

Open Virtual Mobility

02-A3.2 VMLH Update Report

- Final Draft -

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This paper is O2-A3.2 document produced as part of Outcome 02 – A3.2 Virtual Mobility Learning Hub Update Report and aims at presenting an update report of the Virtual Mobility Learning Hub.

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Executive summary

The aim of this draft is to provide details regarding the development and implementation of the mobile app dedicated to the Open Virtual Mobility Learning Hub (VMLH) in its current updated version. The VMLH was used by different target groups since November 2018, several evaluation and usability tests have been performed, the results were integrated in the VMLH and now we are in the piloting phase. The information provided here is valid at the end of November 2019.

What are the objectives of this paper?

- To provide details regarding the update report of the Virtual Mobility Learning Hub – VMLH.

Who is this paper for?

- Pedagogues and didacticians interested in the technical infrastructure behind the Virtual Mobility Learning Hub.
- Researchers interested in discussion and presentation of currently existing infrastructures of VLEs.

What topics are addressed in this paper?

The main topic is the update report of the Virtual Mobility Learning Hub.

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Acknowledgements

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1. Aims of this draft

The aim of this draft is to provide details regarding the update report of the Virtual Mobility Learning Hub – VMLH.

2. State of the Art

The Open VM Learning Hub incorporates several components, services and technologies as it was described in the **O2A1 LH Concept**.

This document details the current report of the Open VMLH development, integration and use.

3. Methodology

The O2-A3 Open VM update report is based on the information provided from analytics validation and analysis, end-user experience and application performance monitoring, and user feedback as interactive support.

4. Expected results

This Output is dedicated to designing, implementing and usability testing of an integrated Virtual Mobility Learning Hub for developing VM Skills using Online, Open & Flexible Higher Education Approaches and Practices.

The technical concept and the architecture of the VMLH is described in **O2-A1 Technical concept**, the development and online and mobile integration in **O2-A2 Implementation**, and the continuous evaluation and validation in **O2-A3 Usability Evaluation**.

As the O2 VMLH incorporates the core components or services as developed in O3, O4, O5 and O6, they reunite in a single digital place all resources.

This document details all the current configuration of the VMLH environment. This document is based on the VMLH technical development, part of the O2A2 Implementation and the O2A3 Evaluation with real users.

The development of VMLH as a Personal Learning Environment (PLE) focuses on

- a responsive interoperable interface,
- implementation of social software,
- integration of tools for mobile learning,
- development of a smart tools/collaboration space,
- integrated self-assessment,
- validation of open digital credentials.

The development of the Virtual Mobility Learning Hub (VMLH) implied an interdisciplinary approach from web technologies, mobile technologies, Web 2.0, interactive media and audio-video technologies, open access and tools to semantic technology. It exists also in all partners' languages (EN, DE, IT, NL, FR, ES, RO), which allow communication at European, national and regional levels.

The user-friendly interface as well as the mobile interface will encourage everyone to access it, engage in different open learning activities, connect with others and develop their VM competencies.

Usability evaluation and continuous update of the VM Learning Hub is performed to ensure the best possible user experience. User experience was designed for and evaluated at different levels of development from concept, scope, structure, prototype and platform.

Specifically, the evaluation of the VM Learning Hub updates and actual status apply these 3 methods:

1. analytics validation and analysis,
2. end-user experience and application performance monitoring,
3. user feedback as interactive support.

This activity allows periodical monitoring and update of tools based on updated standards, security requirements and new software releases to ensure the sustainability of the VM Learning Hub.

4.1. OpenVM Learning Hub status report

The OpenVM Learning Hub status report is based on analytics , data usage, content creation from the OpenVM Learning Hub, as it was at the end of November 2019.

The total number of users in OpenVMLH is reaching almost 1000 users with an active user interaction with around 250 interactions/hist per user.

Item	Number
Users	983

Total Hits	251.376
Create	21.184
Delete	2.341
Read	193.504
Update	34350

Table 1. Hub status – general information

The VMLH status report based on the user activity during the period of implementation shows a higher impact during the pilot phase with almost 60,000 activities performed during a day at the end of October (see Figure 1).

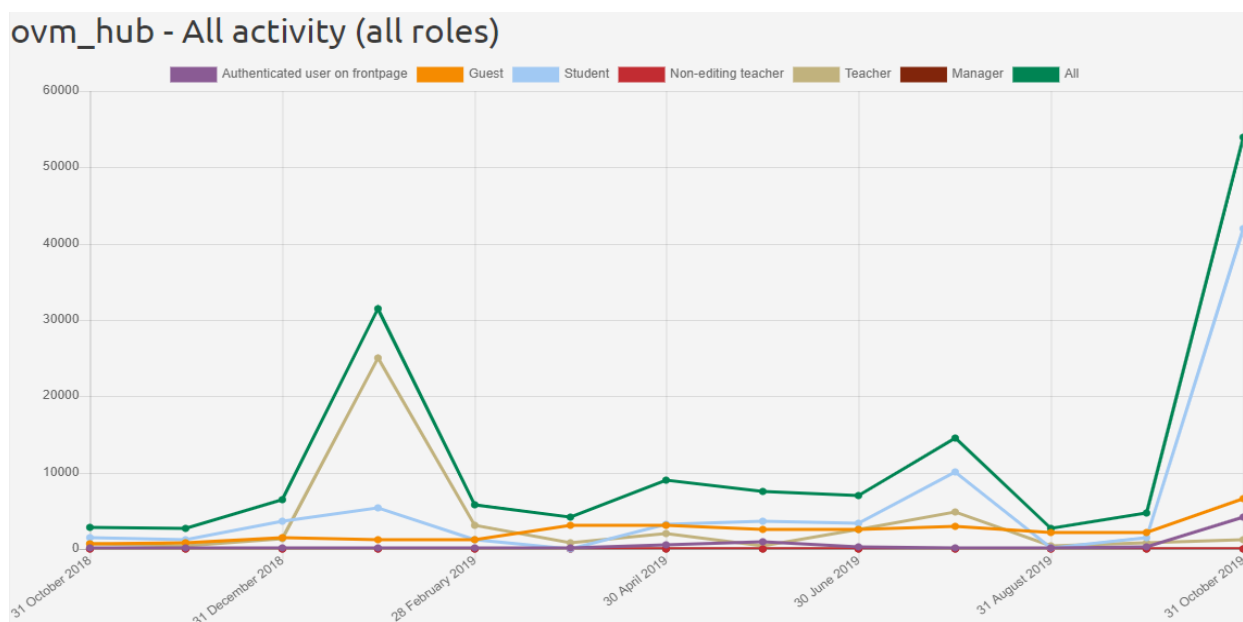


Figure 1. Hub status – activity

The OpenVMLH MOOCs contains the study materials, the collaborative learning tools, the (self)evaluation sections, as well as comprehensive guides for completing all of the requirements.

The VMLH currently hosts 203 webpage resources, 69 files, 112 URLs, 48 assignments, 291 H5P integrations, 40 OU Blogs, 72 quizzes, 20 Workshops and 9 Lessons.

4.2. OpenVM Learning Hub user profile report

During the registration process each user is required to complete a registration form which provides several background information, all respecting the privacy policies set up during the project. This information

indicate that the majority of our users are still involved in higher education, either at Bachelor level or at Master degree, they have good Internet access and are experienced with digital tools and exposed to online education (see Figures 2-6).

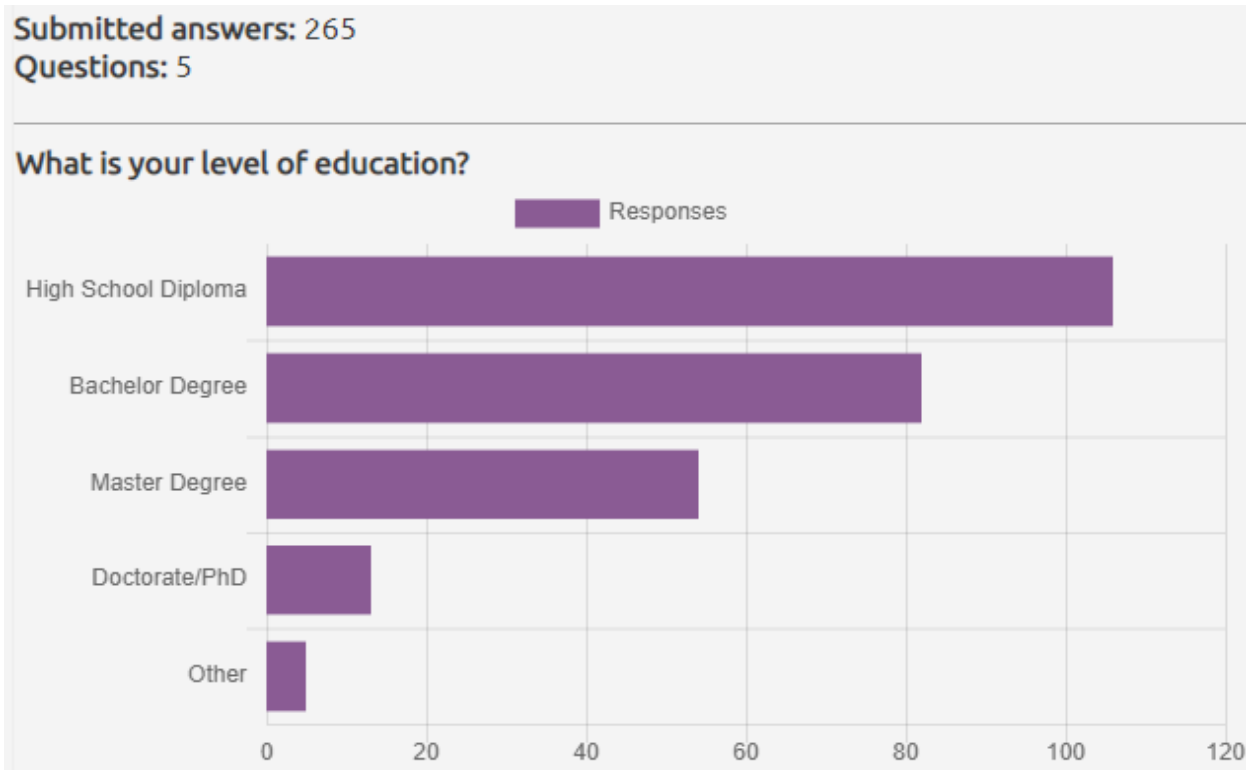


Figure 2. Hub status – post signup form (1)

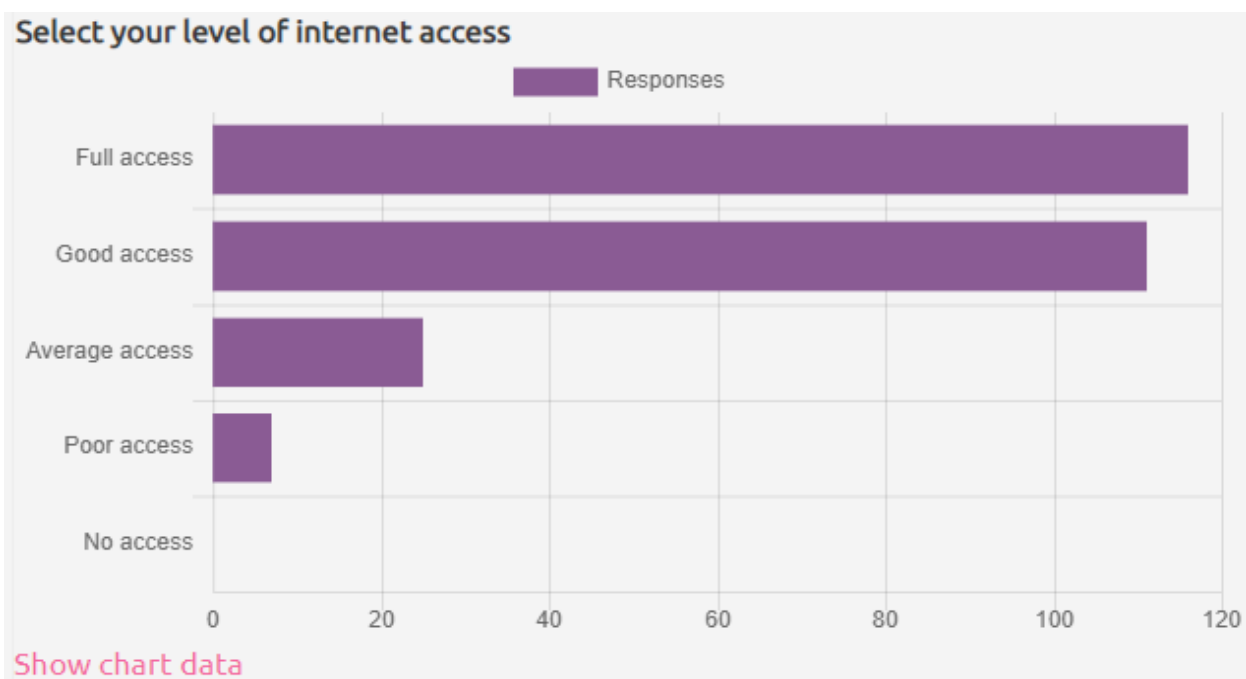


Figure 3. Hub status – post signup form (2)

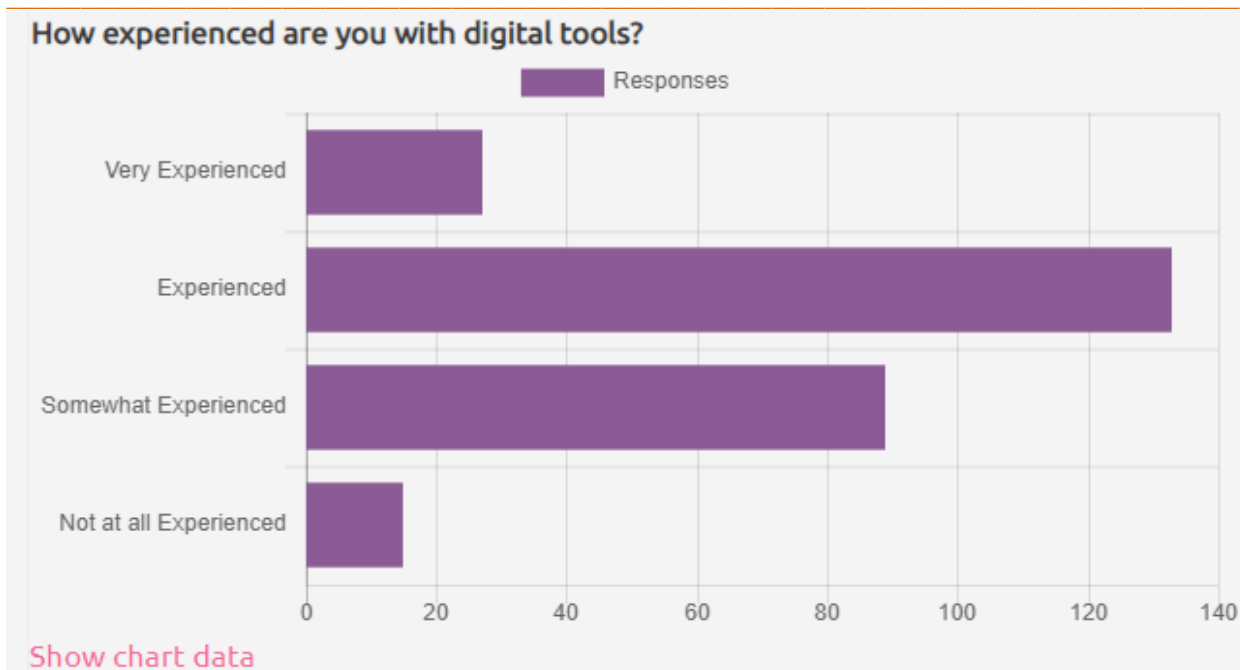


Figure 4. Hub status – post signup form (3)

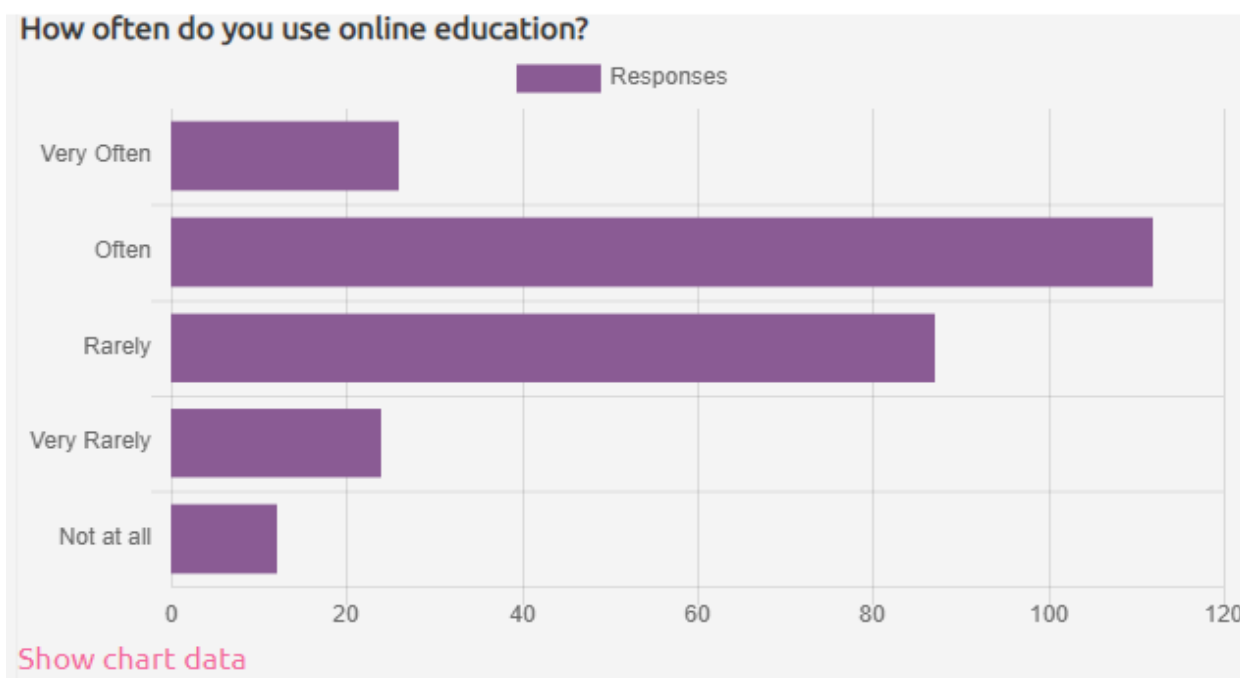


Figure 5. Hub status – post signup form (4)

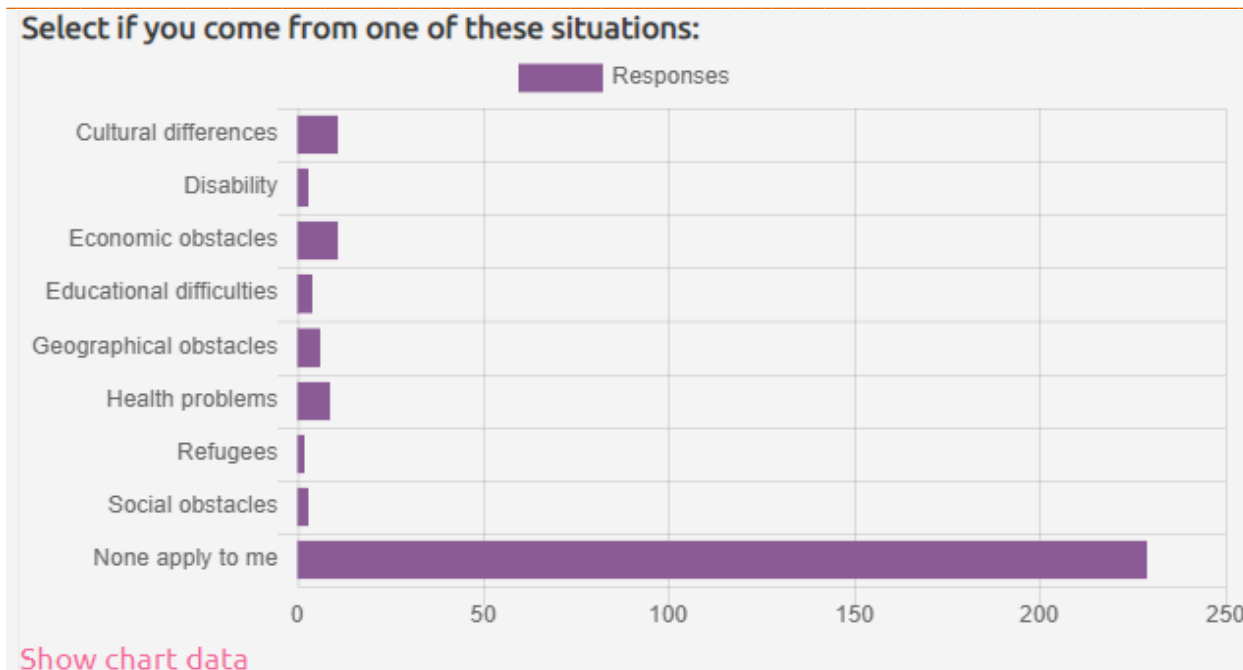


Figure 6. Hub status – post signup form (5)

	Responses
Cultural differences	11 (4.15 %)
Disability	3 (1.13 %)
Economic obstacles	11 (4.15 %)
Educational difficulties	4 (1.51 %)
Geographical obstacles	6 (2.26 %)
Health problems	9 (3.40 %)
Refugees	2 (0.75 %)
Social obstacles	3 (1.13 %)
None apply to me	229 (86.42 %)

Figure 7. Hub status – post signup form (6)

Country	Number of users
Romania	245
Italy	232
N/A	167
Germany	159
USA	64
France	57
Netherlands	43
Spain	31
Great Britain	7
Canada	4
Belgium	4
Other countries	34

Table 2. Hub status – user country information

Hub status – gender information:

- Female – 499
- Male – 259
- N/A – 41
- Other – 7

Target group	Number of users
Students	616
Educators/Academic	70
Other	38
Teacher Training Units / Centers	26
International Officers	21
Researchers and Research Units	11
Open Education Communities	10
HE Leaders	5
N/A	9

Table 3. Hub status – target group information

Organization	Number of users
Università degli studi Roma TRE	232
Other	187
Universitatea Politehnica Timisoara	168
Beuth University of Applied Sciences	109

Universitat de les Illes Balears (UIB)	25
AUNEGE	17
Open Universiteit – Welten Instituut	15
KU Leuven	4
EDEN – European Distance and E-Learning Network	4
Cineca	4
N/A	37

Table 4. Hub status – organization information

5. Next steps

The VMLH is constantly monitored, and the update report improved with more analytical data.

Attachments

None