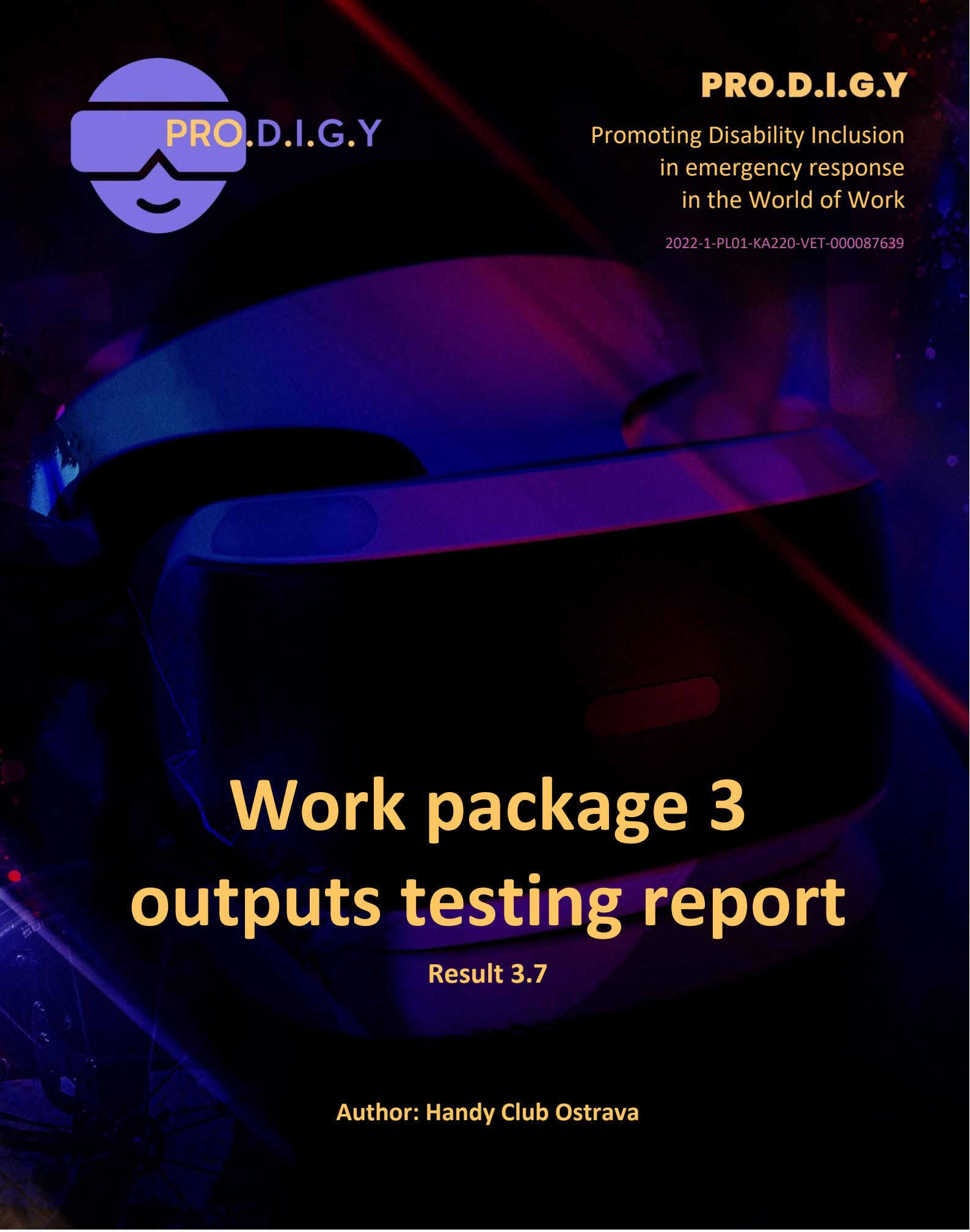

PRO.D.I.G.Y

Promoting Disability Inclusion
in emergency response
in the World of Work

2022-1-PL01-KA220-VET-000087639

Work package 3 outputs testing report

Result 3.7

Author: Handy Club Ostrava

Co-funded by the European Union

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About PRO.D.I.G.Y	
Action type	*KA220-VET Cooperation partnerships in vocational education and training*
Priority	*HORIZONTAL: Addressing digital transformation through development of digital readiness, resilience and capacity* *VET: Increasing the flexibility of opportunities in vocational education and training*

The general objective of the PRO.D.I.G.Y project is to promote the use and adoption of AR/VR solutions to assist disabled people, first responders and companies during workplace emergencies to increase the safety of people with disabilities. Acquired Emergency Preparedness Training would offer people and companies ways to prepare and be protected during unexpected workplace emergencies.

Further to the general objective, there are five strongly related specific objectives that intend to:

- *Assist companies in assessing their level of disability inclusion in their emergency response plans*
- *Develop a methodological framework to support target group in achieving disability inclusion in their emergency response plans*
- *Provide companies with all necessary tools to promote disability inclusion in their emergency response plans and appropriately train employees with disabilities in emergencies situations*
- *Equip individuals (company employees, disabled people, first responders) with necessary knowledge on disability inclusion and training in emergencies*
- *Raise awareness regarding the necessity of disability inclusion and training in emergency situations.*

The concrete results that will be produced and delivered by the projects' activities are the following:

- *A Workplace Emergency Preparedness Methodology, a methodological step-by-step framework to promote workplace emergency planning with disability inclusion.*
- *A Workplace Emergency Preparedness Self-Assessment Tool, a self-assessment tool to help companies to identify gap sin their workplace emergency planning and training (including training disabled people).*
- *A Workplace Emergency Preparedness Training Course, an educational package with interactive material including videos, gamification, quizzes, AR/VR tools etc.*
- *The PRO.D.I.G.Y Online Training Platform, an online interactive platform that will host all the produced results.*

The PRO.D.I.G.Y project will provide individuals and companies, a user-friendly and interactive online platform that would allow users to utilize its innovative material based on a robust methodology and supported by an online educational package. The synopsis of the PRO.D.I.G.Y project objectives is that through its results, it will leverage the ability of target group to respond effectively during emergency situations, thus reducing the probability and impact on the safety of employees, especially employees with disabilities. One of the main objectives of the project is to present to target group personnel a guided pathway to educate themselves quickly and effectively on emergency preparedness, enhancing their skills and their contribution to the welfare of their organisation and its people.

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Executive Summary

The testing of Work Package 3 outputs was conducted with the aim of obtaining feedback from both internal and external testers, identifying their perspectives on the presented outputs, and gathering suggestions and recommendations for improvements.

The testing questions were based on the catalogue of requirements for Work Package 3 outputs, which was created as an initial step before starting the development of the outputs (Task 3.1). The division of testing areas corresponded with the developed outputs, and each output had specific questions linked to the requirements for its creation.

The outputs for testing included the self-assessment tool, syllabus, training course, and VR exercises. Internal testing was conducted within partner organizations and involved evaluating the self-assessment tool, syllabus, training course, and VR exercises. External testing involved participants from outside the partner organizations, typically individuals from the business sector, teachers or lecturers working in fields related to the project's topic, and other professionals whose work is aligned with the project's focus.

1 Description of the testing

The testing was based on guidelines that specified the expected number of testers, their roles within the project team (internal or external), and provided links to the questionnaires for each tested area.

The self-assessment tool and syllabus were tested internally by two staff members from each partner organization. The training course and VR exercises were tested both internally and externally. Internally, they were tested by two staff members from each partner organization, except for the coordinator's organization, where three staff members were involved. External testing involved individuals selected to ensure balanced feedback from the partner organizations' networks and partner countries. In total, there were 11 testers from the two Polish partner organizations, 11 testers from the two Greek organizations, and six testers from each of the other partner networks in Italy, Cyprus, and the Czech Republic.

All together, testing for each particular area was done by 15 internal and 40 external testers from all the organisations involved in the partnership.

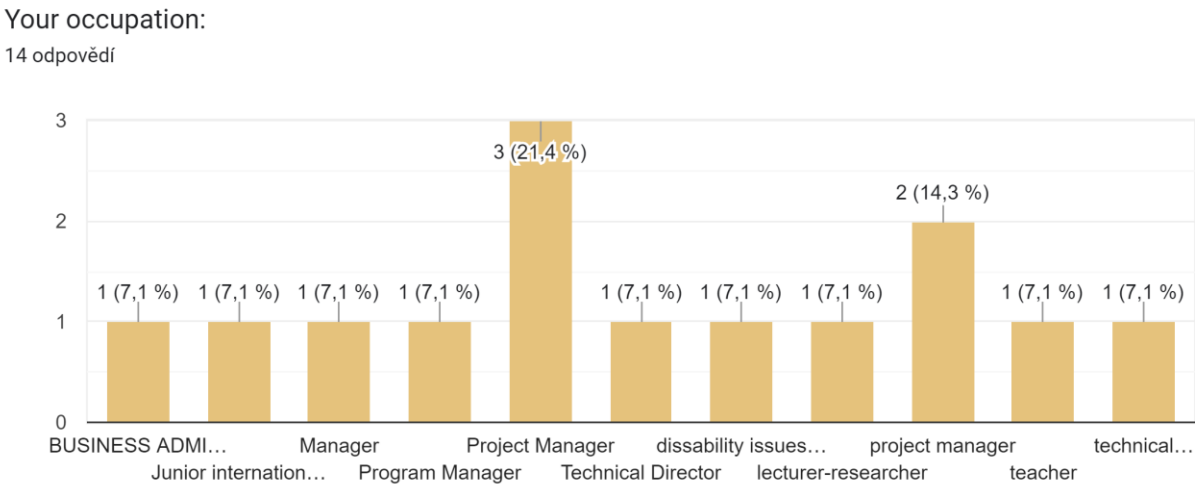
2 Results of the testing

This chapter contains results of testing from all the evaluated areas: self-assessment tool, syllabus, training course, VR exercises.

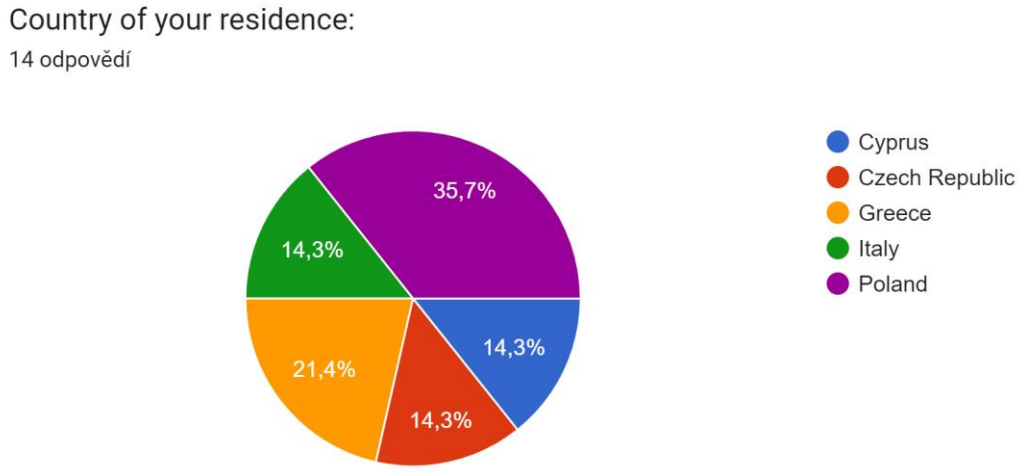
2.1 Self-assessment tool

Self assesemnt tool was tested through internal testing.

Profile of particpants shows that almost 70 % of internal testers were from management board (project manager, program manger, business administration manger or technical director). About 15 % of internal testers are educators (teacher or lecturer) and about 15 % are others (technical worker or disability area expert)



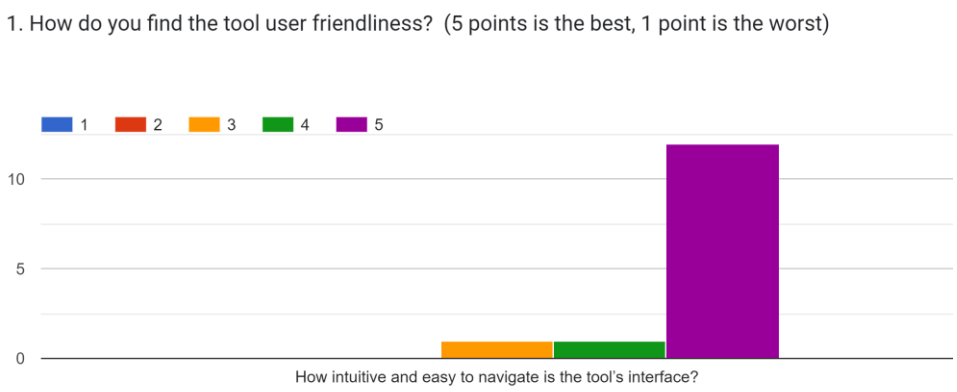
Country of resdience shows the original of participating testers.



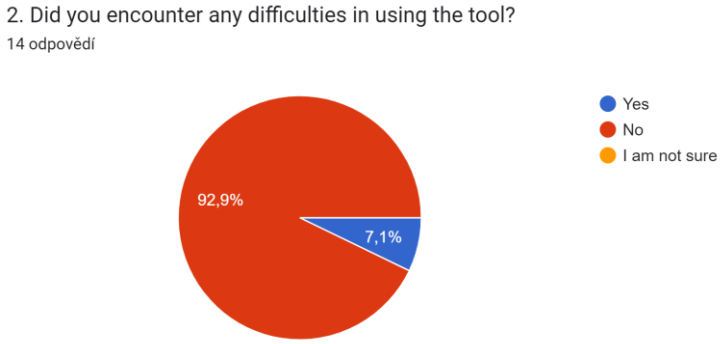
Its questions were devided into several A to E areas and related questions. Questions and its responses are following:

A. User friendliness

Almost 85 % of respondents stated that the tool is user friendly.



92,9 % stated that they did not encounter any difficulties using the tool.



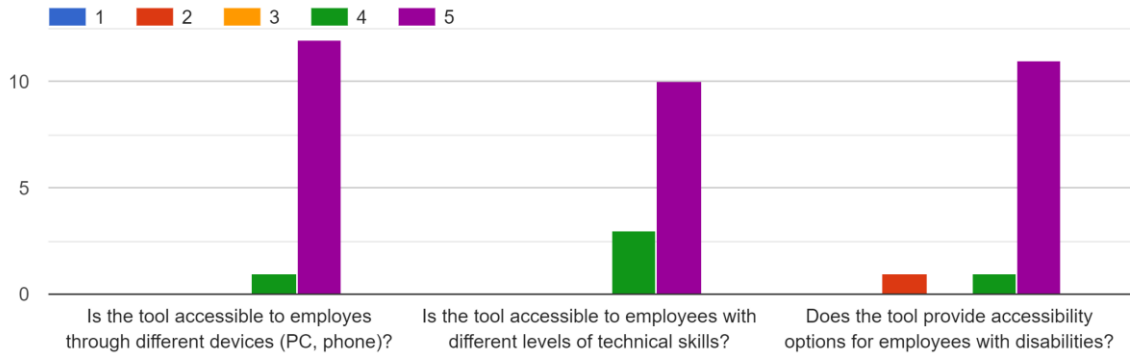
3. If you answered yes or maybe, please leave a comment here:

- Missing Information in the Resultpage
- (1.) When I miss to mark the answer, the tool doesn't ask for it. (2.) The link in missing here: "You have taken important steps towards implementing effective emergency preparedness planning. If you wish to update your planning to be more inclusive for people with disabilities, we would suggest you follow the methodology to UPDATE an Emergency Preparedness Plan of the PRODIGY methodological framework [link]." (3.) After taking quiz in “Assess your Knowledge” Tool, I got "Total Rate: 0 %" in each one of 4 categories even though I had same "agree" answers. In my opinion something is wrong.

B. Accessibility

Over 92% of respondents stated that the tool is accessible through different devices, 83 % respondents stated that the tool is accessible to employees with different levels of technical skills and almost 85 % of respondents stated that the tool provides accessible options for employees with disabilities.

1. How do you find the accessibility of the tool? (5 points is the best, 1 point is the worst)



2. Comment/suggestion to accessibility:

- Accessibility Tool is overlapping the menu in mobile version
- I couldn't find any option to automatically read the text for people with sight impairment.

C. Using the tool (instruction, assesment, feedback)

100 % or respondents stated that the instructions provided by the tool clear and easy to follow. 100 % of respondents stated that they were able to set up and begin using the tool without confusion.

54 % responded that the tool contains information how often is recommended to asses company's situation, 15 % responded that tool contains this information to certain level, 8 % responded that it is good enough and almost 23 % responded that the tool does not contain this information at all.

Almost 62 % responded that the tool covers a comprehensive range of assessment criteria relevant to their needs. 23 % responded that the tool covers a comprehensive range of assessment criteria relevant to their needs to certain level and 15 % good enough.

85 % stated that the assessment criteria are clearly defined and understandable.

92 % responded that the tool includes specific questions to assess potential risks for disabled employees.

77 % responded that the tool addresses the unique needs and risks associated with disabled employees very well and 33 % well.

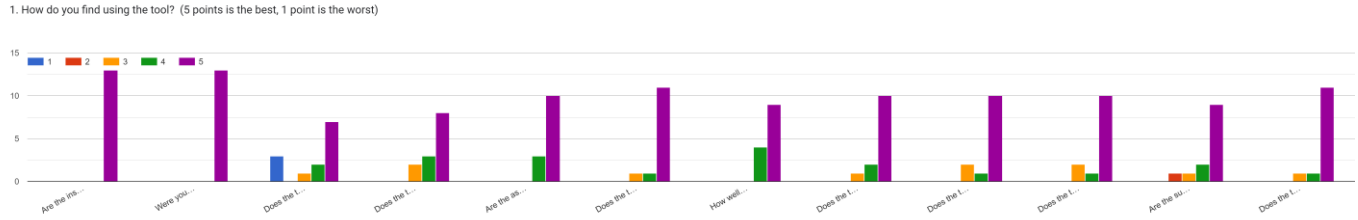
79 % responded that the tool provides an objective and unbiased scoring system in a very good quality, 14 % of decent quality and 7 % good enough.

Almost 79 % responded that the tool offers immediate feedback upon completion of the assessment in a very good quality, 7 % in decent quality, 14 % good enough.

Almost 79 % responded that the tool effectively highlights areas where improvement is needed in a very good quality, 7 % in decent quality, 14 % good enough.

Almost 79 % responded that the suggested improvements are relevant and practical, in a very good quality, 7 % in decent quality, 14 % good enough.

92 % responded that the tool allows to track the company progress over time.



2. Any comment/suggestion to using the tool (instructions, assessment, feedback):

- Result Page is missing Information
- Assess your knowlege tool - result page seem not to work. While putting different answers, I got the same 0 % reaction.
- After taking quiz in “Assess your Knowledge” Tool, I got "Total Rate: 0 %" in each one of 4 categories even though I had same "agree" answers. In my opinion something is wrong. Also, there was no information of suggestion how to improve ones knowledge.

D. Customization

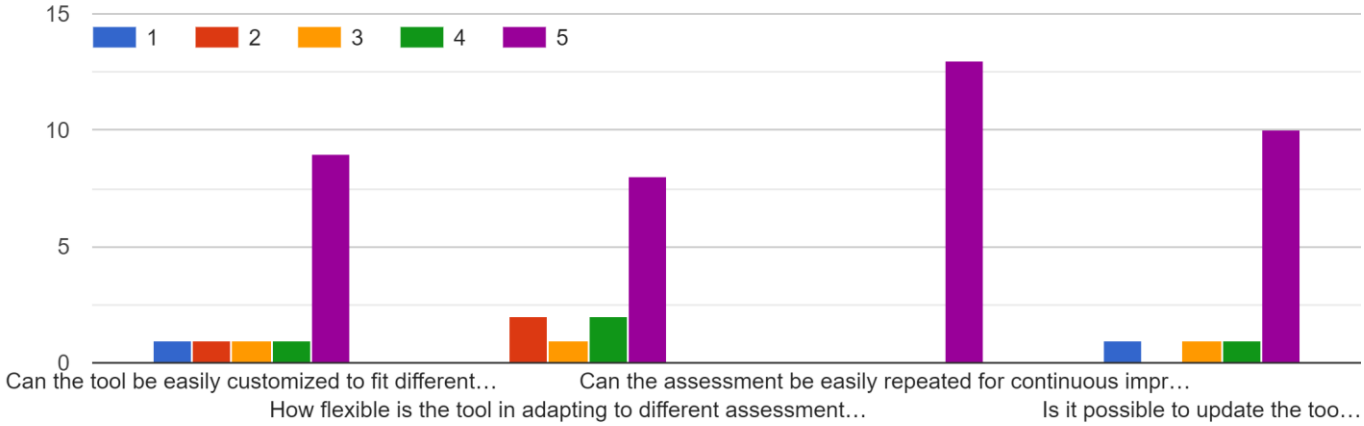
64 % responded that the tool can be easily customized to fit different company sizes very well, 14 % well, 7 % good enough, 7 % has some difficulties in customizing to fit different company sizes and 8 % responded that has strong difficulties.

64% responded that the tool is very flexible in adapting to different assessment needs, 14 % responded that the tool is flexible in adapting to different assessment needs, 8 % good enough and 14 % does not agree.

100 % responded that the assessment can be easily repeated for continuous improvement.

71 % responded that it is possible to update the tool to improve functionality and incorporate new features very well, 14 % well, 7,5 % it is good enough and 7,5 % does not agree.

1. How do you find customization of the tool? (5 points is the best, 1 point is the worst)



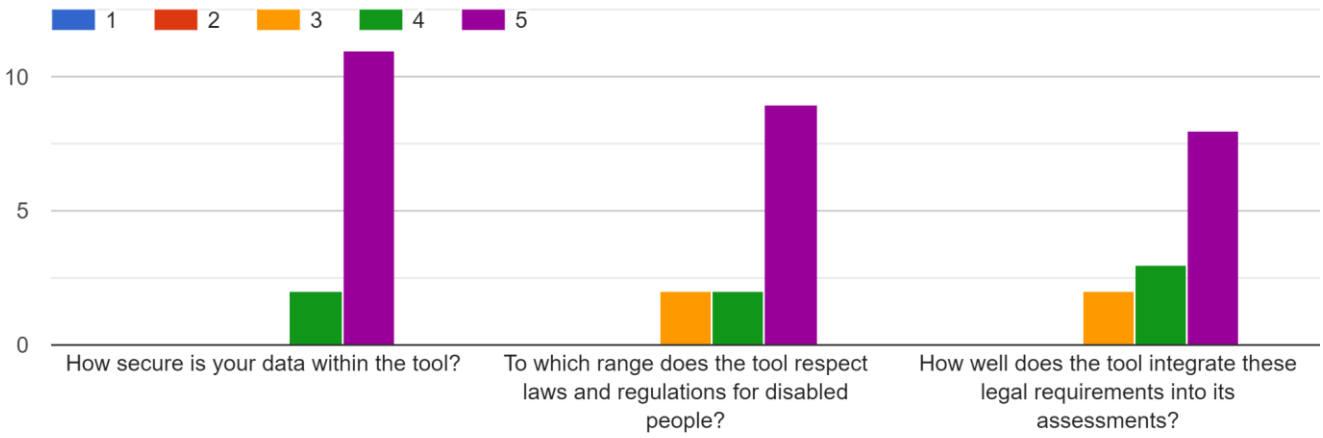
1. Any comment/suggestion to customization of the tool:

   - No

2. Data security, following law, regulations

78 % responded that the data are very safe within the tool and 22 % responded that the data are safe. 71 % responded that the tool respects the laws and regulations for disabled people in a high range, 14,5 % agrees with the respect to laws and regulations and 14,5 % said that it is good enough. 57 % responded that the tool integrates legal requirements into its assessment very well, 29 % well enough, 14 % good enough.

1. How is the tool regarding data security, following of the relevant laws and regulations? (5 points is the best, 1 point is the worst)



2. Any comment/suggestion to data security, laws and regulations in relation to the tool:

   - it is difficult to judge it the tool integrates all the legal requirements of all the partner countries - it might be different

2.2 *Self-assessment tool – key findings*

2.2.1 *Questions under 80 % of satisfaction (the sum of very good/very well and good /well and good enough)*

C. Using the tool

54 % responded that the **tool contains information how often is recommended to asses company's situation**, 15 % responded that tool contains this information to certain level, 8 % responded that it is good enough and almost 23 % responded that the tool does not contain this information at all.

2.2.2 *Key recommendations*

Key recommendations:

A. **User friedlines**
   - Missing Information in the Result page
   - (1.) When I miss to mark the answer, the tool doesn't ask for it. (2.) The link in missing here: "You have taken important steps towards implementing effective emergency preparedness planning. If you wish to update your planning to be more inclusive for people with disabilities, we would suggest you follow the methodology to UPDATE an Emergency Preparedness Plan of the PRODIGY methodological framework [link]." (3.) After taking quiz in “Assess your Knowledge” Tool, I got "Total Rate: 0 %" in each one of 4 categories even though I had same "agree" answers. In my opinion something is wrong.

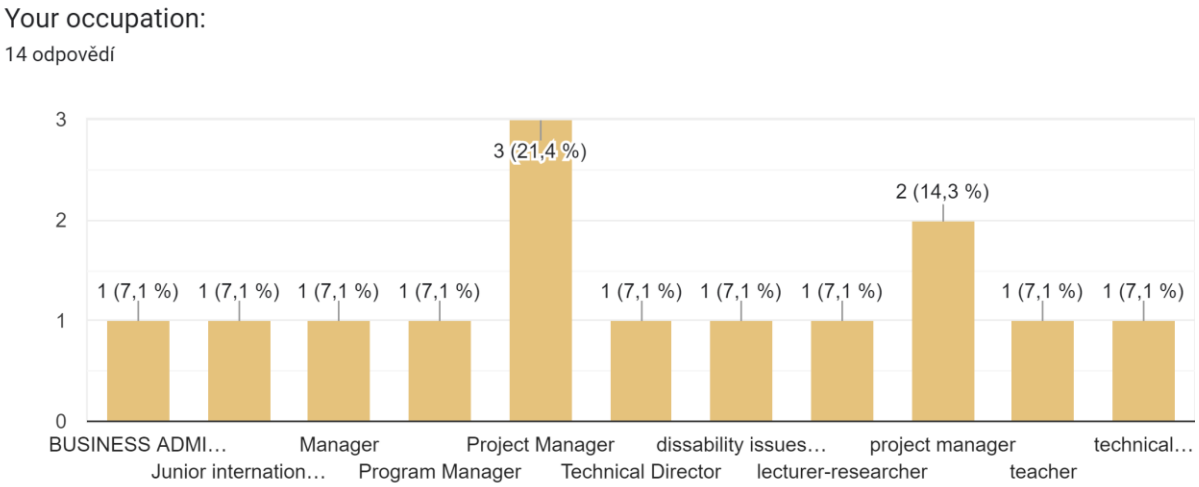
B. **Accessibility**
   - Accessibility Tool is overlapping the menu in mobile version
   - I couldn't find any option to automatically read the text for people with sight impairment.

C. **Using the tool**
   - Result Page is missing Information
   - Assess your knowlege tool - result page seem not to work. While putting different answers, I got the same 0 % reaction.
   - After taking quiz in “Assess your Knowledge” Tool, I got "Total Rate: 0 %" in each one of 4 categories even though I had same "agree" answers. In my opinion something is wrong. Also, there was no information of suggestion how to improve ones knowledge.

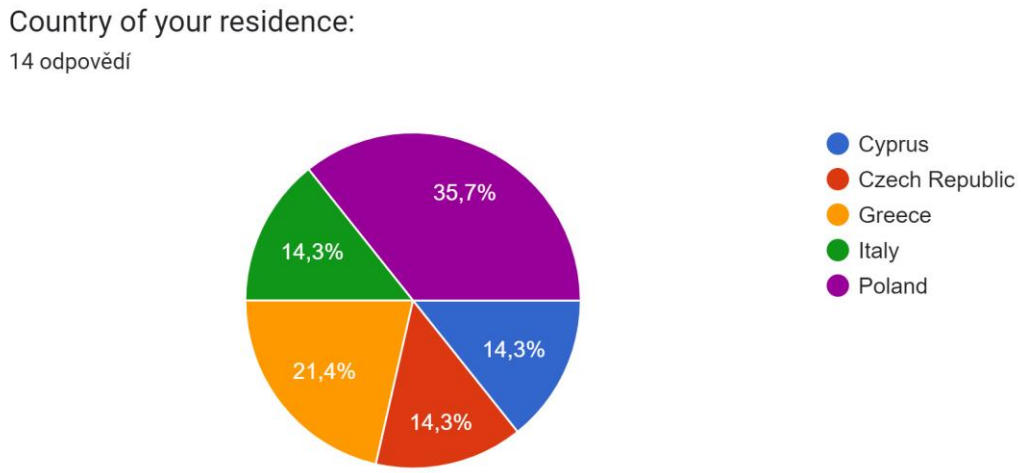
2.3 Syllabus

Syllabus was tested through internal testing.

Profile of particpants shows that almost 70 % of internal testers were from management board (project manager, program manger, business administration manger or technical director). About 15 % of internal testers are educators (teacher or lecturer) and about 15 % are others (technical worker or disability area expert)



Country of resdience shows the original of participating testers.



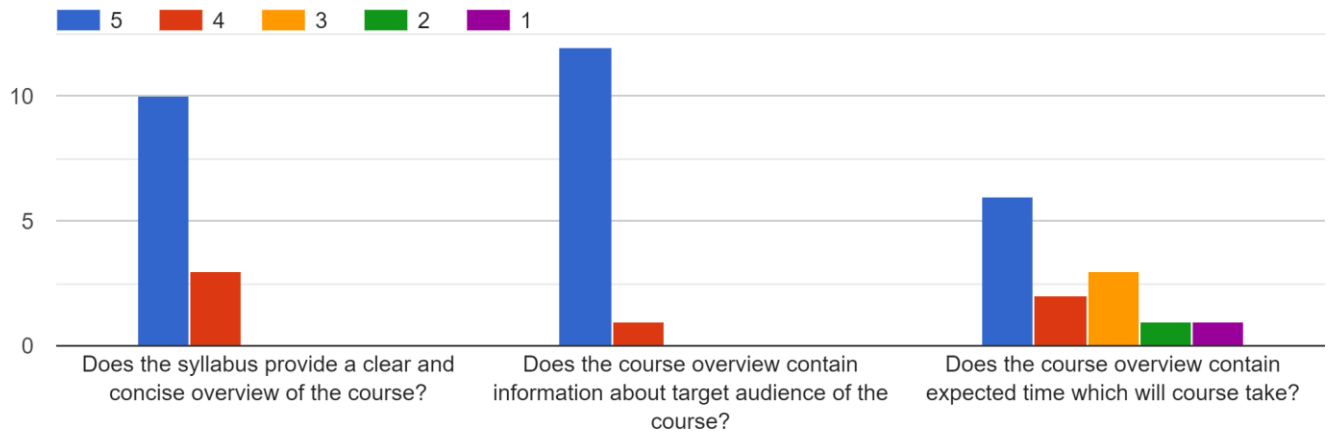
Its questions were devided into two areas with related questions. Questions and its responses are following:

A. Course overview

77 % strongly agree and 23 % agree that the syllabus provide a clear and concise overview of the course. 92 % strongly agree and 8 % agree that the course overview contains information about the target group audience of the course.

46 % strongly agree and 15 % agree that the course overview contains expected time which would the course take, 23 % responded that is good enough, 7,5 % disagree and 7,5 strongly disagree.

1. How would you evaluate the course overview? I agree (5), I agree (4), I am not sure (3), I do not agree (2), I do not agree at all (1).



B. Learning objectives

77 % strongly agree and 15 % agree that the learning objectives of the course are clearly stated. 8 % does not agree.

77 % strongly agree and 15 % agree that the learning objectives of the submodules are clearly stated. 8 % does not agree.

85 % strongly agree and 7,5 % agree that the syllabus contains overview of skills the participant should gain. 7,5 % does not agree.

85 % strongly agree and 7,5 % agree that the syllabus contains description of modules and submodules. 7,5 disagree.

85 % strongly agrees and 7,5 % agre that the topics and modules are outlined in a logical and coherent manner. 7,5 % disagree.

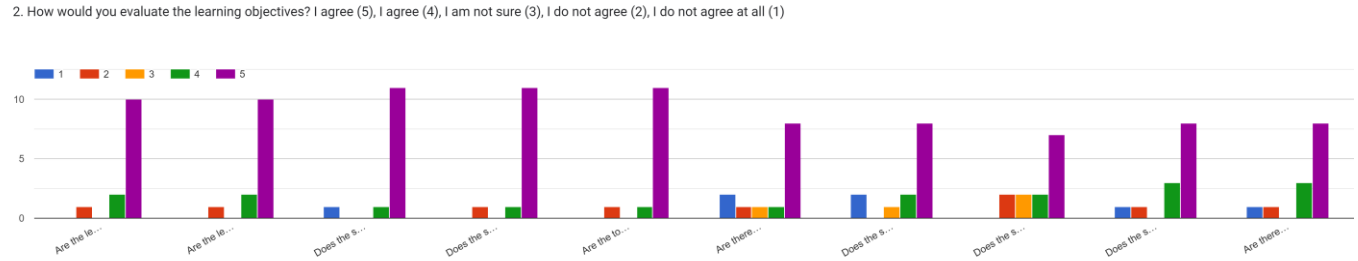
62 % strongly agree and 7,5 % agree that there are clear instructions for the teacher or trainer on how the course will be conducted, 7,5 % says it is good enough, 7,5 % disagree and 15,5 % strongly disagree.

62 % strongly agree and 15 % agree that the syllabus contains information about the evaluation of the course, 8 % good enough and 15 % strongly disagree.

54 % strongly agree and 15 % agree that the syllabus contains information (guidance) how to go through the course, 15 % good enough and 15 % disagree.

62 % strongly agree and 23 % agree that the syllabus lists all necessary resources (e.g., textbooks, articles, websites) required for the course, 7,5 % disagree and 7,5 % strongly disagree.

62 % strongly agree and 23 % agree that there are additional resources or further reading materials suggested for deeper understanding, 7,5 % disagree and 7,5 % strongly disagree.



2.4 Syllabus – key findings

2.4.1 Questions under 80 % of satisfaction (the sum of high satisfaction, satisfaction and good enough)

A. Learning objectives

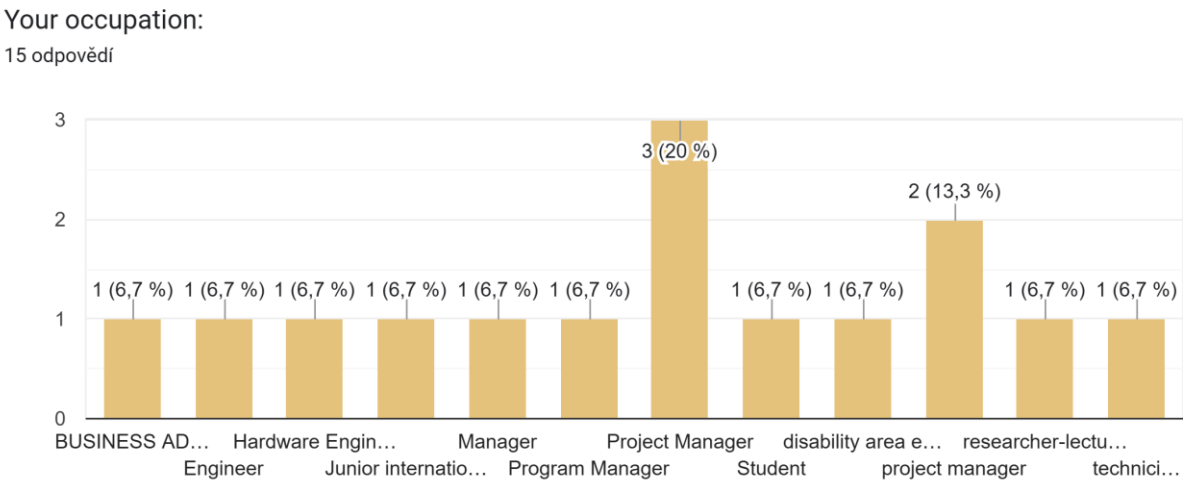
62 % strongly agree and 7,5 % agree that **there are clear instructions for the teacher or trainer on how the course will be conducted**, 7,5 % good enough, 7,5 % disagree and 15,5 % strongly disagree.

2.4.2 Key recommendations

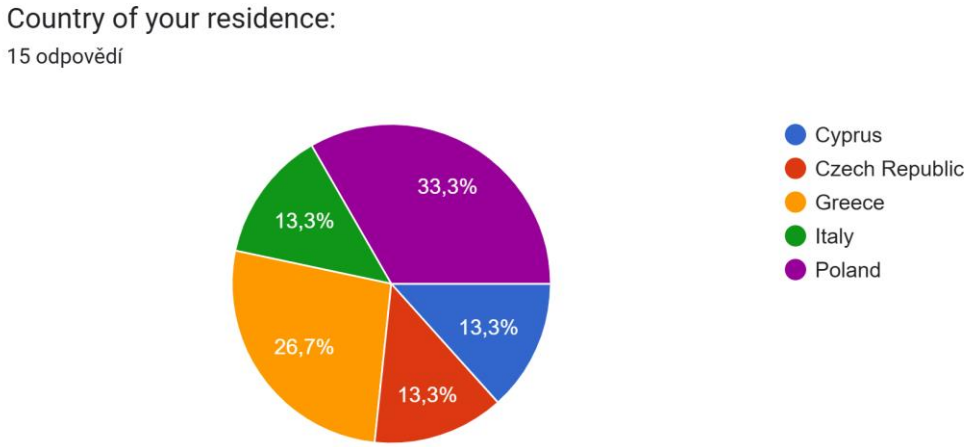
Respondents were not asked for the recommendations.

2.5 *Training course – internal testing results*

60 % of respondents are managers (project manager, project specialists, business manager, programme manager), 20 % of respondents are technically oriented people (engineers or technicians), 13,3 % are respondents from educational area (lecturer, researcher, student) and 6,7 % is from disabled people area.



Majority of responses are from Poland (33,3 %) followed by Greece (26,7 %) and other partner countries – Cyprus, Czech Republic and Italy with 13,3 % for each country.



A. Training course content quality

80 % or respondents answered that learning objectives are very clear enough and 20 % clear enough.

60 % of respondents answered that there are included ways how to check learning objectives achievements in a high range, 26,7 % in a decent range, 6,65 % in a good enough range and 6,65 % answered that ways how to check learning objectives achievements are not there.

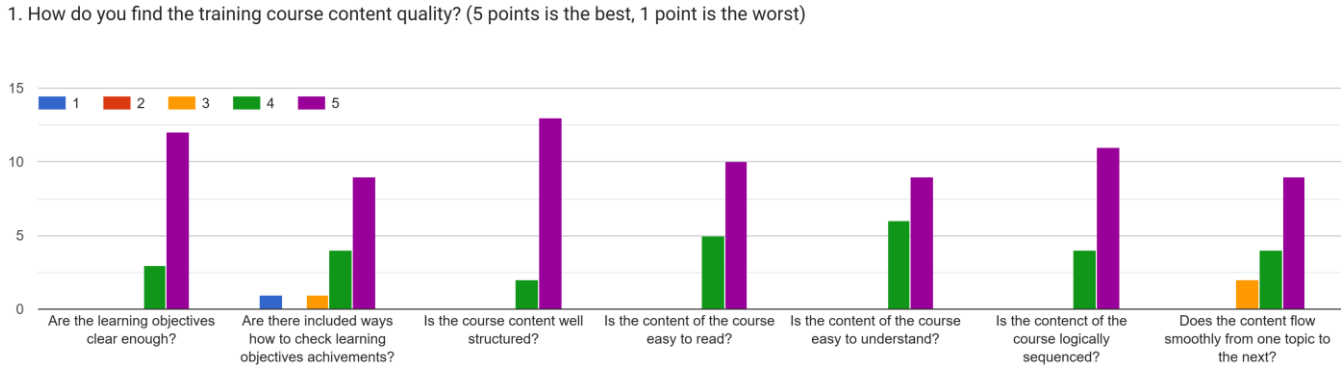
86,7 % answered that the course content is very well structured, 13,3 % answered that the course content is well structured.

For 66,7 % is the content of the course very easy to read, for 33,3 % is easy to read.

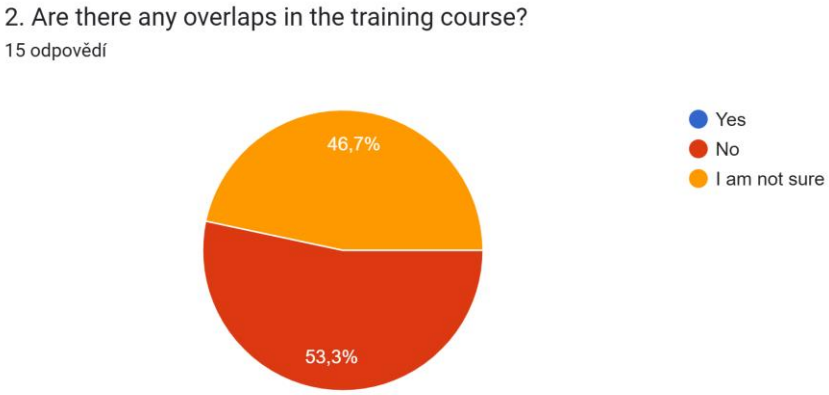
For 60 % is the content of the course very easy to understand and for 40 % is easy to understand.

For 73,3 % is the content of the course very logically sequenced, for 26,7 % is logically sequenced.

60 % answered that the content flows very smoothly from one topic to the next, 26,7 % answered that the content flows smoothly from one topic to the next and 13,3 % answered that the content flow is good enough.

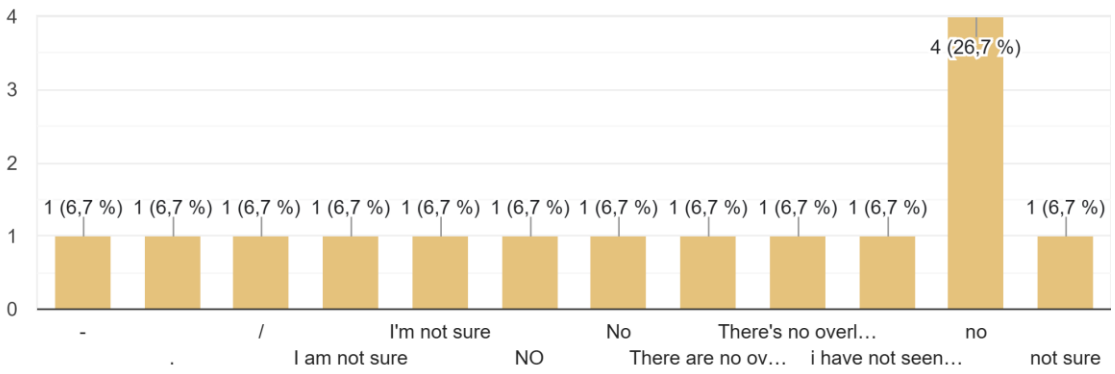


53,3 % of respondents did not find any overlaps in the training course, 46,7 % is not sure.



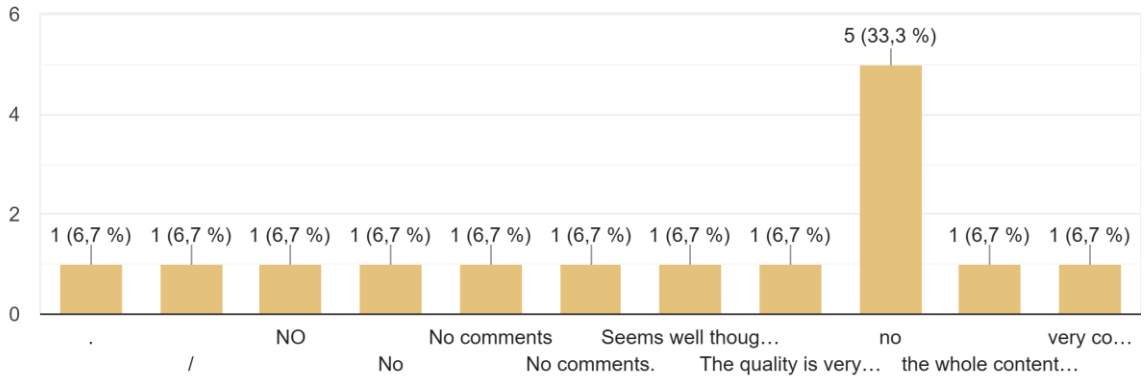
Written description of possible overlaps in the training course indicates either no overlaps or situation when respondents did not find any or they are not sure if there are any overlaps in the training course.

3. If yes, in which submodule, chapter?
15 odpovědí



There are mostly no comments given by the respondents. A few of comments say that the material is of a good quality and there is one suggestion that "the whole content is very theoretical, some more practical lessons would be beneficial".

4. Any comments/suggestions to course content quality?
15 odpovědí



B. Training course specific content

60 % strongly agreed and 33,3 % agreed that there are role-specific training parts to address different specific responsibilities during emergencies, 6,7 % thinks there are no role-specific training parts.

73,3 % strongly agreed and 13,3 % agreed that there is all the important information regarding practical skills which can be used during emergencies in, 6,7 % is not sure and 6,7 % in not so decent range.

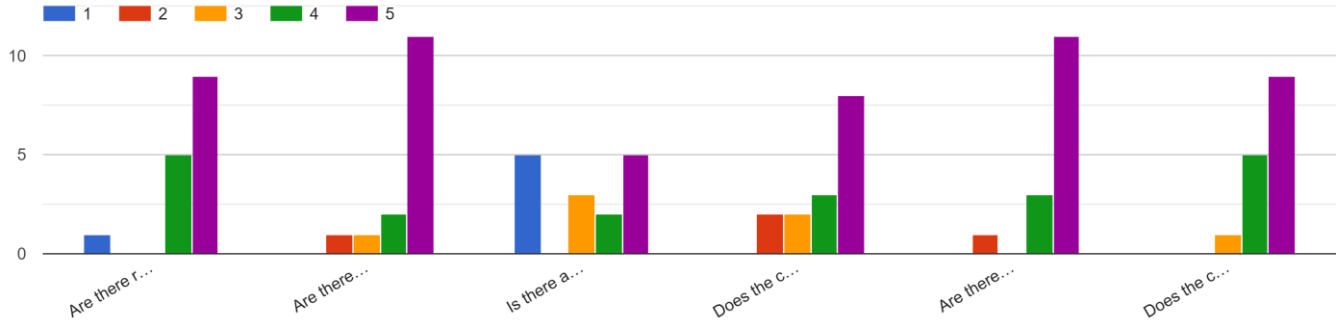
46,7 % agreed that there **is there a certificate of completion provided at the end of the course**, 20 % is not sure and 33,3 % does not agree that there is a certificate at the end of the course.

53,3 % strongly agreed and 20 % agreed **that the course reference relevant laws and regulations**, 13,3 % is not sure, 13,3 % does not agree.

73,3 % strongly agreed and 33,3 % agreed that there are additional resources and support accessible to learners throughout the course and 6,6 % is not sure.

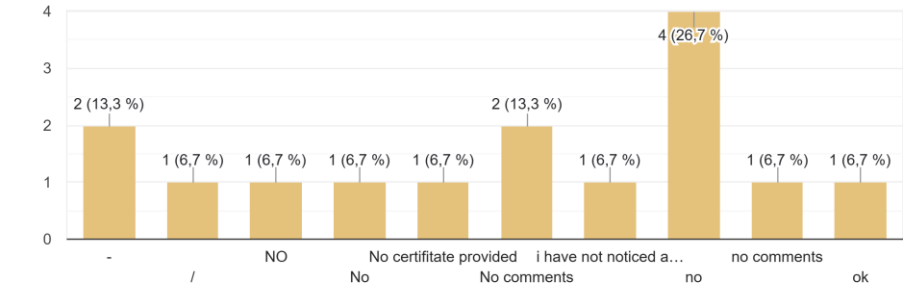
60 % strongly agreed and 33,3 % agreed that the course contains information about assistive technologies and how to use them during emergencies and 6,7 % is not sure.

1. How do you find the training course specific content? (5 points is the best, 1 point is the worst)



There is mostly not comments from respondents. And 2 reactions connected to certificates – that there was no certificated provided and that respondent did not notice any certificate.

2. Any comments/suggestions to specific course content?
15 odpovědí



C. Accessibility

73,3 % responded that the training course and its learning materials are very accessible to all learners, including those with disabilities, 20 % responded that the training course and its learning materials are accessible and 6,7 % responded that they are not sure.

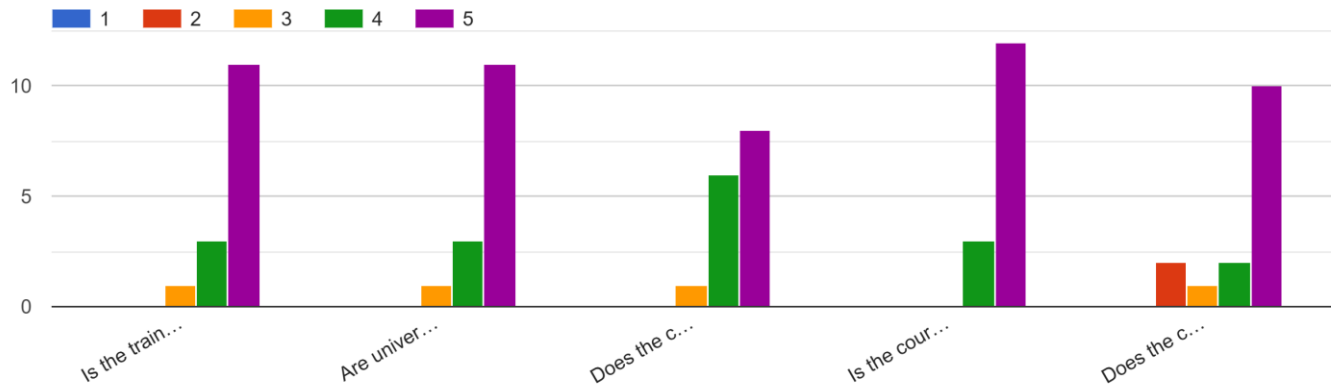
73,3 % responded that universal design principles are applied throughout the course very well, 20 % well and 6,7 % responded that they are not sure.

53,3 % strongly agreed and 40 % agreed that the course allows personalized learning paths to accommodate different learning styles and paces, 6,7 % is not sure.

80 % strongly agreed and 20 % agreed that the course is for sure available through accessible platform.

80 % agreed that the course contains practical training about assistive technologies, 6,6 % is not sure and 13,3 % does not think that the course contains practical testing abut assistive technologies.

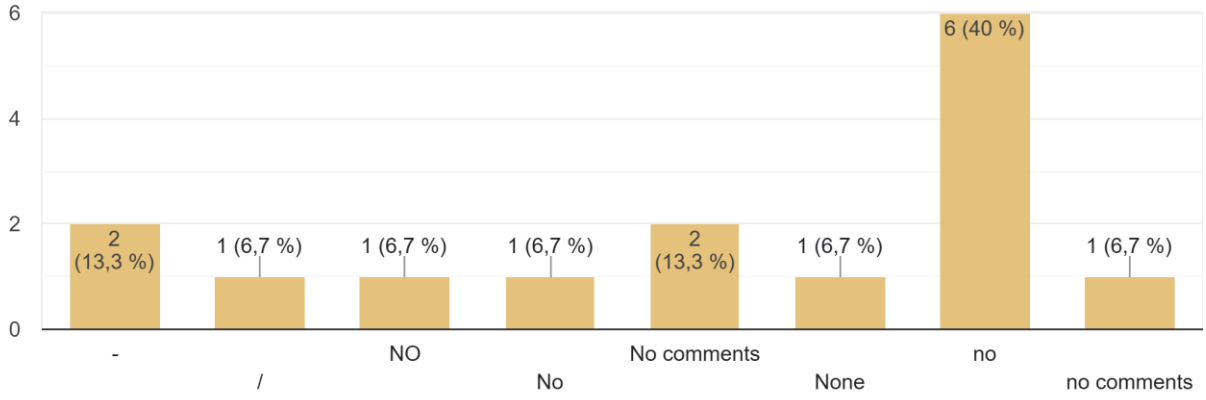
1. How do you find accessibility? (5 points is the best, 1 point is the worst)



There are no more comments or suggestions to accessibility.

2. Any comments/suggestions to accessibility?

15 odpovědí



D. Interactivity

73,3 % responded that VR simulations are very effectively used to enhance learning, 6,7 % responded that they are effectively used, 6,6 % responded that they are not sure and 13,3 % responded that VR simulations are not effectivelly used to enhance learning.

66,7 % strongly agreed and 13,3 % agreed that the VR simulationals effectively simulate realistic real life company situaitons, 6,7 % responded that is not sure and 13,3 % responded that VR simulations do not effectivelly simulate realistic real life.

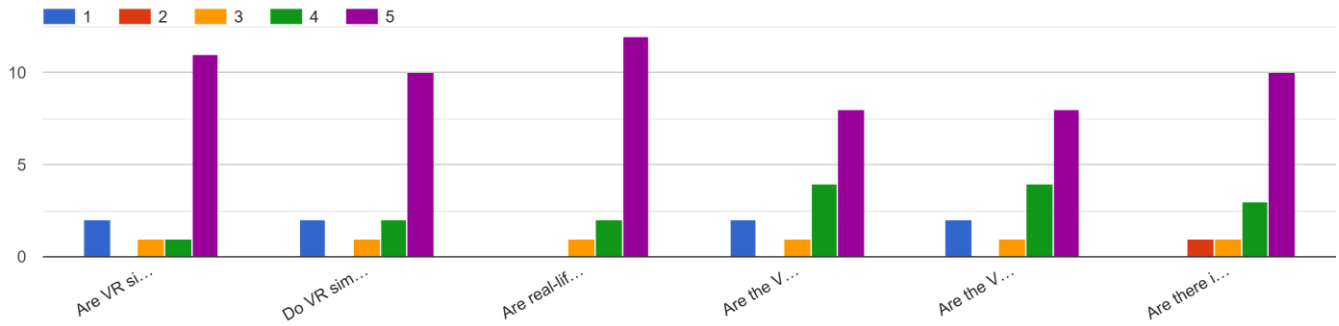
80 % strongly agreed and 13,3 agreed that real-life situations and case studies are included to provide practical context and 6,7 % is not sure.

53,3 % stronlgy agreed and 26,7 % agreed that the VR scenarios are inclusive and adaptable to different learner needs, 6,7 % responded that they are not sure and 13,3 % responded that they are not adaptable.

53,3 % strongly agreed and 26,7 agreed that the VR scenarios are flexible so it can be used for a different company needs, 6,7 % is not sure and 13,3 % responded that they are not flexible.

66,7 % strongly agreed and 20 % agreed that there are implemented interactive elements that engage learners and enhance understanding, 6,65 % is not sure and 6,65 % in not a decent range.

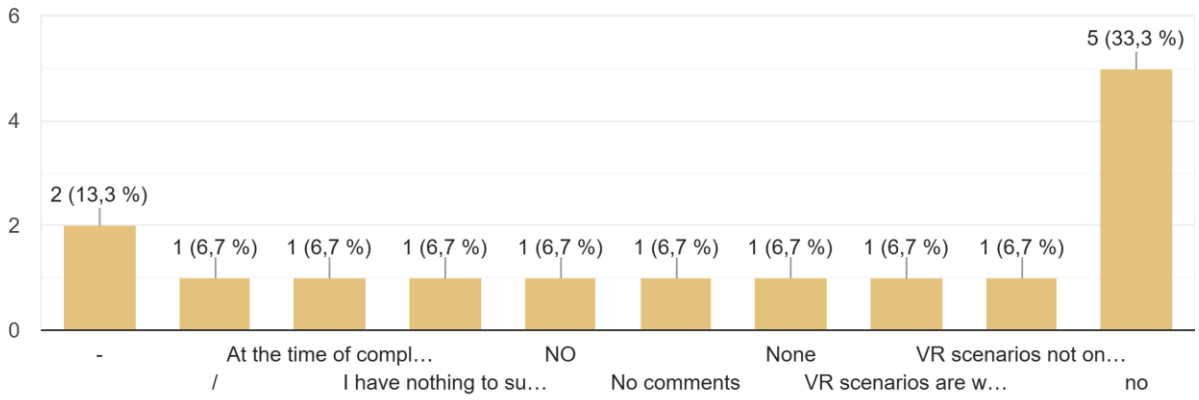
1. How do you find the interactivity?



There are mostly no comments. There is one positive feedback that the tester likes VR scenarios very much and there is one comment that VR scenarios are not on-line yet and one explanation regarding giving a mark number 3 (good enough).

2. Any comments/suggestions to interactivity?

15 odpovědí

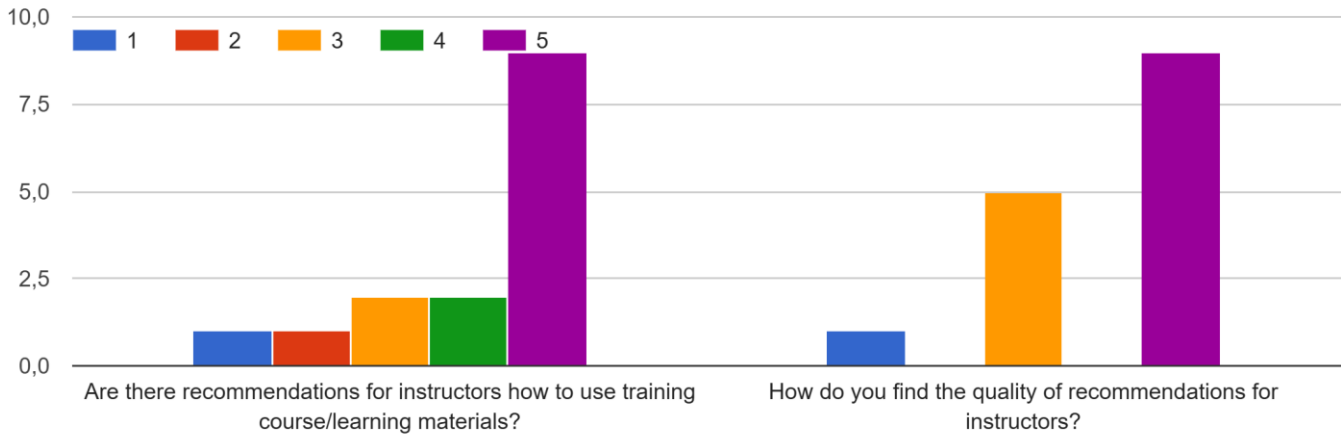


E. Instructions quality

60 % strongly agreed and 13,3 % agreed that **there are recommendations for instructors how to use training course/learning materials**, 13,3 % is not sure, 6,65 % does not agree and 6,65 %.

60 % responded that they find the quality of recommendations for instructors very well, 33,3 % good enough, 6,7 % not good.

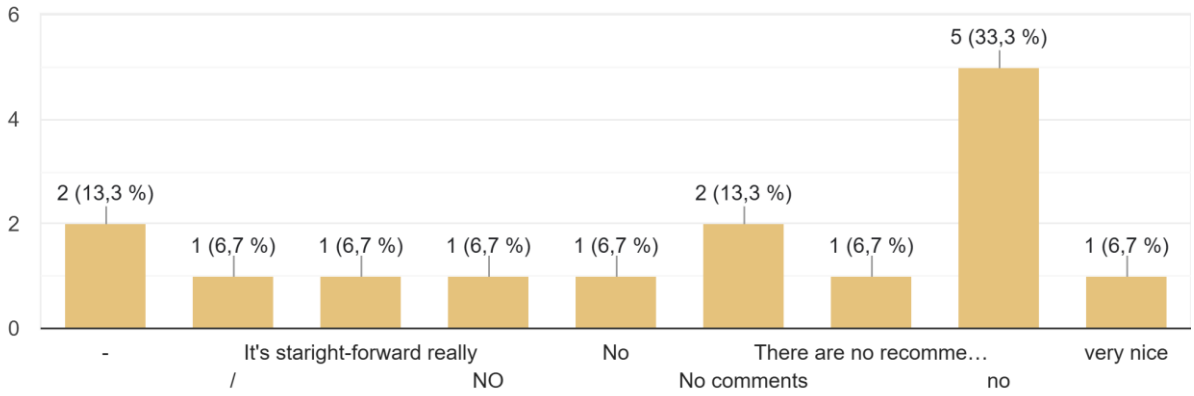
1. How do you find the instructions quality? (5 points is the best, 1 point is the worst)



There are mostly no comments with one “It’s straight-forward really” comment.

2. Any comments/suggestions to instructions for instructors quality?

15 odpovědí



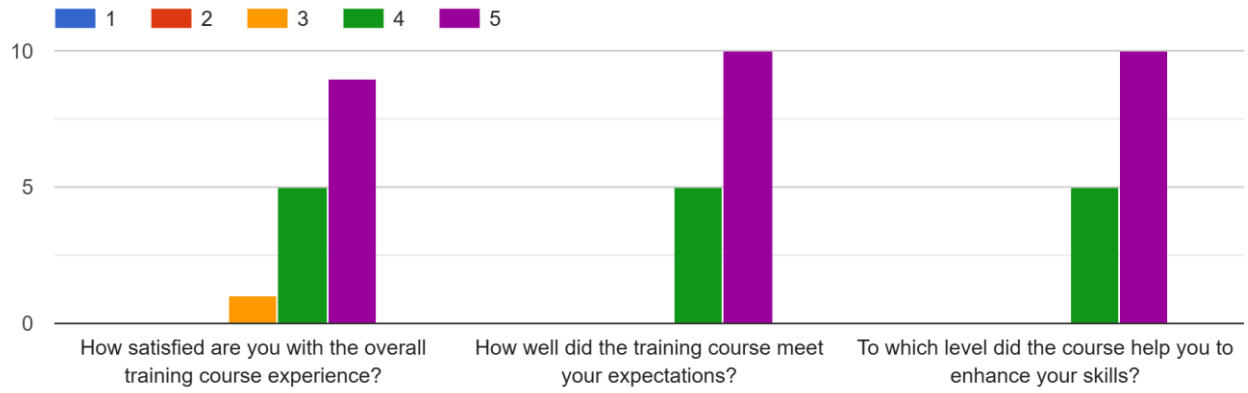
F. Overall satisfaction

60 % are very satisfied and 33,3 % are satisfied with the overall training course experience. For 6,7 % is the overall training course experience good enough.

66,7 % responded that the training course met their expectations very well and 33,3 % well.

For 66,7 % the course helped them to enhance their skills to a high level and 33,3 % to a good level.

1. How do you find the overall satisfaction? (5 points is the best, 1 point is the worst)



2. What aspects of the training course did you find most beneficial?

all
NOTHING
Practical examples and case studies
the mix of theory and practice by VR exercises
the variety of contents and, moreover, of aspects focused
its compexity
VR excercise as pratical experience gaining training tool
The most beneficial aspects were the hands-on exercises and the practical application of skills, along with the instructor's expertise and clear explanations.
Rising awareness about needs of people with disabilities during emergencies and rising specific knowledge connected with the topic.
For me personally, I find the module M2 - Best Practices for Emergency Planning to be the most beneficial.
The overall training course experience
Inclusivity and team resposibilities
informations about the solutions for emergency managment

2.What aspects of the training course could be improved?

More practical lessons
no
-
NOTHING

The value of the course will certainly be enhanced by the VR games that are in development.
I think none
none in my opinion
it can have even more practical examples
it is all well done
Nothing, the course is really well written.
Visual aspect - text might be more structured, using some bold or bullet points. More images or graphics.
I don't find the need to improve any of the aspects od the training course.
There is no aspect of the training course that I think that could be improved
I'm not so sure about that as I am not close to this field
everything is good

2.6 Training course internal testing – key findings

2.6.1 Questions under 80 % of satisfaction (the sum of a high satisfaction, satisfaction and good enough satisfaction)

B.Training course specific content

33,3 % does not agree that there is a certificate at the end of the course.

53,3 % strongly agreed and 20 % agreed **that the course reference relevant laws and regulations**, 13,3 % is not sure, 13,3 % does not agree.

D.Instruction quality

60 % strongly agreed and 13,3 % agreed that **there are recommendations for instructors how to use training course/learning materials**, 13,3 % is not sure, 6,65 % does not agree and 6,65 %.

2.6.2 Key recommendations

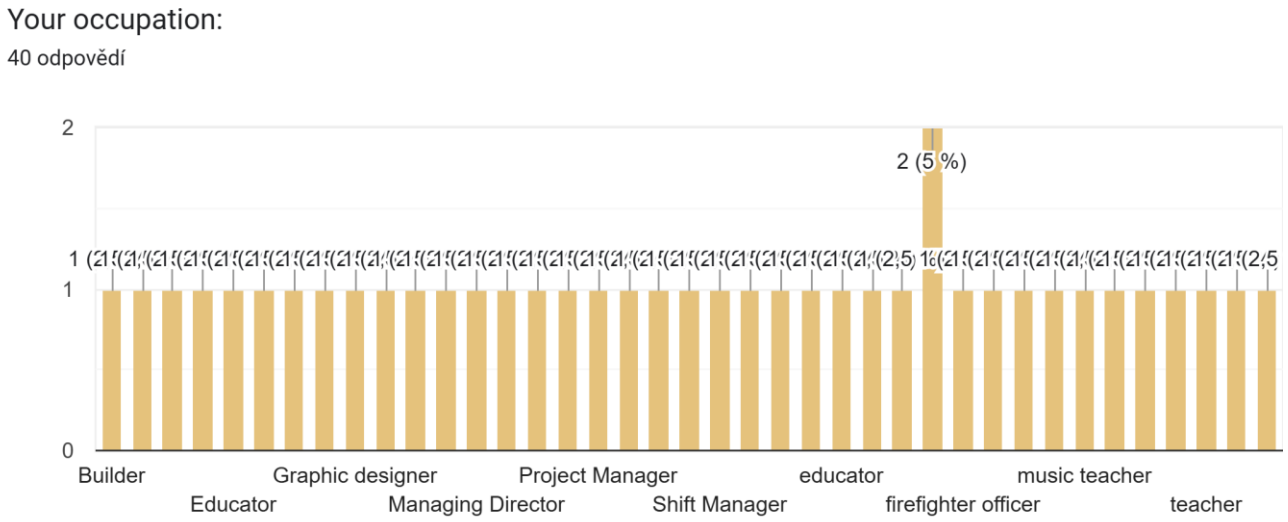
Key recommendations:

- more practical lessons
- more practical examples
- Visual aspect - text might be more structured, using some bold or bullet points. More images or graphics.

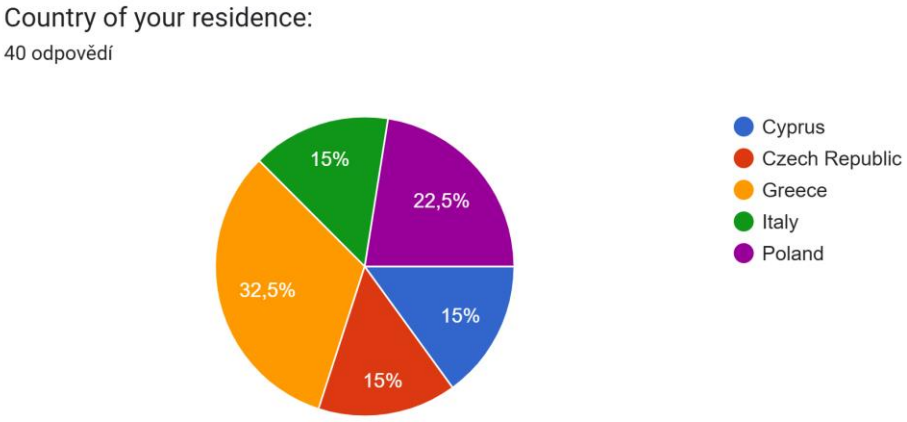
2.7 *Training course - external testing results*

External testers can be divided to these categories:

Position	Number	Percentage
Managers area	9	22,5 %
Teaching area	8	20 %
Business sector/entrepreneurs	5	12,5 %
IT area	5	12,5 %
SME employees	4	10 %
Others	9	22,5 %



Majority of responses are from Greece (32,5 %) followed by Poland (22,5 %) and other partner countries – Cyprus, Czech Republic and Italy with 15 % for each country.



A. Training course content quality

For 67,5 % the learning objectives are very clear, for 30 % clear and for 2,5 % good enough.

70 % responded that there are included ways how to check learning objectives achievements in a high range, 25 % in a decent range and 5 % in a good enough range.

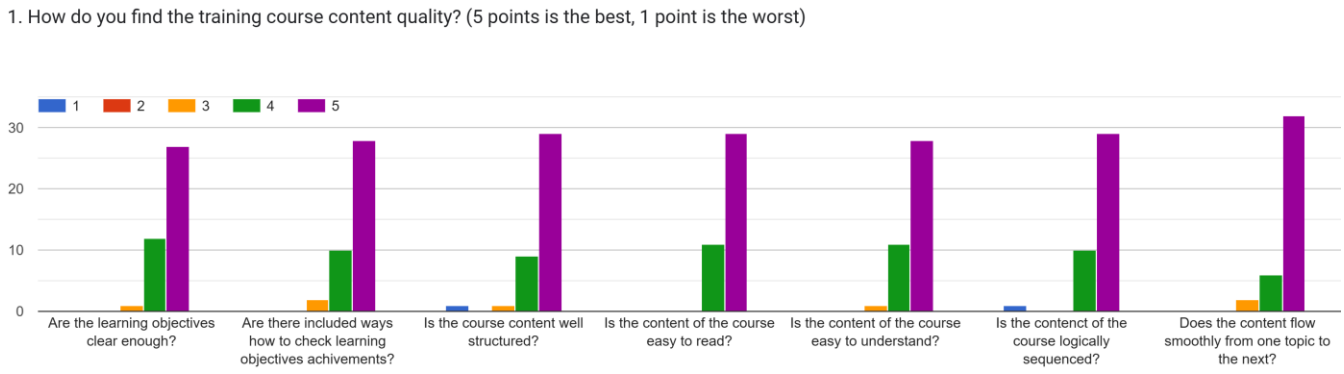
72,5 % responded that the course content is very well structured, 22,5 % well structured, 2,5 % structured good enough and 2,5 % responded that the course content is not well structured.

72,5 % responded that the content of the course is very easy to read, 27,5 % responded that the course content is easy to read.

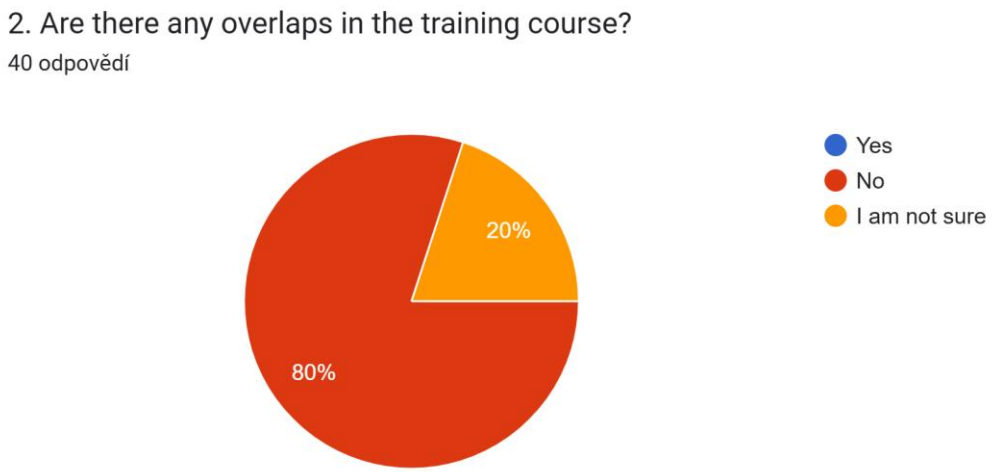
For 70 % is the content of the course very easy to understand, for 27,5 % is the content easy to understand and for 2,5 % is the understanding of the course good enough.

72,5 % responded that the content of the course is very logically sequenced, 25 % responded that the content of the course is logically sequenced and 2,5 % responded that the content is not logically sequenced.

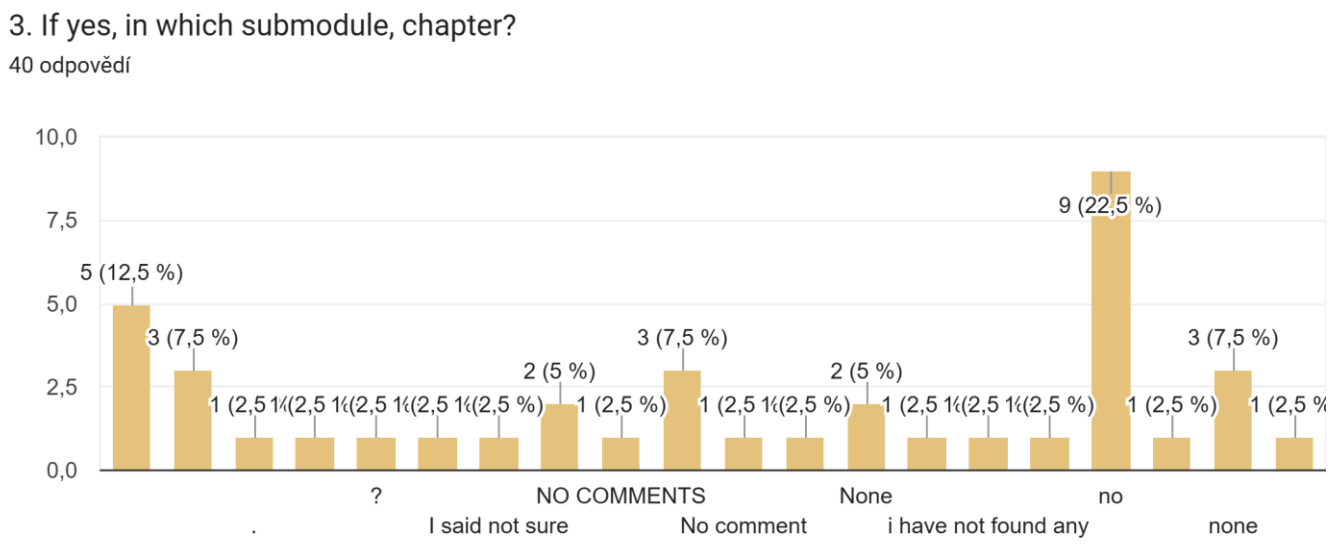
80 % of respondents are very satisfied with the smooth content flow from one topic to the next, 15 % is satisfied and for 5 % the smooth content flow is good enough.



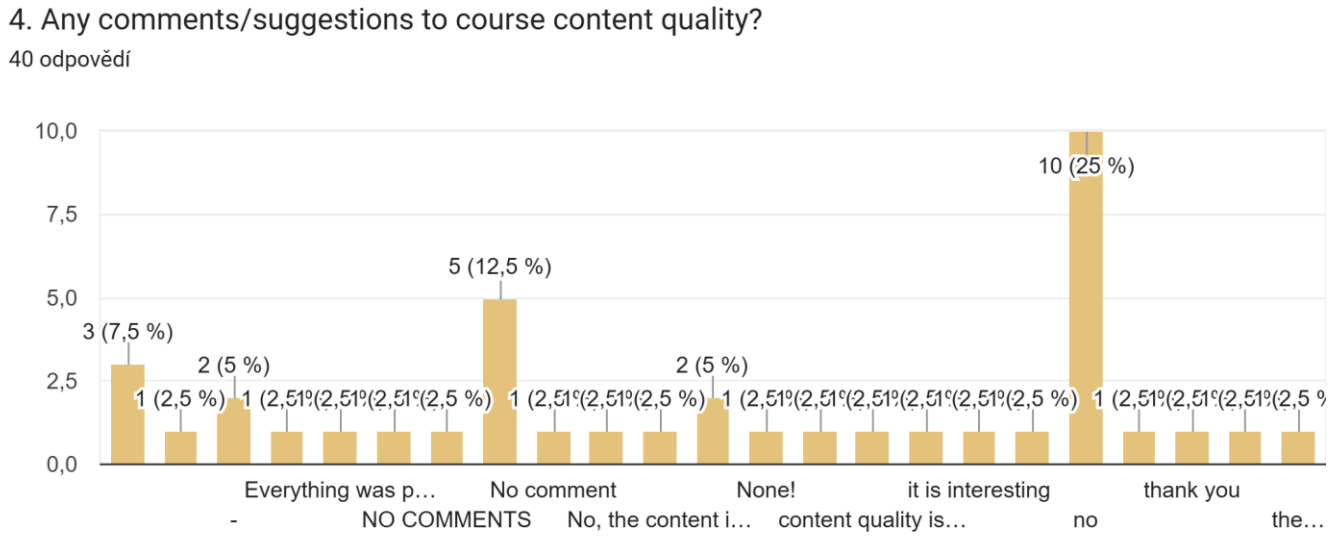
80 % responded that there are no overlaps in the training course, 20 % is not sure.



The answers confirm previous question results. Most of the respondents responded that they did not find any overlaps or there are no overlaps in the training course. One answer says that “the content is very consistent and the topics result from the natural extension or continuation of the thread in a given area”.



There are almost all either positive or no suggestion to the quality content (97,5 %). One answer (2,5 %) says that “the text looks like it was written quickly, the night before presentation, it is also clear that different people where responsible”



B. Training course specific content

47,5% strongly agreed and 52,5 % agreed that there are role-specific training parts to address different specific responsibilities during emergencies.

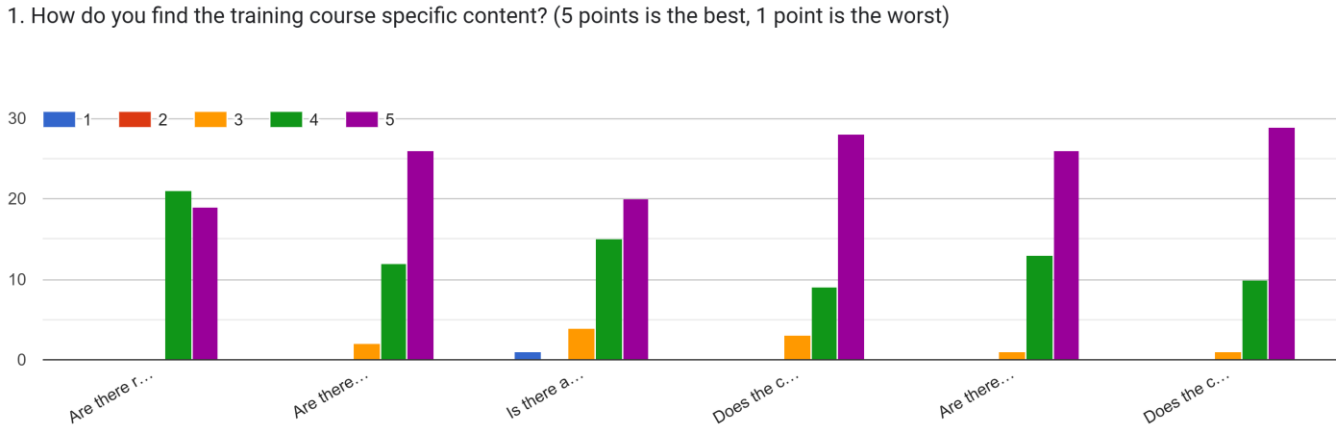
65 % strongly agreed and 30 % agreed that there is all the important information regarding practical skills which can be used during emergencies, 5 % is not sure.

50 % strongly agreed and 37,5 % agreed that there is a certificate of completion provided at the end of the course, 10 % is not sure and 2,5 % does not agree.

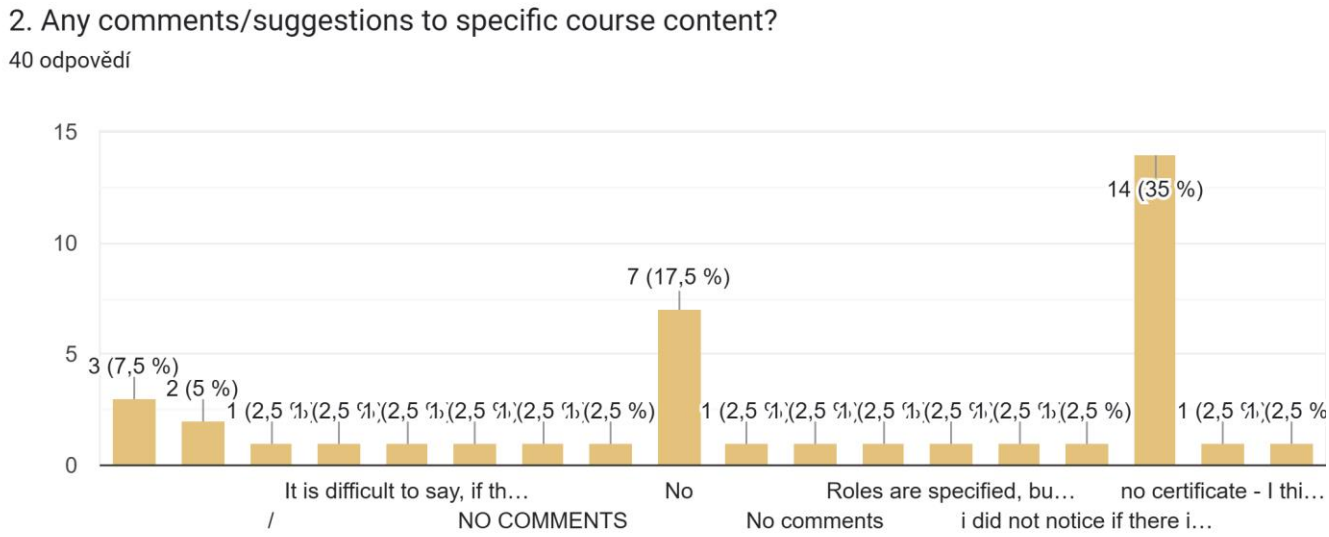
70 % strongly agreed and 22,5 % agreed that the course reference relevant laws and regulations, 7,5 % is not sure.

65 % strongly agreed and 32,5 % agreed that there are additional resources and support accessible to learners throughout the course, 2,5 % is not sure.

72,5 % strongly agreed and 25 % agreed that the course contain information about assistive technologies and how to use them during emergencies, 2,5 % is not sure.



There are mostly no comment or positive reactions to the specific course content. There are also 2 comments regarding not finding a certificate and 2 comments which say “roles are specified, but a special training for the specific roles I have not found” and “everything looks like copy paste from somewhere”.



C. Accessibility

67,5 % finds the training course and its learning materials very accessible and 25 % accessible to all learners, including those with disabilities, 5 % is not sure and 2,5 % find the training not so accessible.

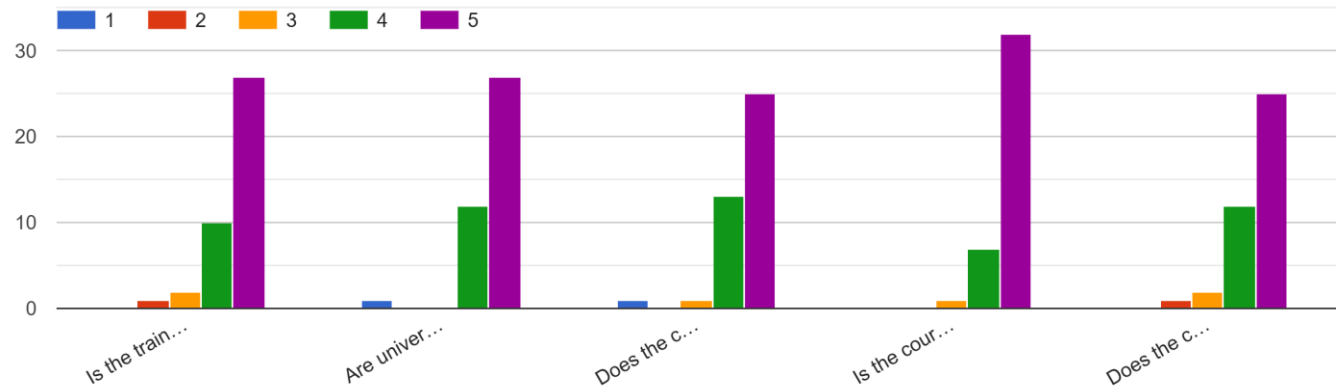
67,5 % finds that universal design principles are applied throughout the course very well, 30 % well and 2,5 % does not find that universal design principles are not applied,

62,5 % strongly agreed and 32,5 % agreed that the course allow personalized learning paths to accommodate different learning styles and paces, 2,5 % is not sure and 2,5 % does not agree.

80 % strongly agreed and 17,5 % agreed that the course available through accessible platform, 2,5 % is not sure.

62,5 % strongly agreed and 30 % agreed that the course contain practical training about assistive technologies, 5 % is not sure and 2,5 % does not agree.

1. How do you find accessibility? (5 points is the best, 1 point is the worst)

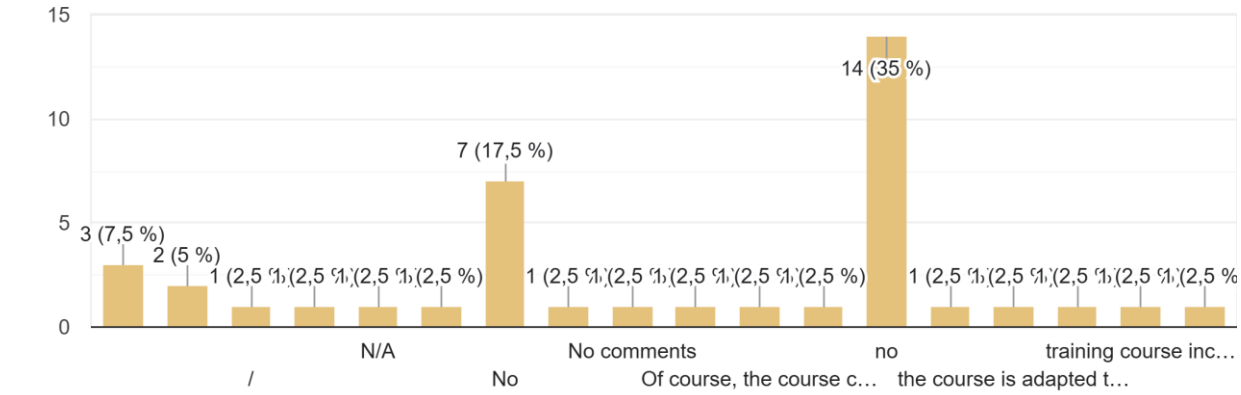


There are mostly no comments among the suggestions about accessibility (87,5 %) And there are 5 comments/suggestions (12,5 %):

- Of course, the course can be used through personalized learning path, but it is not written at the beginning how to work with it
- I tested just on computer and I do not know what to imagine under universal design in internet application tool
- The course is adapted to a wide group of recipients and is a helpful tool on many levels
- The texts are too long and there are no clear divisions in the text into smaller pieces, there is too much of everything at once
- Training course includes practical training description, but no practical training about assistive technology

2. Any comments/suggestions to accessibility?

40 odpovědí



D.Interactvity

For 60 % the VR simulations are very effectively and for 35 % effectively used to enhance learning, for 2,5 % it is good enough and for 2,5 % the VR simulations are not effectively used.

77,5 % strongly agree and 20 % agree that the VR simulations effectively simulate realistic real life company situaitons, 2,5 % do not agree at all.

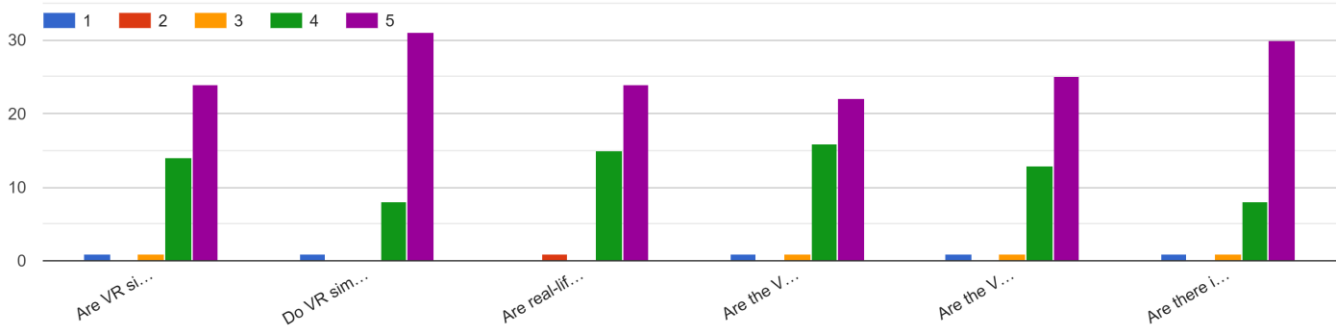
60 % strongly agree and 37,5 % agree that real-life situations and case studies are included to provide practical context, 2,5 % do not agree.

55 % strongly agreed and 40 % agreed that the VR scenarios are inclusive and adaptable to different learner needs, 2,5 % is not sure and 2,5 % strongly disagree.

62,5 % strongly agree and 32,5 % agree that the VR scenarios are flexible enough so it can be used for a different company needs, 2,5 % is not sure and 2,5 % strongly disagree.

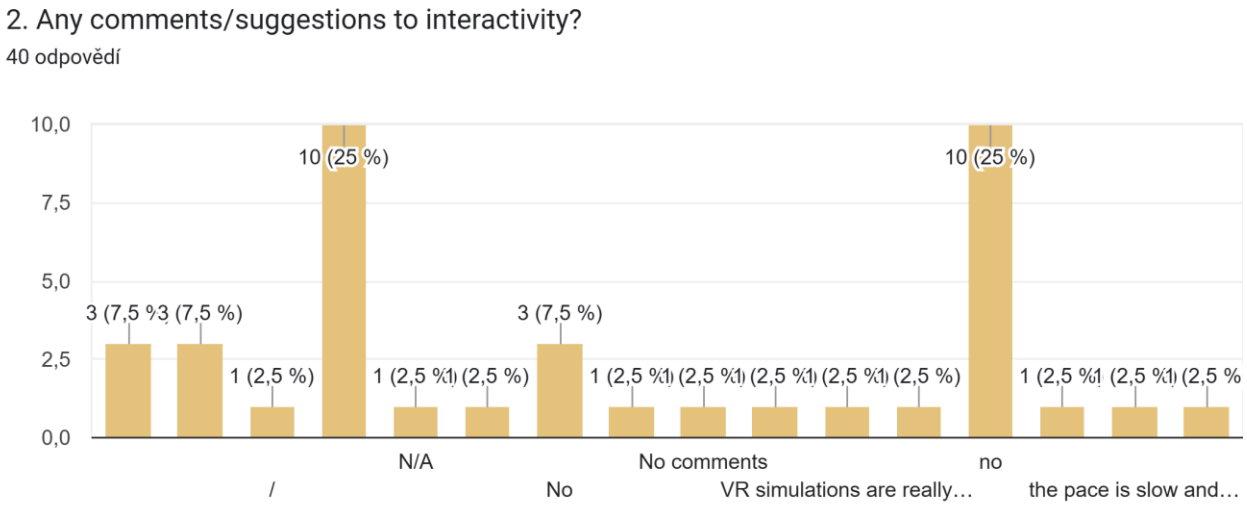
75 % strongly agree and 20 % agree that there are implemented interactive elements that engage learners and enhance understanding, 2,5 % is not sure and 2,5 % strongly disagree.

1. How do you find the interactivity?



There are mostly no comments among the suggestions about interactivity (8- 5 %) And there are 6 comments/suggestions (15 %):

- VR simulations are great, case studies are not usually from company environment – so it gives certain idea about practical solution
- VR simulations are really great
- Case studies are not related much to companies' environment, so it does not provide practical context
- the implementation of interactive elements and the use of technology not only made the process more realistic, but also enriched its attractiveness
- The pace is slow and too particular, annoying and frustrating pace of tasks
- There could be more case studies

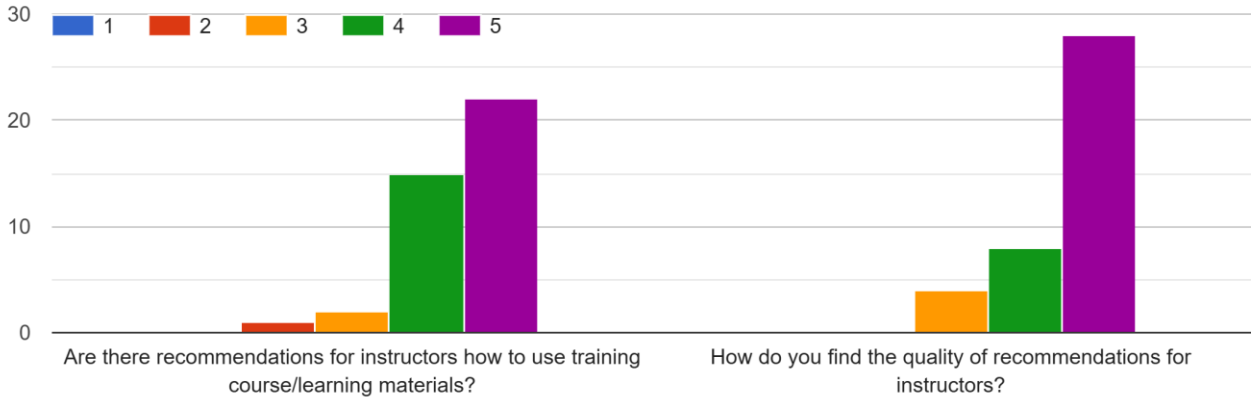


E. Instructions quality

55 % strongly agreed and 37,5 % agreed that there are recommendations for instructors how to use training course/learning materials, 5 % is not sure and 2,5 % does not agree.

70 % finds the quality of recommendations for instructors as very good, 20 % good and 10 % good enough.

1. How do you find the instructions quality? (5 points is the best, 1 point is the worst)

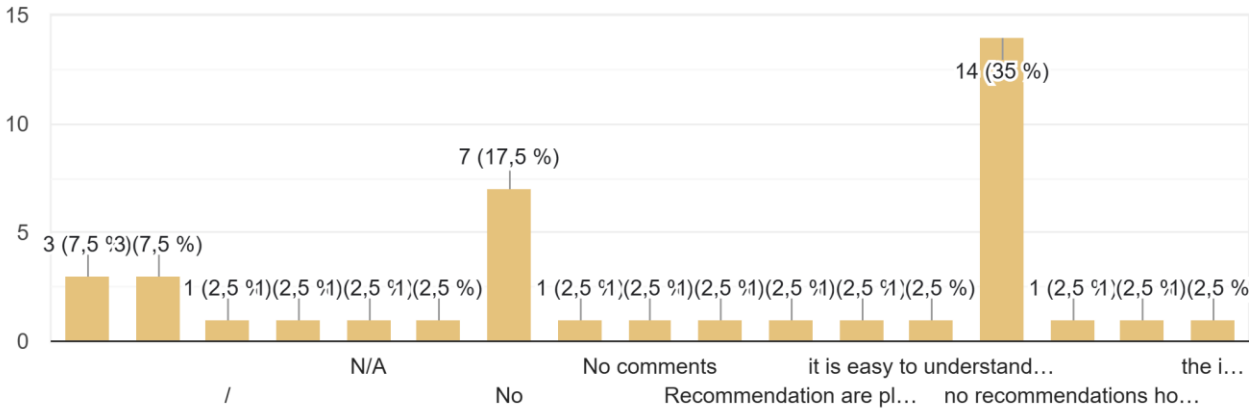


There are mostly no comments among the suggestions about interactivity (87,5 %) And there are 5 comments/suggestions (12,5 %):

- Recommendation are placed in syllabus, not in a training course
- It is easy to understand how to go through the course
- No recommendations how to work with the training course (except syllabus) – no recommendations for the individual learning path
- The descriptions are quite clear, but the execution is very poor
- The instructions are helpful and clear

2. Any comments/suggestions to instructions for instructors quality?

40 odpovědí



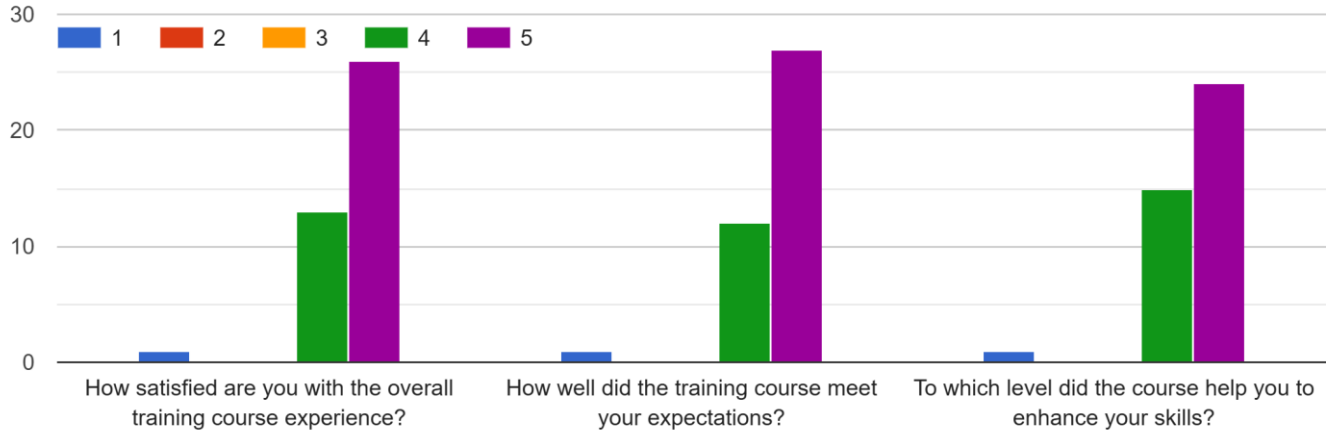
F.Overall satisfaction

65 % is very satisfied and 32,5 % is satisfied with the overall training course experience, 2,5 % is not satisfied.

67,5 % responded that the training course met their expectations very well, 30 % well and 2,5 % responded that the training course did not meet their expectations.

60 % responded that the course helped to enhance their skills to a high level, 37,5 % to a good level and 2,5 % responded that the course helped to enhance their skills in a small level.

1. How do you find the overall satisfaction? (5 points is the best, 1 point is the worst)



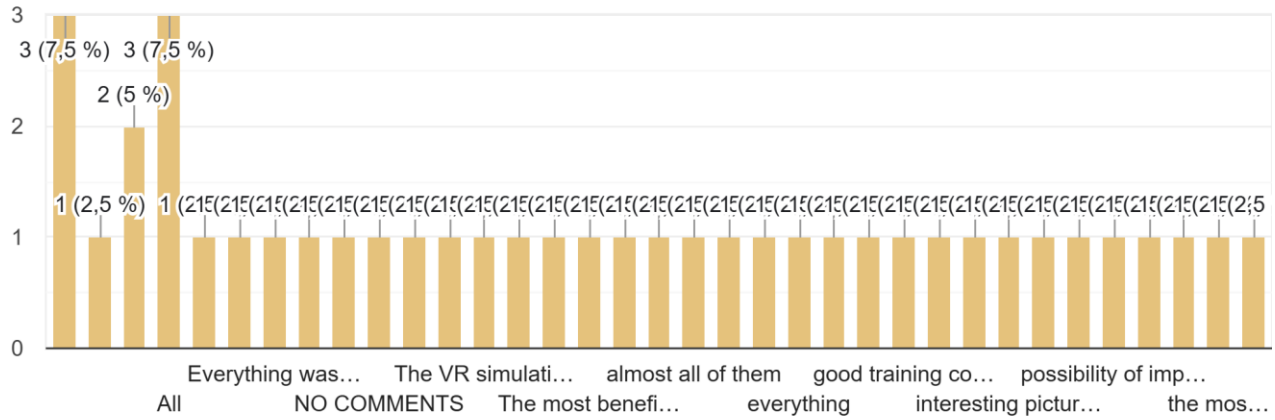
What aspects of the training course did you find most beneficial?

All, almost all of them, everything, everything, good job, everything was perfect, all together it is beneficial.
The VR simulations, Vr exercises, The VR/AR knowledge
good training course
i liked the course materials
Detailed explanations
interesting pictures pasted from the Internet
i don't know, N/A, NO COMMENTS
number of information and self assessment tools which provide interactivity and can be used again and again - we can see the comparisons and improvements
awareness building
the specificity of each module
The course's clear structure and accessible resources also made the material easy to implement.
case studies
the most valuable for me were the elements of the exercises, which were based on real life examples and a set of current legal regulations and references to EU regulations
the course exceeded my expectations

Safety while emergency
It provided me with a deeper understanding of the people with disabilities.
it is very useful as the whole set
The most beneficial aspects of the training course were the practical exercises and case studies.
general information that will make you aware of how important crisis management is in companies.
possibility of improvement through repeated use of self-evaluation tools and through finding information for the next steps
the course is helpful

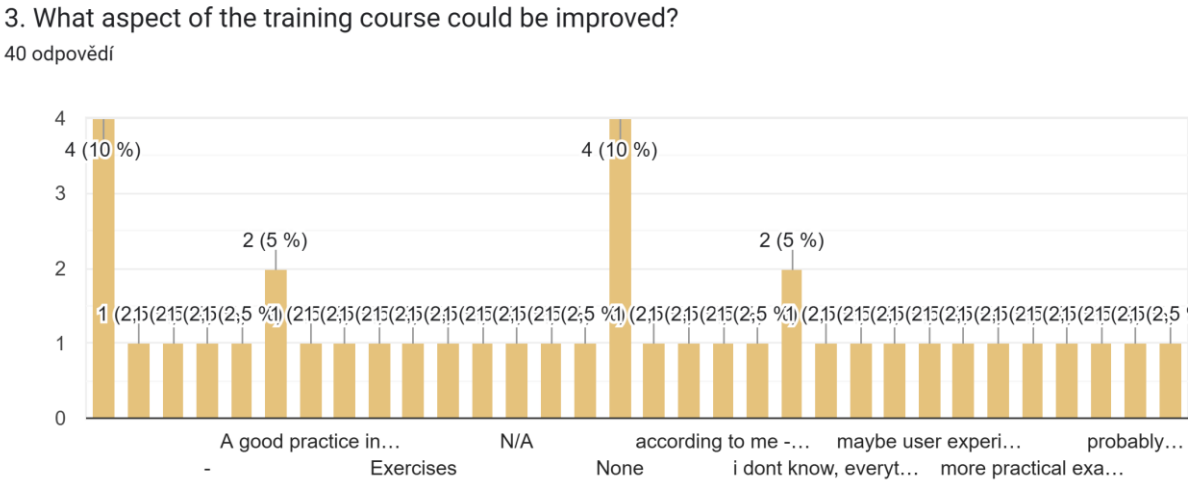
2. What aspects of the training course did you find most beneficial?

40 odpovědí



What aspects of the training course could be improved?

None, N/A, according to me – nothing, NO COMMENTS, nothing in particular, Nothing, i dont know, everything seems to be good, I don't see any aspects that require improvement,
i think the training is very good, its good, All are good, I found everything perfect, Nothing, the content is very well written.
Exercises
probably only graphic presentation, but in general everything is more than good
everything
It would be great if there is a tool for finding relevant information in the text....such a tool look for and find,
more practical examples instead of formal descriptions
more practical case studies related to companies small and medium companies + recommendations for individualized learning path
Adding examples of threats and description.
A good practice in the future would be to prepare a course on a similar Canva for children and teenagers on special needs in the school space
some more case studies - company examples
maybe user experience
more interactive, less text



2.8 *External testing of the training course – key findings*

2.8.1 *Questions under 80 % of satisfaction (the sum of a high satisfaction, satisfaction and good enough satisfaction)*

None

2.8.2 *Key recommendations*

Key recommendations:

B. Training course specific content

roles are specified, but a special training for the specific roles I have not found

C. Accessibility

- Of course, the course can be used through personalized learning path, but it is not written at the beginning how to work with it
- The texts are too long and there are no clear divisions in the text into smaller pieces, there is too much of everything at once
- Training course includes practical training description, but no practical training about assistive technology

D. Interactivity

- Case studies are not related much to companies' environment, so it does not provide practical context
- There could be more case studies

E. Instructions quality

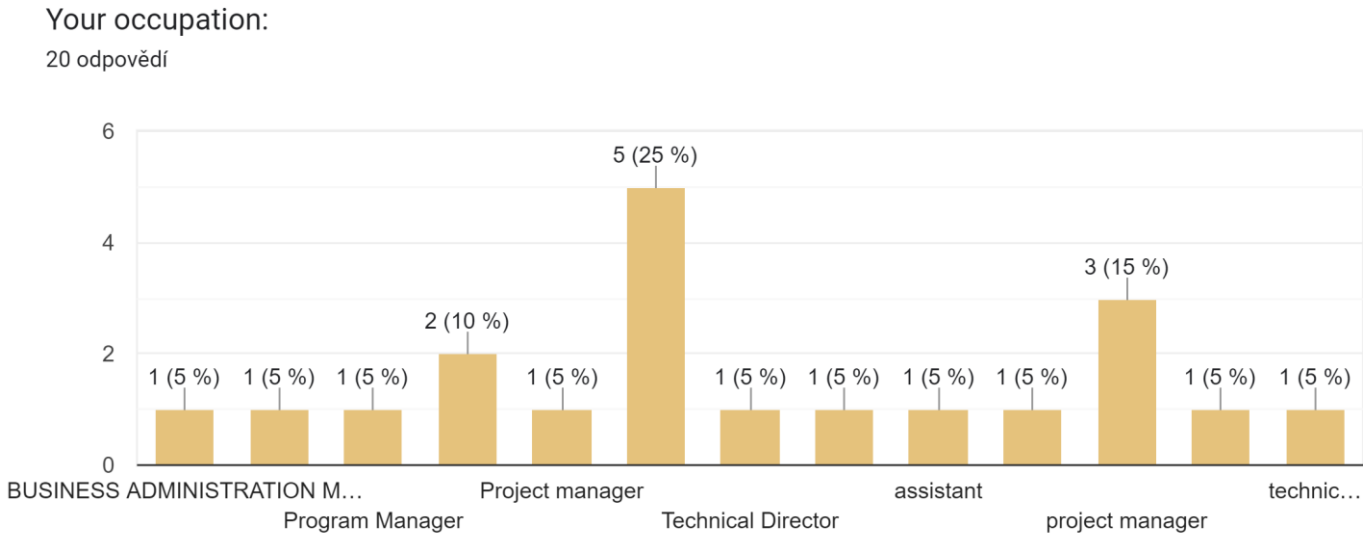
- No recommendations how to work with the training course (except syllabus) – no recommendations for the individual learning path

F. Overall satisfaction

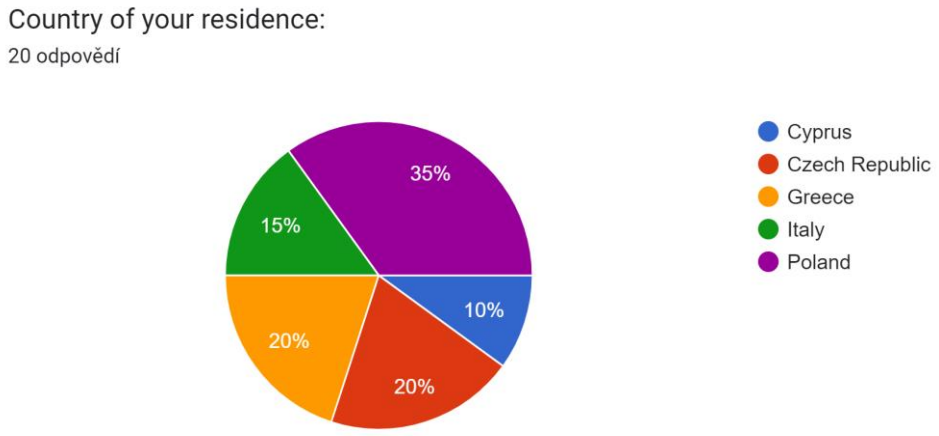
- probably only graphic presentation, but in general everything is more than good
- It would be great if there is a tool for finding relevant information in the text....such a tool look for and find,
- more practical examples instead of formal descriptions
- more practical case studies related to companies small and medium companies + recommendations for individualized learning path
- Adding examples of threats and description.
- A good practice in the future would be to prepare a course on a similar Canva for children and teenagers on special needs in the school space
- maybe user experience
- more interactive, less text

2.9 VR exercises – internal testing results

45 % of respondents were from management board (project manager, program manager, business administrator manager and similar), 14 % were lecturers and research workers, 9 % were technical workers (web developer, mechanical engineer), 9 % were project assistants and 22 % were other (chairman, SAN).



Country of residence shows the original of participating respondents.



A. Realistic features and accessibility

73 % responded that the emergency scenarios in the VR simulations appear very realistic, 23 % realistic and 4 % good enoug.

73 % responded that the emergency scenarios very accurately reflect potential real-life situations in their company, 23 % accurately reflect and 4 % good enough.

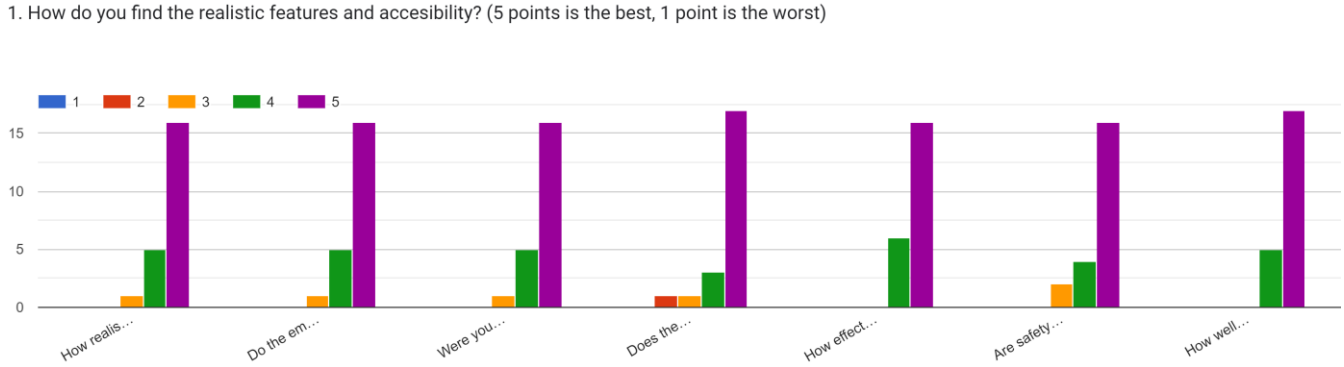
73 % responded was able to very easily navigate and interact with the VR environment, 23 % were able to easily navigate and 4 % good enough.

77 % responded that the VR experience accommodate users with diverse accessibility requirements, such as visual, auditory, or physical impairments in a high range, 14 % agreed, 4,5 % good enough and 4,5 % not in a big range.

73 % responded that time-limited challenges in simulating real-time decision-making and response are very effective, 27 % responded them as effective.

73 % responded that safety equipment and assistive devices are very accurately represented and integrated into the VR scenarios, 18 % responded that safety equipment and assistive devices are accurately represented and 9 % good enough

77 % responded that these elements enhance the realism and practicality of the training very well and 23 % responded that these elements enhance it well.



B. Interactivity and customization

82 % responded that the interactive elements within the VR simulations are very engaging, 18 % responded that interactive elements are engaging.

77 % responded that the interactive features are very intuitive and very easy to use, 18 responded that they are intuitive and easy to use, 5 % was good enough.

73 % responded that the scenarios within the VR simulation pack can be customized to fit specific training needs or environments very well, 9 % responded well, 18 % was good enough.

64 % responded that the VR simulations engage multiple senses (e.g., sight, sound, touch) in a high range, 27 % responded that the VR simulation engage multiple senses and 9 % was good enough.

73 % responded that the sensory elements in enhancing the realism of the scenarios are very effective, 23 % stated them as effective, 4 % was good enough.

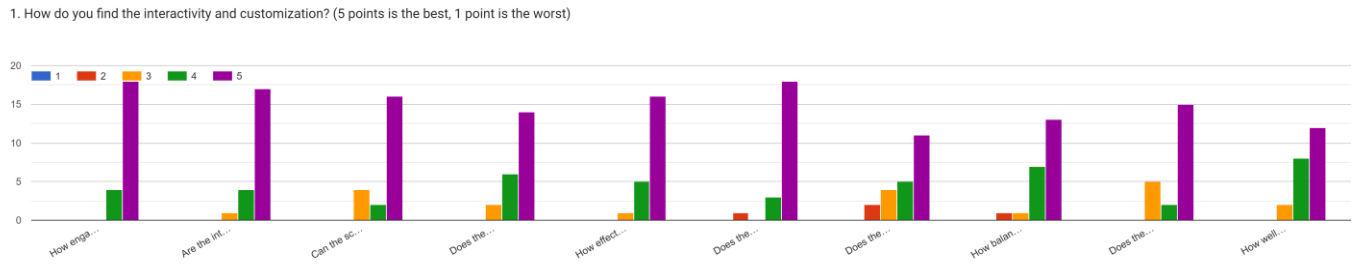
82 % responded that the VR simulations offer multiple paths or choices for learning and exploration in a big range, 14 % stated it offers multiple paths or choices for learning and exploration, 4 % disagree that the VR simulations offer above mentioned.

50 % responded that the VR simulation include both individual and group exercises to a big range, 23 % responded that the VR simulation include both,18 % stated that is included both good enough, 9 % not good enough.

59 % responded that the individual and cooperation exercises in the VR training program are very effective and balanced, 32 % responded that they find them effective and balanced. 4,5 % good enough and 4,5 % disagree.

68 % responded that the VR video supports interaction and cooperation with other users in a big range, 9 % responded that the VR video supports interaction and cooperation with other users and 23 % good enough.

55 % responded that the VR experience facilitate teamwork and collaborative problem-solving very well, 36 % well and 9 % good enough.



C. Instructions and guidance

68 % responded that the instructions at the beginning of the VR experience were very clear and very easy to follow, 32 % responded that the instructions were clear and easy to follow.

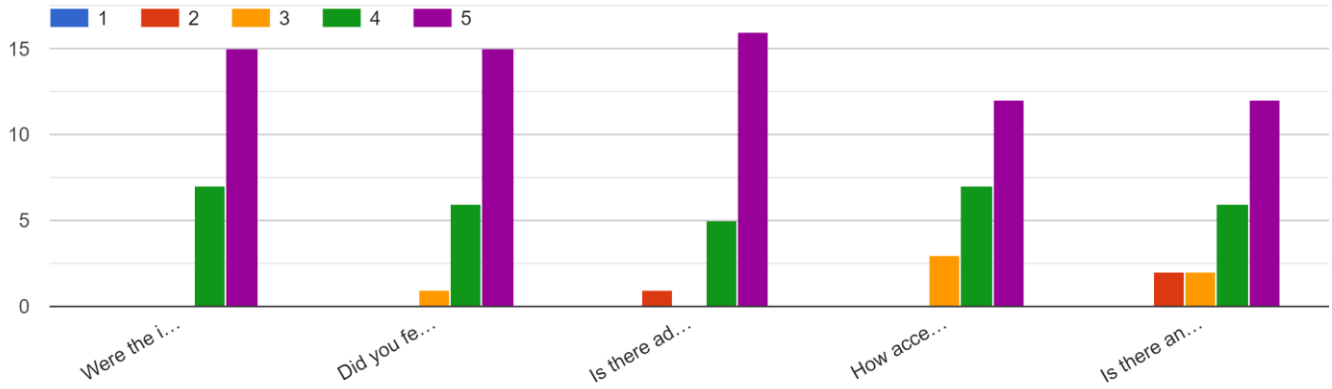
68 % responded that they felt very adequately prepared to navigate the VR environment after the initial instructions, 27 % responded that they felt adequately and 5 % good enough.

73 % responded that there has been adequate guidance and support available throughout the VR experience in a big range, 23 % responded that that there has been adequate guidance and support available throughout the VR experience and 4 % does not agree.

55 % responded that the support features when you encounter difficulties or have questions is very accessible and helpful, 31 % responded that the support features when you encounter difficulties or have questions is accessible and helpful, 14 % good enough.

55 % responded that there is high possibility to guided journey through the scenarios, 27 % responded that there is a possibility to guided journey through the scenarios, 9 % good enough and 9 % does not agree.

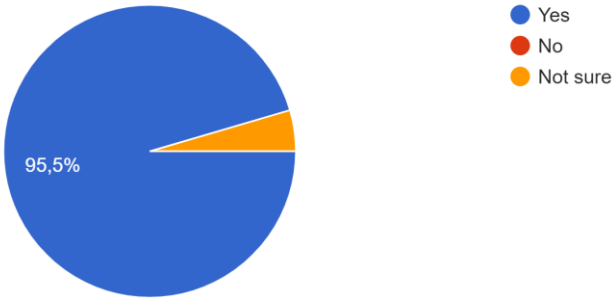
1. How do you find the instructions and guidance? (5 points is the best, 1 point is the worst)



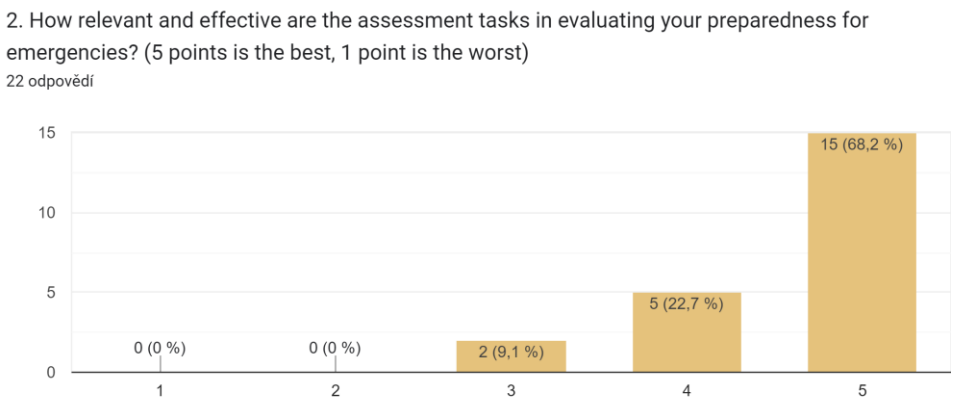
D. D. Assessment and feedback

95,5 % responded that VR simulation include assessment components to test your understanding and skills.

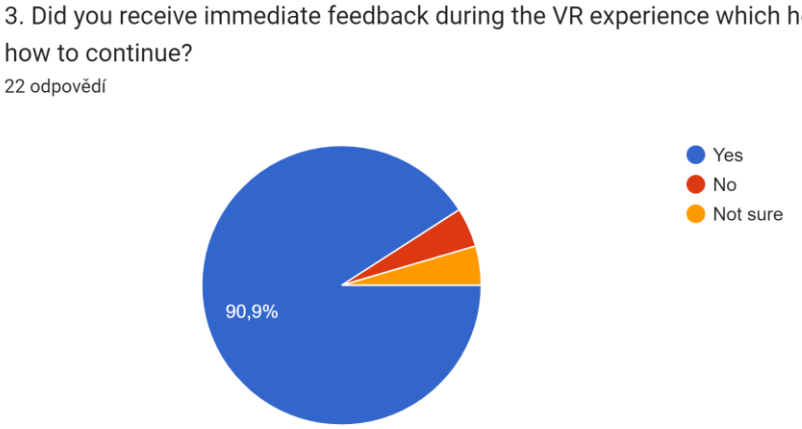
1. Do the VR simulations include assessment components to test your understanding and skills?
22 odpovědí



68,2 % evaluated assessment tasks as very good, 22,7 % as good and 9,1 % was not sure.



Almost 91 % received immediate feedback during VR experience, 4,5 % (1 respondent) was not sure and 4,5 % (1 respondent) did not get any feedback.



4. Any comments or suggestions to VR scenarios:

- Module 1 - if you do not find the settled number of hazards, feedback does not tell you what you have not found. This should be corrected.
- check the scoring at the end of excercises (module 4, module 6)
- add more instructions (module 1, module 2) or to play together with lecturer
- My comments: I suggest that the instructions for movement (W, A, S, D) appear at the very beginning. Typically, movement in games is controlled using the arrow keys.In the second module, a backpack appears, which I didn't see again afterwards, but at the end, there are negative points for not removing the backpack. Module 3 – I couldn't finish the game and evacuate from the Module 4 – I had trouble moving the wheelchair (you have to look down), and it wasn't clear where to place the box (this should be indicated).n general, it's crucial to realize that you need to reach the blue transparent cylinders – this could also be explained at the beginning. In the package I tested, the instructions were missing. I understand they will be provided for the participants.
- I was satisfied with everything and liked it

2.10 VR exercises internal testing results – key findings

2.10.1 Questions under 80 % of satisfaction (the sum of a high satisfaction, satisfaction and good enough)

None

2.10.2 Key recommendations

Key recommendations:

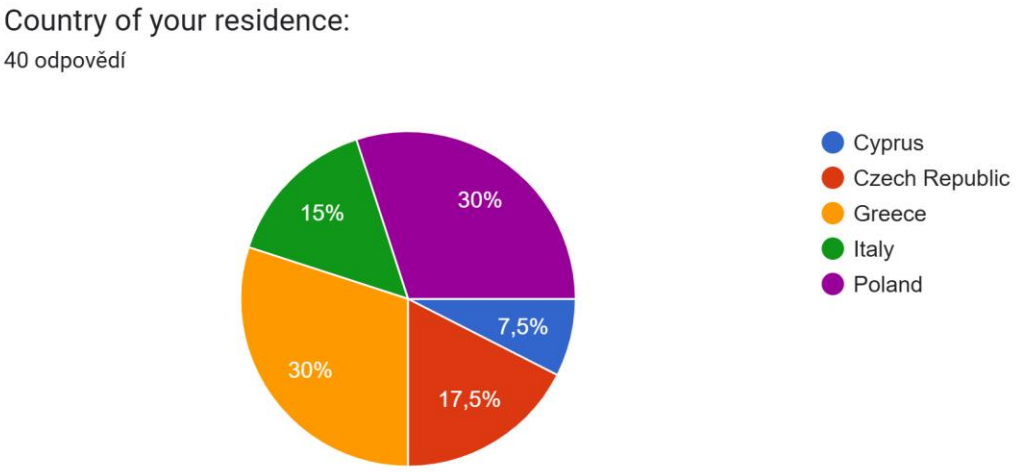
- Module 1 - if you do not find the settled number of hazards, feedback does not tell you what you have not found. This should be corrected.
- check the scoring at the end of exercises (module 4, module 6)
- add more instructions (module 1, module 2) or to play together with lecturer
- My comments: I suggest that the instructions for movement (W, A, S, D) appear at the very beginning. Typically, movement in games is controlled using the arrow keys. In the second module, a backpack appears, which I didn't see again afterwards, but at the end, there are negative points for not removing the backpack. Module 3 – I couldn't finish the game and evacuate from the Module 4 – I had trouble moving the wheelchair (you have to look down), and it wasn't clear where to place the box (this should be indicated). In general, it's crucial to realize that you need to reach the blue transparent cylinders – this could also be explained at the beginning. In the package I tested, the instructions were missing. I understand they will be provided for the participants.
- I was satisfied with everything and liked it

2.11 VR exercises - external testing results

External testing participants can be divided into these areas. In the following table there is written number of answers and the percentage of the area which provided testing to VR exercises.

Position	Number	Percentage
IT area	5	12,5 %
Teaching area	5	12,5 %
SME employees	5	12,5 %
Managers area	4	10 %
Business sector/entrepreneurs	4	10 %
Technically oriented employees (engineers)	4	10 %
University researchers/workers	3	7,5 %
Others	10	25 %

In relation with the country of residents of the testers, the biggest number of testers was from Poland (30 %) and Greece (30 %), followed by Czech Republic (17,5 %), Italy (15 %) and Cyprus (7,5 %).



A. Realistic features and accessibility

40 % of testers finds the emergency scenarios in the VR simulations very realistic, 45 % realistic, 5 % good enough, 5 % finds in not so realistic and 5 % finds unrealistic.

37,5 % of testers find that the emergency scenarios accurately reflect potential real-life situations in their company very well, 32,5 % well, 20 % good enough, 2,5% finds that the emergency scenarios do not completely accurately reflect the potential real-situations and 7,5 % finds that the emergency scenarios do not accurately reflect.

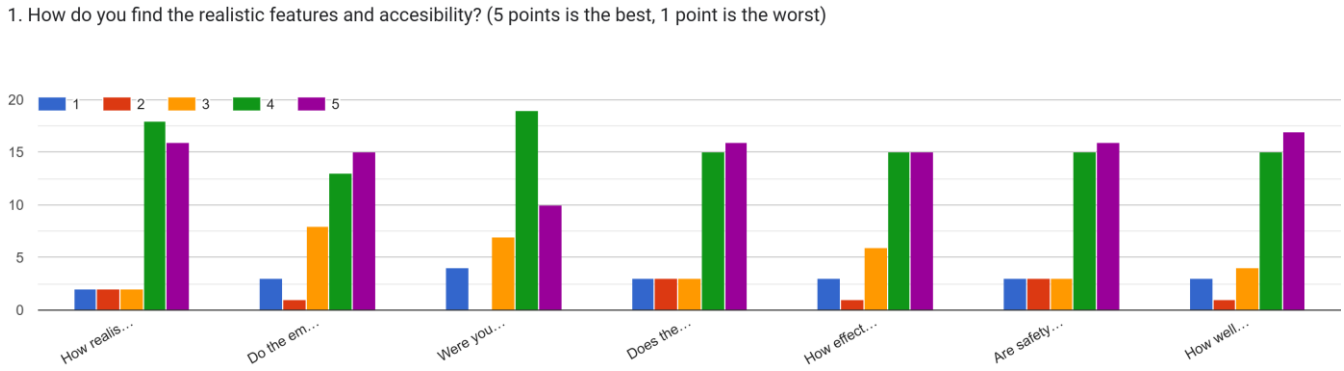
25 % of testers responded that they were able to easily navigate and interact with the VR environment very well, 47,5 % responded that they were able to navigate well, 17,5 % good enough and 10 % responded that they were not able to easily navigate at all.

40 % responded that the VR experience accommodate users with diverse accessibility requirements, such as visual, auditory, or physical impairments very well, 37,5 % well, 7,5 % good enough, 7,5 % not so well and 7,5 % not well.

37,5 % responded that the time-limited challenges in simulating real-time decision-making and response are very effective, 37,5 % effective, 15 % good enough, 2,5 % not so effective and 7,5 % not effective.

40 % responded that the safety equipment and assistive devices are very accurately represented and integrated into the VR scenarios, 37,5 % responded that the safety equipment and assistive devices are accurately represented and integrated into the VR scenarios,7,5 % good enough, 7,5 % not so accurately represented and integrated and 7,5 % responded that they are not represented and integrated.

42,5 % responded that these elements enhance the realism and practicality of the training very well, 37,5 % well, 10 % good enough, 2,5 % does not enhance it very well and 7,5 % does not enhance it.



B. Interactivity and customization

52,5 % responded that the interactive elements within the VR simulations are very engaging, 25 % responded that they are engaging, 7,5 % good enough, 5 % find them not too engaging and 10 % find them not engaging.

42,5 % responded that the interactive features are very intuitive and very easy to use, 27,5 % responded that the interactive features are intuitive and easy to use, 15 % good enough, 7,5 % does not find them too intuitive and easy to use and 7,5 % find them not intuitive and easy to use.

25 % responded that the scenarios within the VR simulation pack can be customized to fit specific training needs or environments very well, 55 % well, 10 % good enough, 5 % responded that in cannot be to easily fit and 5 % responded that it cannot be fit.

42,5 % responded that the VR simulations engage multiple senses (e.g., sight, sound, touch) very well, 25 % well, 17,5 % good enough, 5 % not so well, 10 % not well.

47,5 % responded that the sensory elements in enhancing the realism of the scenarios are very effective, 22,5 % effective, 17,5 % good enough, 5 % responded that it is not so effective, 7,5 % responded that it is not effective.

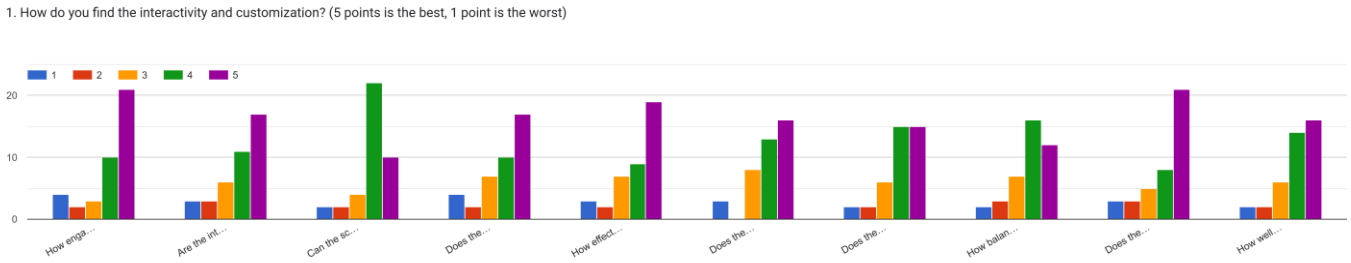
40 % responded that the VR simulations offer multiple paths or choices for learning and exploration very well, 32,5 % well, 20 % good enough and 7,5 % responded that VR simulation does not offer multiple choices.

75 % responded that the VR simulation include both individual and group exercises, 15 % responded than that this area is good enough, 5 % responded that VR simulation does not include much individual and group exercises and 5 % responded that the VR simulation does not include both individual and group exercises.

30 % responded that the individual and cooperation exercises in the VR training program are very balanced and effective, 40 % responded that they are balanced and effective, 17,5 % good enough, 7,5 % finds them not too balanced and not too effective and 5 % finds them not balance and not effective.

52,5 % responded that the VR video support interaction and cooperation with other users very much, 20 % responded that the VR video support interaction and cooperation, 12,5 % responded that this area is good enough, 7,5 % responded that the VR video does not support interaction any much, 7,5 % responded that it does not support the interaction and cooperation.

40 % responded that VR experience facilitate teamwork and collaborative problem-solving very well, 35 % well, 15 % good enough, 5 % does not facilitate teamwork and collaboration too much and 5 % does not facilitate team work and collaboration.



C. Instructions and guidance

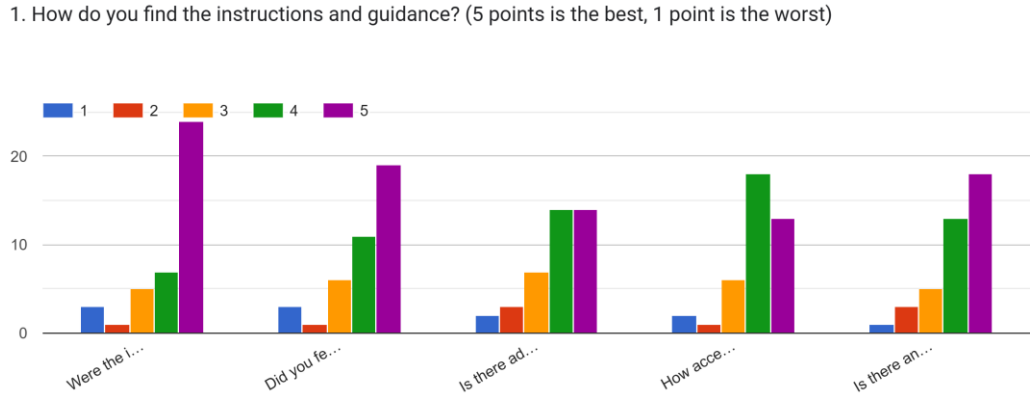
60 % responded that the instructions at the beginning of the VR experience were very clear and very easy to follow, 17,5 % responded that they were clear and easy to follow, 12,5 % responded that they were good enough, 2,5 % responded that they were not too good, 7,5 % responded that they were not good.

47,5 % responded that they felt very adequately prepared to navigate the VR environment after the initial instructions, 27,5 % adequately prepared, 15 % good enough, 2,5 % not too adequately prepared and 7,5 % not adequately prepared.

35 % responded that there was very adequate guidance and support available throughout the VR experience, 35 % responded that there was adequate guidance and support, 17,5 % good enough guidance and support, 7,5 % not too good guidance and support, 5 % no good guidance and support.

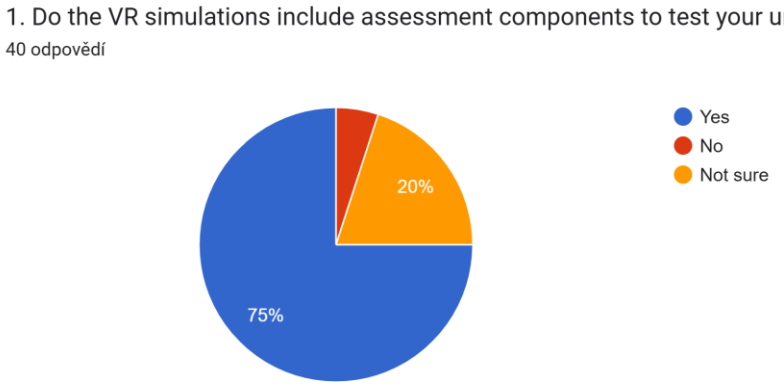
32,5 % responded the support features when they encountered difficulties or had questions was very accessible and helpful, 45 % accessible and helpful, 15 % good enough, 2,5 % not too accessible and helpful, 5 % not accessible and helpful.

45 % responded that there was a very good possibility to guided journey through the scenarios, 32,5 % responded that there was a good possibility to guided journey, 12,5 % good enough journey, 7,5 % not too good journey, 2,5 % not good journey.

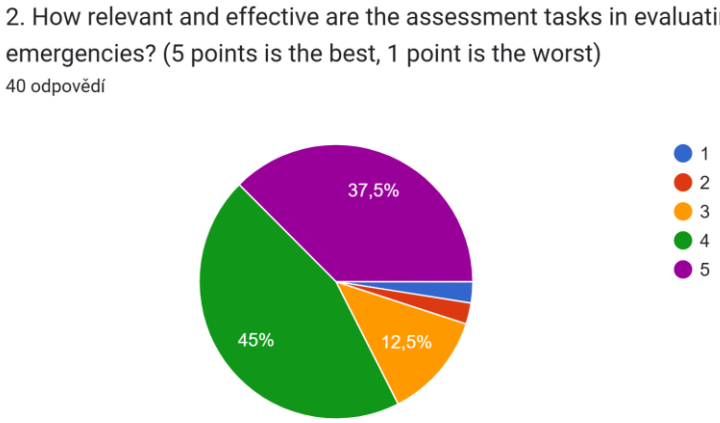


D. Assessment and feedback

75 % responded that the VR simulations include assessment components to test the understanding and skills, 20 % is not sure, 5 % did not find assessment components.

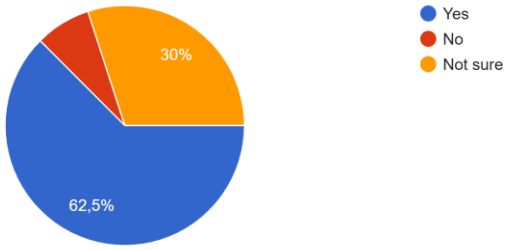


37,5 % responded that the assessment tasks in evaluating preparedness for emergencies is very relevant, 45 % relevant, 12,5 % good enough, 2,5 % not too relevant, and 2,5 % not relevant.



62,5 % of testers responded that they received immediate feedback during VR experience which helped them to understand how to continue, 30 % is not sure and 7,5 % responded that they did not get any immediate feedback.

3. Did you receive immediate feedback during the VR experience which helped you to understand how to continue?
40 odpovědí



4.Any comments or suggestions to VR scenarios:

- there is no guided way through the scenarios, guiding support feature are missing
- I couldn't run the game on a computer with ISO software.
- change sound of alarm and an air condition
- Make controls intuitive and easy for users to pick up quickly. Add tactile feedback and spatial audio to enhance immersion. Offer comfortable movement options like teleportation to prevent motion sickness.
- In the following I give considerations and suggestions for further improvement, however, even in its current form I consider the scenarios to be usable.
- - The number of searched objects is not clear during the solution (level of task completion) - If there are more than one task, it is advisable to allow them to be displayed during the solution (displaying the initial screen with the task. I recommend continuously displaying the current task at the bottom of the screen. In some cases it is there, in others it is missing. - It is recommended to display or comment on the correct option at the end of the solution - For scenarios that have multiple stages, I recommend adding a "move on" button. If the task is completed before the time limit, there no is need to wait unnecessarily.
- I would definitely add an option to adjust the camera rotation sensitivity (mouse sensitivity) in the final version of the application(s). Additionally, I would consider the possibility of changing the interaction button to a mouse button – personally, I find it more intuitive. Overall, the scenarios are well-executed and clearly explained.
- visible navigation controllers on the screen all the time
- In module 1 - i was not able to get a feedback. for the hazards I have not found - i do not know which of them i missed. In module 2 - i recommend to make the numbers of the signs to be used in inventory to be bigger - it is not obvious how many of them are available. Then I would expect a feedback where the exit signs should be placed. Module 4 - i am not sure if doors should really open out of the room, please check.
- General: Nice prepared. It woudl be great to know how many items I'm seeking. Be able to speed up the movemenst (WSAD + SHIFT). Have an access to the current scenario on-demand (TAB).
- Module 1 The fan is poorly maintained (dirty). I was tryning to find the items, but wasnt aware how many items I'm seeking and the order matters. An empty place for a fire extinguisher, but no sign indicating it should be there Couldn't push in the pulled-out drawer in the desk
- Module 2 Don't know how many things I need to find Part 2: Searching for the alarm, didn't find it immediately in the corridor, so I searched outside (and ended the game because I gave up, wich was not my intetion)

- Module 4 Two doors. I've applied a change, but couldn't change latter. Had to wait pointlessly for the time to run out
- Module 5 Annoyed me because time is running out, and I don't know what they want from me anymore
- Module 6 100/100 test. Didn't need the game for it, but was nice to see the video.
- VR scenarios are interactive experiences where you can immerse yourself in a virtual world. They can simulate real-life situations or completely fantastical environments. You could create scenarios that mimic market competition, allowing users to experience how businesses interact in a market economy. This could help in understanding economic concepts in a fun and engaging way.
- I consider the solution to be very modern, well crafted and beneficial. The graphic design is of very high quality and the level of detail fully meets the needs. The use of VR expands the possibilities and facilitates the understanding of the internal links of the problems solved. In my opinion, the material can serve as a good basis or supplement to theoretical training.

2.12 VR exercises – external testing key findings

2.12.1 Questions under 80 % of satisfaction (the sum of a high satisfaction, satisfaction and good enough satisfaction)

D.Assessment and feedback

75 % responded that the VR simulations include assessment components to test the understanding and skills, 20 % is not sure, 5 % did not find assessment components.

62,5 % of testers responded that they received immediate feedback during VR experience which helped them to understand how to continue, 30 % is not sure and 7,5 % responded that they did not get any immediate feedback.

2.12.2 Key recommendations

Key recommendations:

- there is no guided way through the scenarios, guiding support feature are missing
- I couldn't run the game on a computer with ISO software.
- change sound of alarm and an air condition
- Make controls intuitive and easy for users to pick up quickly. Add tactile feedback and spatial audio to enhance immersion. Offer comfortable movement options like teleportation to prevent motion sickness.
- In the following I give considerations and suggestions for further improvement, however, even in its current form I consider the scenarios to be usable.
- - The number of searched objects is not clear during the solution (level of task completion) - If there are more than one task, it is advisable to allow them to be displayed during the solution (displaying the initial screen with the task. I recommend continuously displaying the current task at the bottom of the screen. In some cases it is there, in others it is missing. - It is recommended to display or comment on the correct option at the end of the solution - For scenarios that have multiple stages, I recommend adding a "move on" button. If the task is completed before the time limit, there no is need to wait unnecessarily.

Key recommendations:

- I would definitely add an option to adjust the camera rotation sensitivity (mouse sensitivity) in the final version of the application(s). Additionally, I would consider the possibility of changing the interaction button to a mouse button – personally, I find it more intuitive. Overall, the scenarios are well-executed and clearly explained.
- visible navigation controllers on the screen all the time

- In module 1 - i was not able to get a feedback. for the hazards I have not found - i do not know which of them i missed. In module 2 - i recommend to make the numbers of the signs to be used in inventory to be bigger - it is not obvious how many of them are available. Then I would expect a feedback where the exit signs should be placed. Module 4 - i am not sure if doors should really open out of the room, please check.
- General: Nice prepared. It woudl be great to know how many items I'm seeking. Be able to speed up the movemenst (WSAD + SHIFT). Have an access to the current scenario on-demand (TAB).
- Module 1 The fan is poorly maintained (dirty). I was tryning to find the items, but wasnt aware how many items I'm seeking and the order matters. An empty place for a fire extinguisher, but no sign indicating it should be there Couldn't push in the pulled-out drawer in the desk
- Module 2 Don't know how many things I need to find Part 2: Searching for the alarm, didn't find it immediately in the corridor, so I searched outside (and ended the game because I gave up, wich was not my intetion)
- Module 4 Two doors. I've applied a change, but couldn't change latter. Had to wait pointlessly for the time to run out
- Module 5 Annoyed me because time is running out, and I don't know what they want from me anymore
- Module 6 100/100 test. Didn't need the game for it, but was nice to see the video.

- VR scenarios are interactive experiences where you can immerse yourself in a virtual world. They can simulate real-life situations or completely fantastical environments. You could create scenarios that mimic market competition, allowing users to experience how businesses interact in a market economy. This could help in understanding economic concepts in a fun and engaging way.
- I consider the solution to be very modern, well crafted and beneficial. The graphic design is of very high quality and the level of detail fully meets the needs. The use of VR expands the possibilities and facilitates the understanding of the internal links of the problems solved. In my opinion, the material can serve as a good basis or supplement to theoretical training.

3 Conclusion

Number of testers reached the plan:

Tested area	Expected number of testers	Reached number of testers
Self-assessment	15	15
Syllabus	14	14
Training course – internal	15	15
Training course – external	40	40
VR exercises – internal	15	20
VR exercises - external	40	40

Numbers to reach according to the application form:

Tested area	Expected number	Reached number
Number of Interactive multimedia materials (videos, games, quizzes, etc.)	Minimum 5	Over 5
Percentage of users that used the course and consider that their skills have been enhanced – training course	Minimum 75 %	Internal testing: 100 % External testing: 97,5 %
Number of internal testers	15	20
Qualitative indicators (QLI) – training course	15	26
Satisfaction of internal testers with the developed Emergency Preparedness Training Course	Minimum 80 %	93,3 %
Satisfaction level of the participating organizations in relation to WP Project Results: - Self-assessment tool - Syllabus - Training course - VR exercises	Minimum 80 %	Self-assessment tool: User friendliness: 85 % Accessibility: 86,7% Using the tool: 98,4 % Customization: 85,3 % Data security, law, regulations: 90,5 % Syllabus: Course overview: 87 % Learning objectives: 84,7 % Training course: Overall satisfaction: 93,3 % VR exercises: Realistic features and accessibility: 95,7 % Interactivity and customization: 89,2 % Instructions and guidance: 91,8 % Assessment and feedback: 92,5 %

4 Reference

Questionnaires results are available through these links:

Self assessment tool: https://docs.google.com/forms/d/1N9AjWCYM8hV6l-WMGS4eZid_6Erm3WZ-Y5mlRNCjXBk/edit#responses

Syllabus: https://docs.google.com/forms/d/1of4Tyz8ggwl91j0hqC4vPpMTFVgvsLpQgRrVgK03sFk/edit#responses

Training course – internal testing: https://docs.google.com/forms/d/1mxB-hGQCyeN6QLJvHeZpJ9QOfcmlA2q1zxBHRXElP0E/edit#responses

Training course – external testing: https://docs.google.com/forms/d/107-aOm_-qtzX3-NW160YnH81AeAPJbcXJ6SUfkH3paQ/edit#responses

VR exercises – internal testing: https://docs.google.com/forms/d/1ZfwCH4zU6xwVoCNlDglKA77YmCcpgAc04P8eRt4WLL8/edit#responses

VR exercises – external testing: https://docs.google.com/forms/d/107-aOm_-qtzX3-NW160YnH81AeAPJbcXJ6SUfkH3paQ/edit#responses

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