ANALYSIS</b>		
It includes the conceptual basic framework		
It considers previous work		
It considers the context of implementation		
It includes the profile of target users to whom it is aimed		
<b>DESIGN AND DEVELOPMENT</b>		
It considers the analysis stage		
Objectives are defined in relation to context and target users		
It is aimed at defined objectives		
Design and development are coherent with analysis		
It is friendly and usable		
<b>IMPLEMENTATION</b>		
The product implemented covers functionalities identified by analysis and provides reasons or plans for those not covered yet		
The sample represents the target group		
The instrument for data collection is suitable		
<b>EVALUATION</b>		
It takes into account all data collected		

It relates all data from different sources of information		
It promotes decision making		

### Assessment grid

Excellent (EXC)- 5	Outstanding performance
Very good (VG)- 4	Above average performance
Good (G)- 3	Satisfactory
Sufficient (SUFF)- 2	Performance meet the minimum criteria
Insufficient- 1 (INSUFF)	Weak: further work is required

## Attachment 3

		1	2	3	4	5
Learning Hub						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					

SELF-REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					
MOOC						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					
SELF-REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					
OER						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					

	SELF-OBSERVATION					
SELF- REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					
Open Badges						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					
SELF- REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					
e-Assessment						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					

PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					
SELF-REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					
Gamification						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					
SELF-REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					
Skills directory						
Forethought	TASK ANALYSIS					

	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					
SELF-REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					
Matching tool						
Forethought	TASK ANALYSIS					
	SELF-MOTIVATION					
PERFORMANCE PHASE	SELF CONTROL					
	SELF-OBSERVATION					
SELF-REFLECTION PHASE	SELF-JUDGMENT					
	SELF-REACTION					

