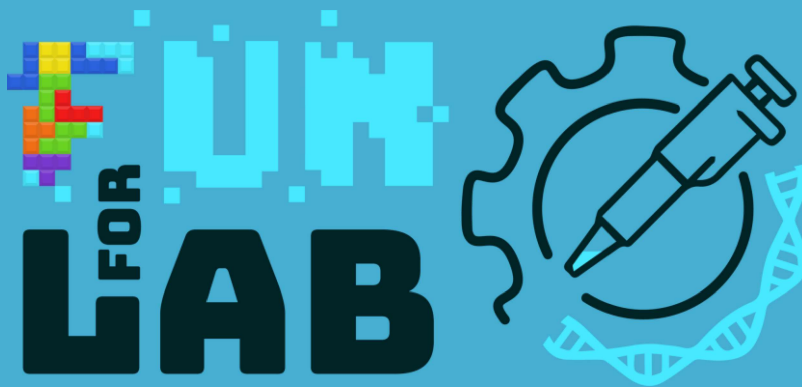


FUNFORLAB

Results of P&C testing game in EMR Region

REPORT



Interreg
Euregio Meuse-Rhine



FUNFORLAB

EUROPEAN UNION
European Regional
Development Fund

Ministerium für Wirtschaft, Innovation,
Digitalisierung und Energie
des Landes Nordrhein-Westfalen



FEDERATION
WALLONIE-BRUXELLES



Wallonie

provincie limburg



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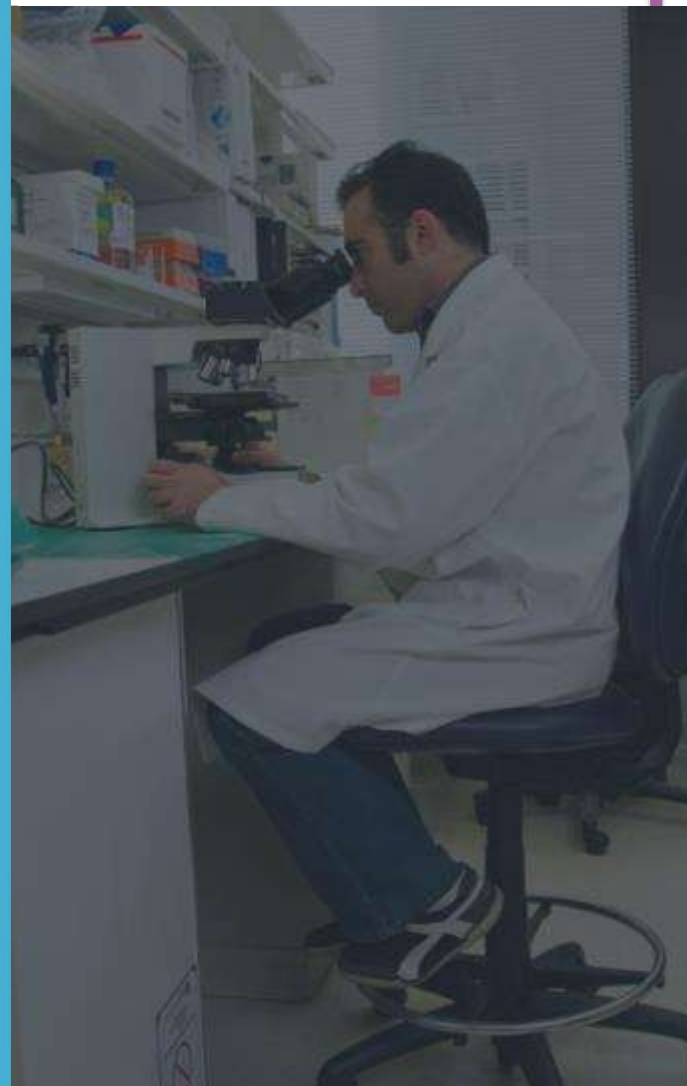
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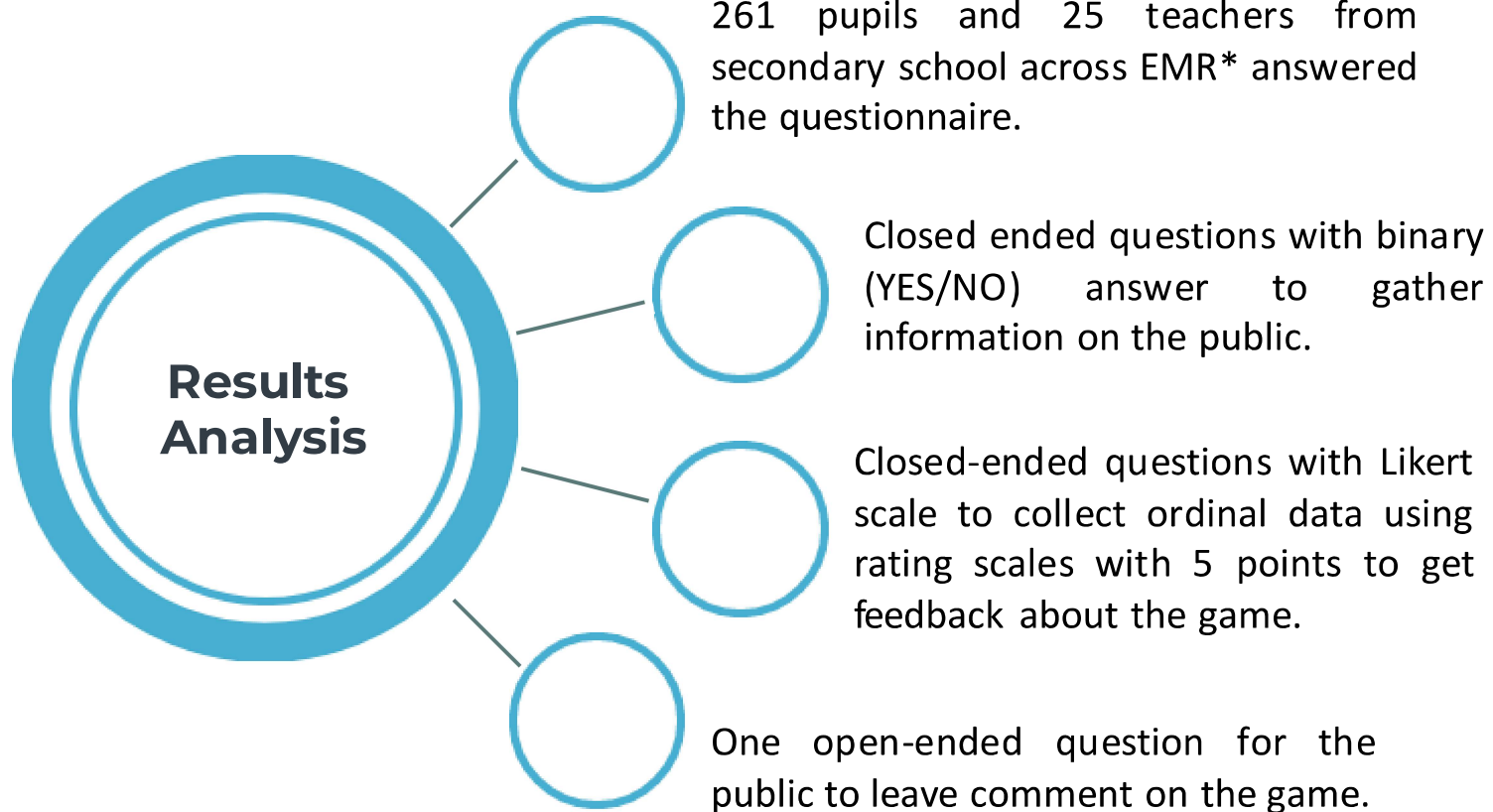
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Introduction

The FunForLab consortium partners worked on raising awareness of Medical Laboratory Technologist (MLT) training among pupils and teachers in general and technical secondary education. The objective of awareness raising is to inform the public about the MLT profession, to participate in the positive orientation of young people during their school career and to strengthen the bridge between secondary and higher education. It also aims to bring more pupils to this education sector in order to meet the demand for workforce on the Euregio Meuse-Rhine (EMR) labour market. To arouse vocations among young people, a Serious game (Point and Click) had been developed and tested by teachers and pupils. This document reports on the results of testing and their feedbacks.

Method



Results Analysis Highlights

- 1 General awareness of the MLT job needs to be raised amongst pupils in order to encourage their interest in the profession.
- 2 71% of pupils found the game informative and instructive.
- 3 70% of science teachers could integrate the game in their lessons.
- 4 77% of teachers found the game informative and instructive.

Results (Pupils)



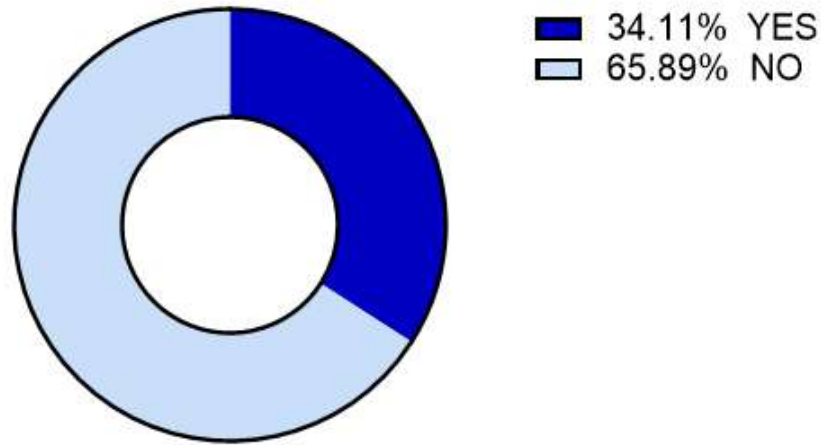
25 schools across the Euregio Meuse-Rhine participated in these awareness workshops. 261 pupils from secondary schools answered anonymously a questionnaire after playing on a beta version of the FunForLab Point & Click game.

Pupils' opinion on the game were questioned through:

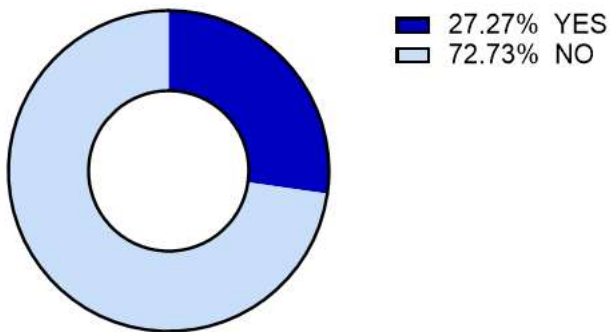
- 3 binary questions (Yes - No).
- 8 statements to rate between 1 and 5 (1 is strongly disagree – 5 is strongly agree).
- 1 open question to comment.

The questionnaire is available in the appendices.

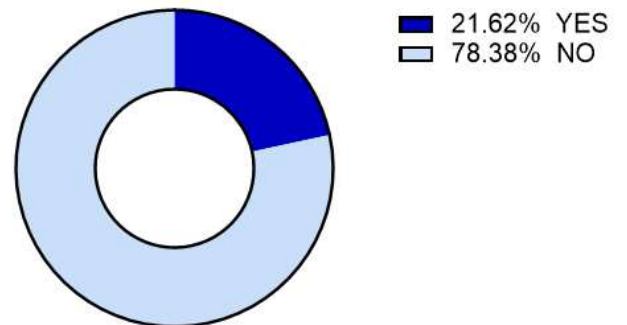
Did you know what a Medical Laboratory Technologist (MLT) was prior to the presentation?



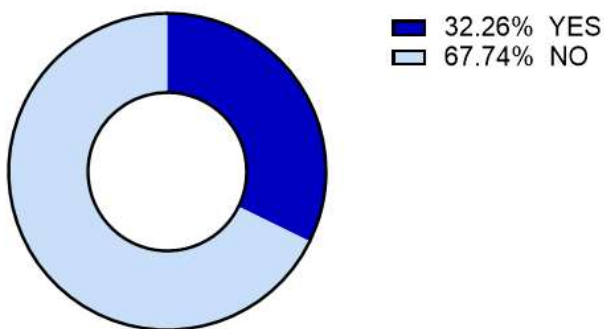
All regions = 258 pupils



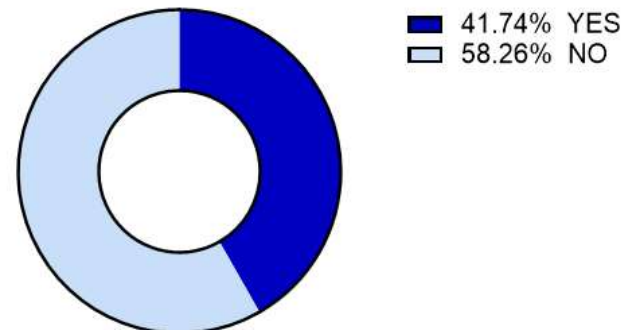
DE = 44 pupils



NL = 37 pupils

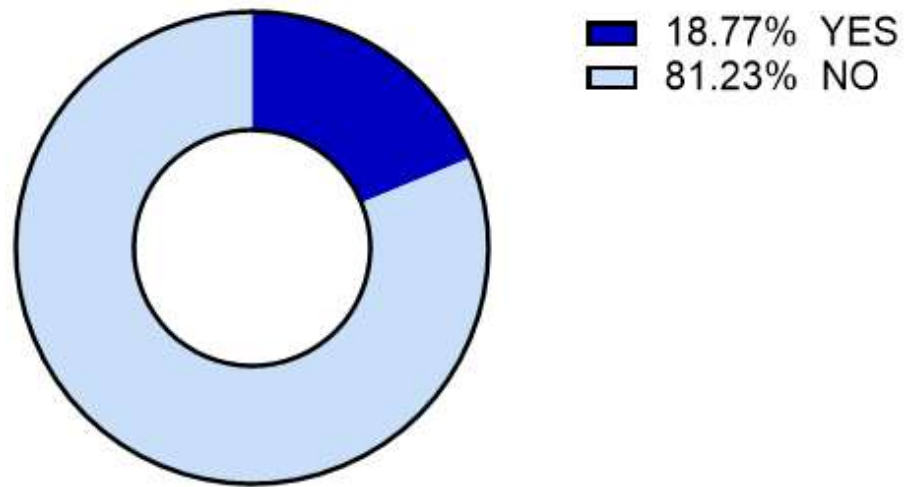


BE - nl = 62 pupils

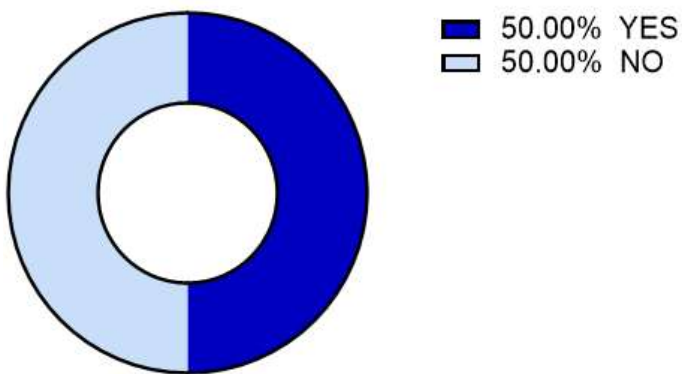


BE - fr = 115 pupils

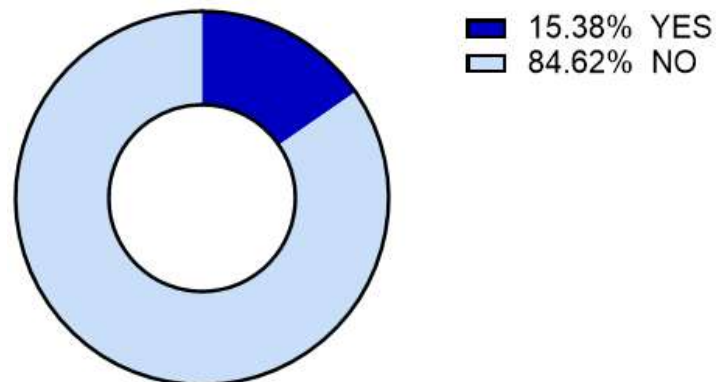
Do you know what a Serious Game is?



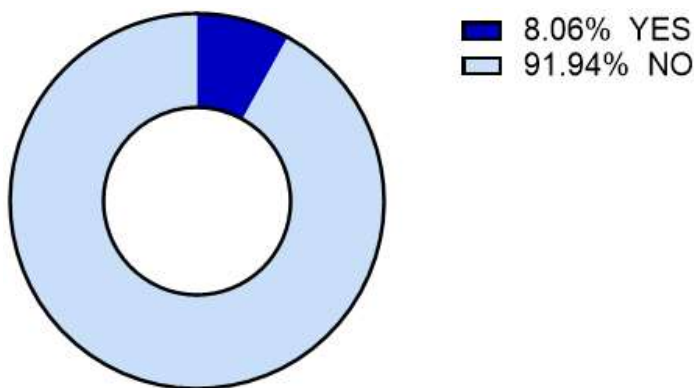
All regions = 261 pupils



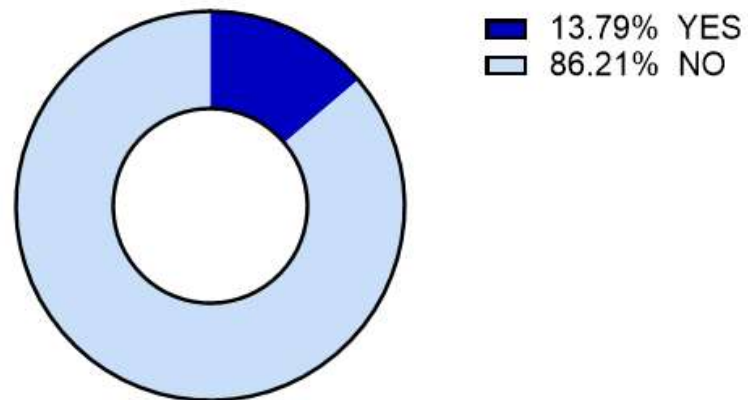
DE = 44 pupils



NL = 39 pupils

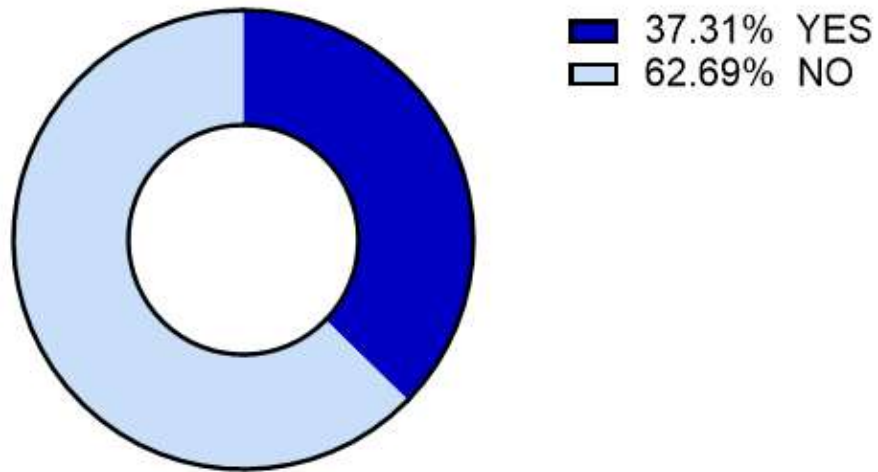


BE - nl = 62 pupils

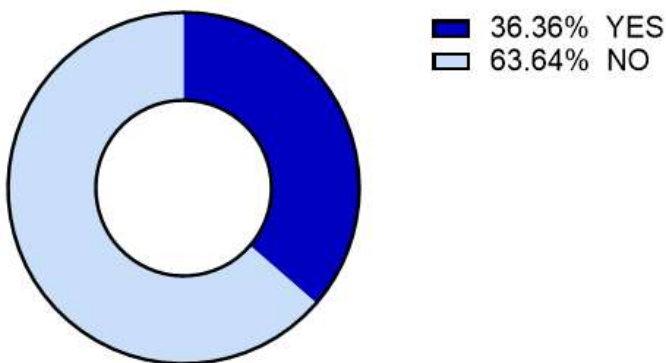


BE - fr = 116 pupils

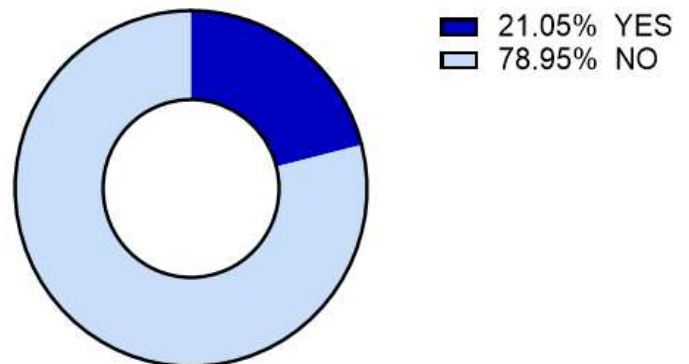
Are you a regular video game player?



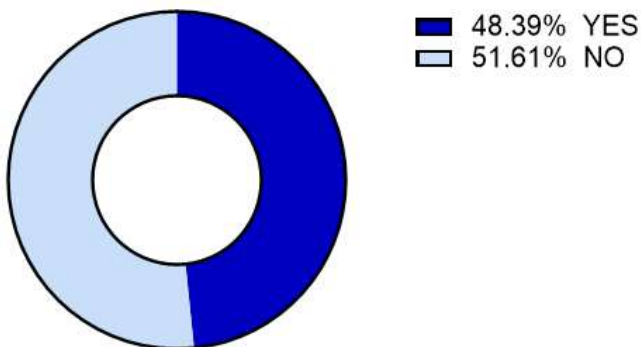
All regions = 260 pupils



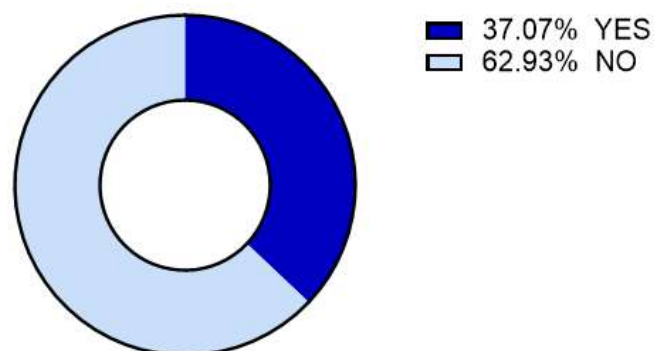
DE = 44 pupils



NL = 38 pupils



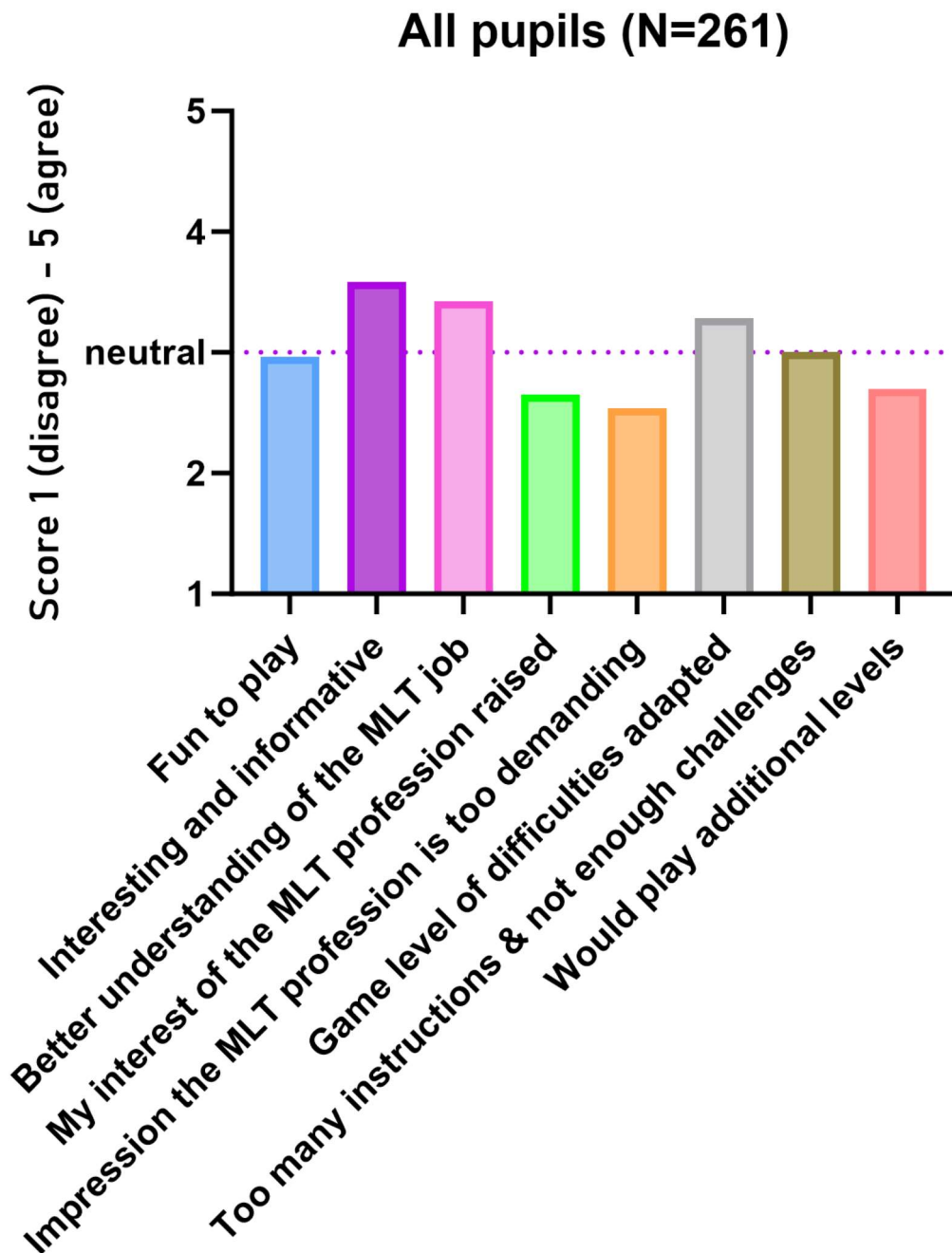
BE - nl = 62 pupils



BE - fr = 116 pupils

Pupils' opinion on the game

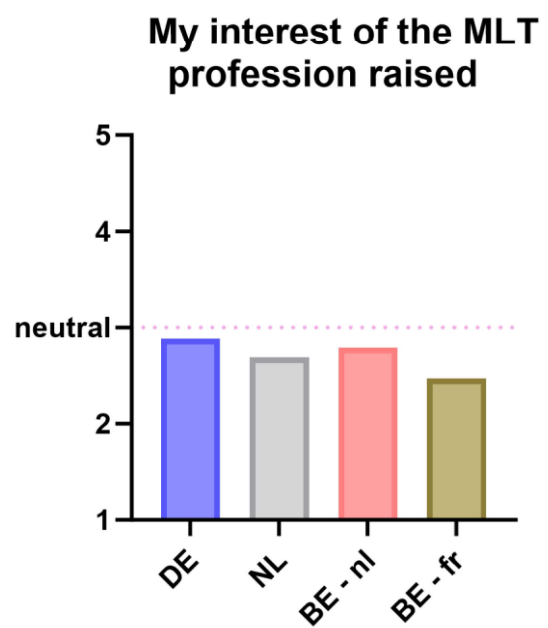
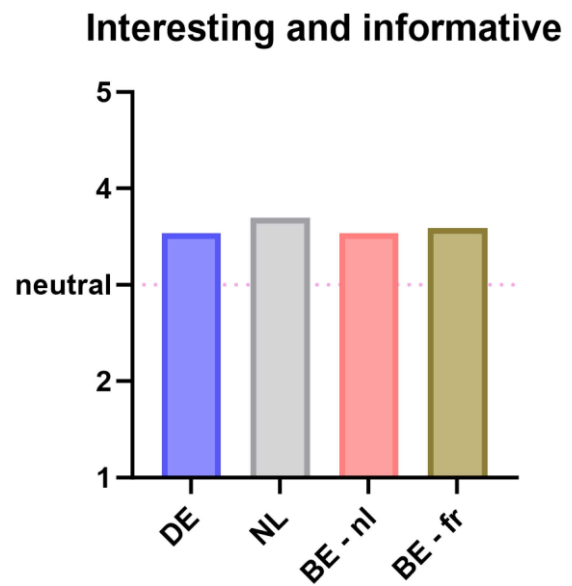
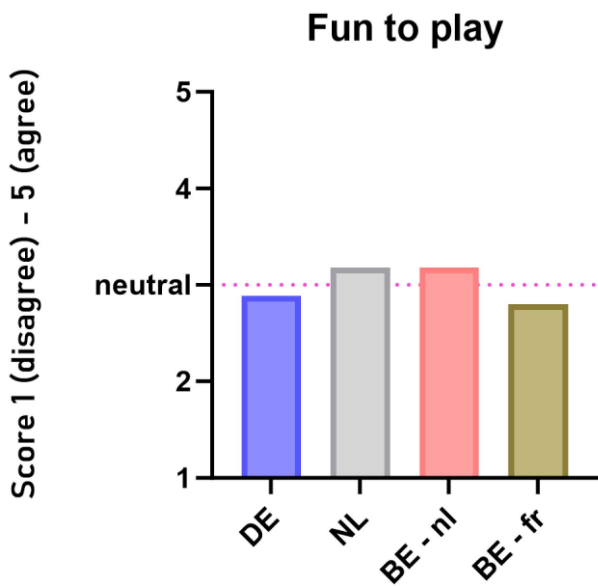
Results of the 8 statements to be rated between 1 and 5 (1 is strongly disagree – 5 is strongly agree).



Questions

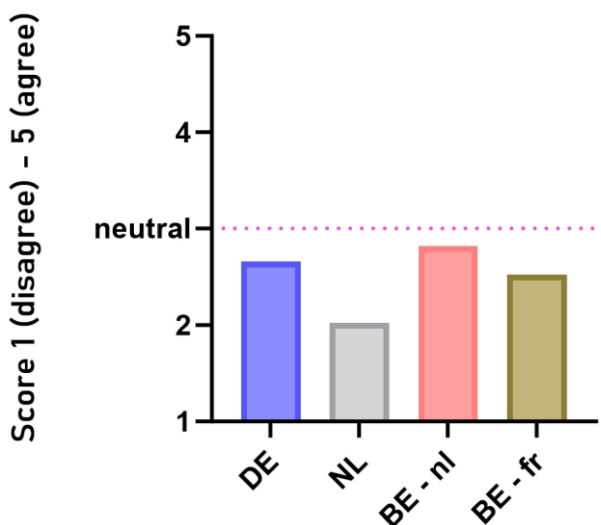
Pupils' opinion on the game per region

Answers per regions per question

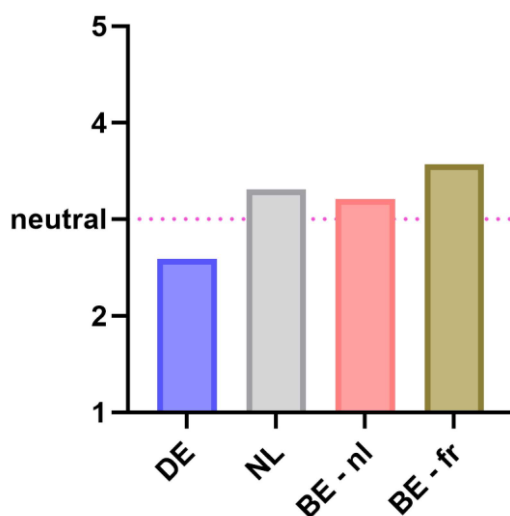


Pupils' opinion on the game per region

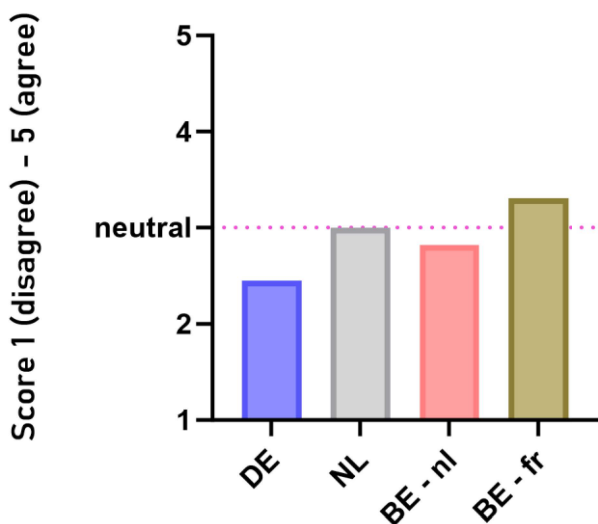
Impression the MLT profession is too demanding



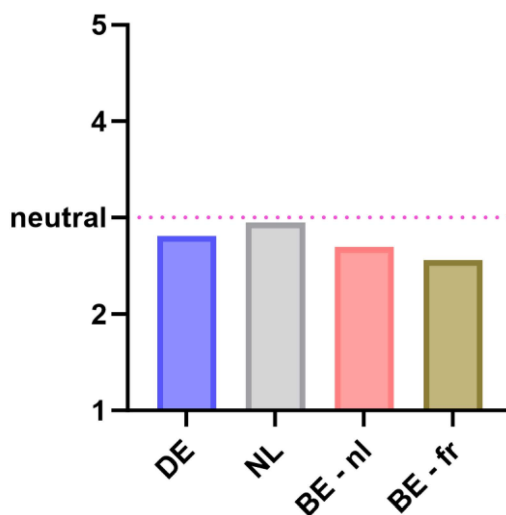
Game level of difficulties adapted



Impression the MLT profession is too demanding



Would play additional levels



Results (Teachers)



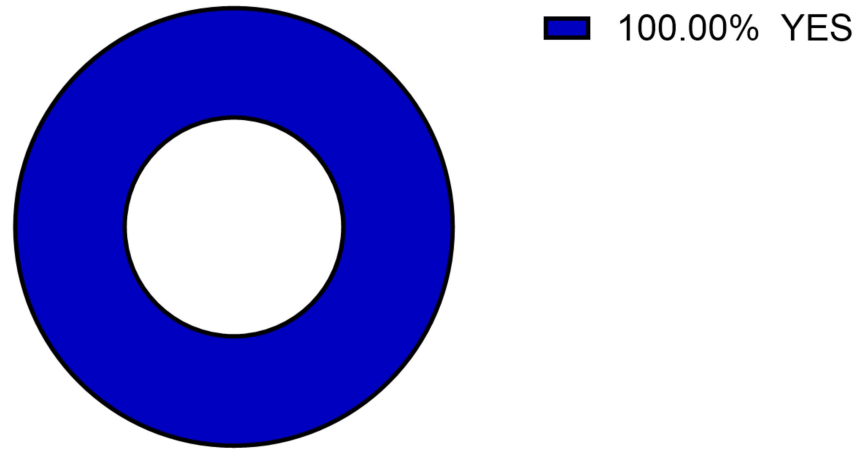
Amongst all the teachers who participated to awareness workshops, 25 teachers from secondary schools shared their feedbacks. they answered the questionnaire after playing on a beta version of the FunForLab Point & Click game.

Teachers' opinion on the game were questioned through:

- 3 binary questions (Yes - No).
- 7 statements to rate between 1 and 5 (1 is strongly disagree – 5 is strongly agree).
- 1 open question to comment.

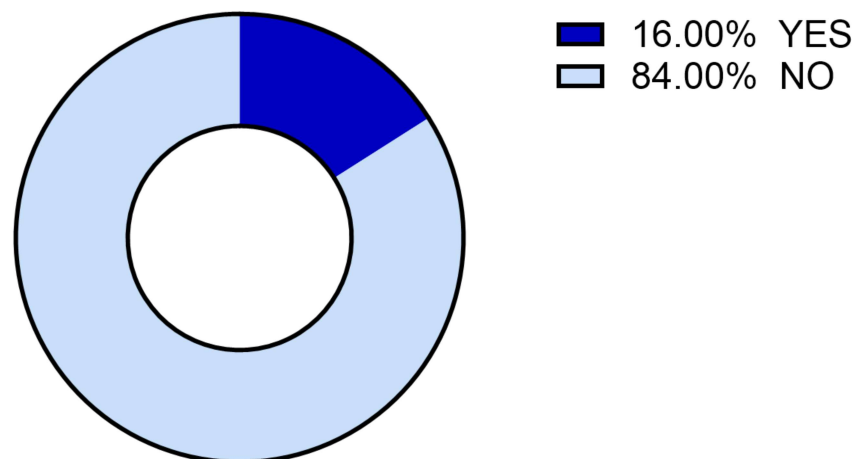
The questionnaire is available in the appendices.

Did you know what a Medical Laboratory Technologist (MLT) was prior to the presentation?



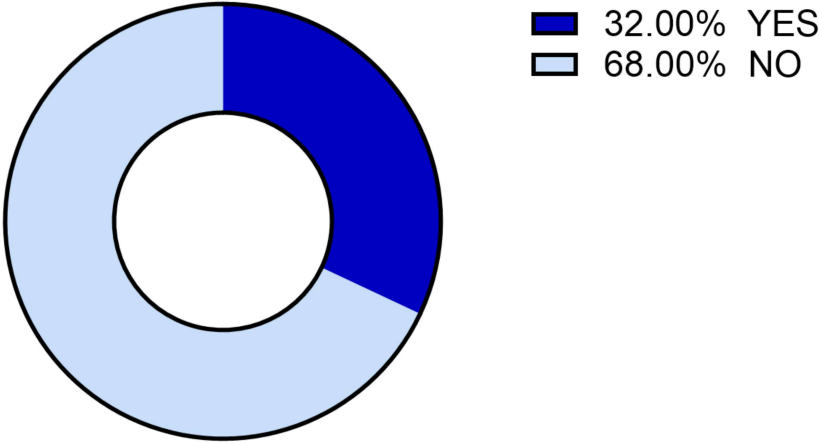
All regions = 25 teachers

Have you ever used a Serious Game in your lessons?



All regions = 25 teachers

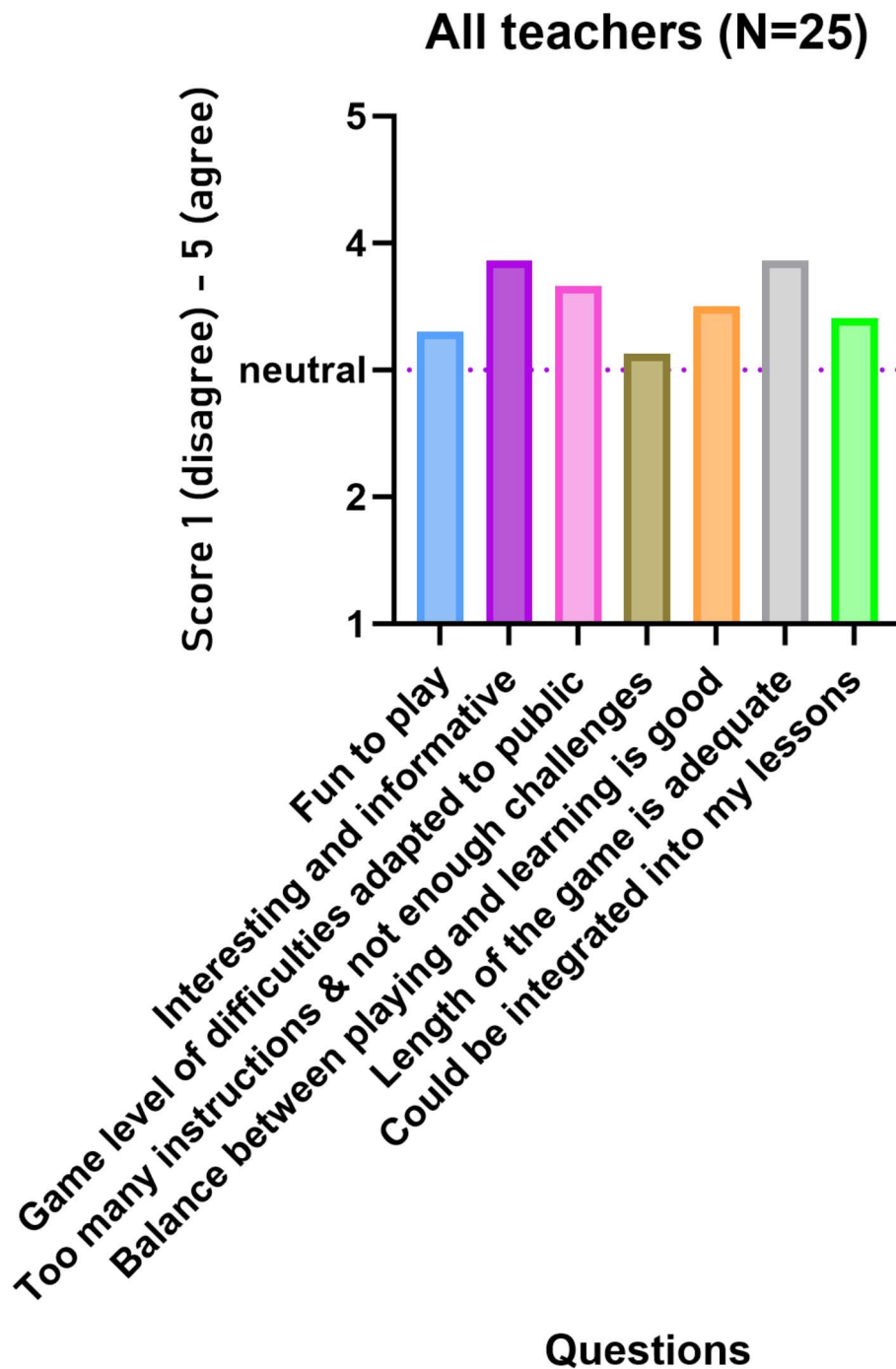
Are you a regular video game player?



All regions = 25 teachers

Teachers' opinion on the game

Results of the 7 statements to be rated between 1 and 5 (1 is strongly disagree – 5 is strongly agree).



Open-ended question



The same open-ended question was asked to both pupils and teachers for them to leave comments on the game: *Do you have any suggestions/comments/improvements to make regarding the game? What did you like about it and what did you dislike?*

201 on 286 respondents (261 pupils and 25 teachers) wrote comments. The one related to improvement suggestions (bugs, design, ergonomics, fluidity, etc.) were added to the enhancements list file built by the consortium*. Testings were carried out throughout the development of the game. Consequently, people tested different beta versions of the game improved from previous remarks, depending on the dates of the workshops.

Conclusion

The SWOT analysis conducted at the beginning of the project highlighted that the general public is unaware of what an MLT is. This partially explains the current labour market situation in EMR. The trend had been confirmed by the questionnaires as 67 % of the students didn't know about this profession. After playing the FunForLab game, the pupils confirmed at 68% having a better understanding of the MLT job. Secondary schools' science teachers could be one of the channels to promote it in the future. As they found the game interesting and informative at 77% and could integrate it into their lessons at 70%, the Point and Click game is a useful tool that could be used to perpetuate the awareness objective of the FunForLab project.



Appendices





Secondary school questionnaire for pupils

School name:

Class:

Student n°

Number of hours of science classes a week:

- Did you know what a Medical Laboratory Technologist (MLT) was prior to the presentation? Yes - No
- Do you know what a Serious Game is? Yes - No
- Are you a regularⁱ video game player? Yes - No

1 is strongly disagree – 5 is strongly agree

Your opinion:

1. The FunForLab game is fun to play. 1 – 2 – 3 – 4 – 5
2. The FunForLab game is interesting and informative. 1 – 2 – 3 – 4 – 5
3. After playing the FunForLab game I have a good understanding of this part of the MLT job. 1 – 2 – 3 – 4 – 5
4. Playing the game aroused my interest for the MLT profession. 1 – 2 – 3 – 4 – 5
5. After playing the FunForLab game I think the MLT profession is too demanding for me. 1 – 2 – 3 – 4 – 5
6. The level of difficulty of the game is adapted to my prior knowledge and my skills. 1 – 2 – 3 – 4 – 5
7. There were too many instructions and not enough challenges in the game. 1 – 2 – 3 – 4 – 5
8. If additional levels of the FunForLab game are available, I would like to play them. 1 – 2 – 3 – 4 – 5
9. Do you have any suggestions/comments/improvements to make regarding the game? What did you like about it and what did you dislike?

ⁱ You are a regular player if you are playing more than 10 hours a week.



Secondary school questionnaire for teachers

School name:
Class(es):
Your nameⁱ:
Teaching field:

- Do you know what a Medical Laboratory Technologist (MLT) is? Yes - No
- Have you ever used a Serious Game in your lessons? Yes - No
- Are you a regularⁱⁱ video game player? Yes - No

1 is strongly disagree – 5 is strongly agree

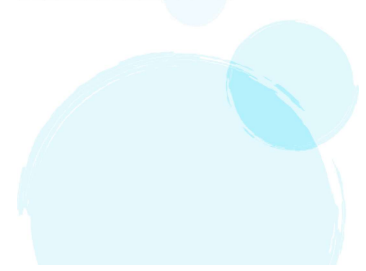
Your opinion:

1. The FunForLab game is fun to play. 1 – 2 – 3 – 4 – 5
2. The FunForLab game is interesting and informative. 1 – 2 – 3 – 4 – 5
3. The level of difficulty of the game is adapted to the pupils' knowledge and skills. 1 – 2 – 3 – 4 – 5
4. There were too many instructions and not enough challenges in the game. 1 – 2 – 3 – 4 – 5
5. The balance between playing and learning is good. 1 – 2 – 3 – 4 – 5
If not, which one is too much : _____
6. The length of the game is adequate. 1 – 2 – 3 – 4 – 5
7. The FunForLab game could be integrated into my lessons 1 – 2 – 3 – 4 – 5

8. Do you have any suggestions/comments/improvements to make regarding the game? What did you like about it and what did you dislike?

ⁱ Your name will be used for counting purpose only and won't be shared outside this project.

ⁱⁱ You are a regular player if you are playing more than 10 hours a week.



List of schools

Pupils and teachers who answered the questionnaires were from one of the below Euregio Meuse-Rhine schools.

Secondary Schools names	Country
Athenée M.Destenay	Belgium
Athénée Royal d'Ouffet	Belgium
Athenée Royal Eupen	Belgium
Atheneum Hasselt	Belgium
Atheneum Tongrorum	Belgium
Atlas College	Belgium
Berufskolleg	Germany
Berufskolleg Stolberg	Germany
DIC collège	Belgium
Don Bosco Genk	Belgium
Eijkhagen/CHILL	The Netherlands
Go Maxwell	Belgium
Graaf Huyn	The Netherlands
Gymnasium Alsdorf	Germany
ICTIA (CESLM)	Belgium
Institut Maria Goretti	Belgium
Institut Marie-Thérèse	Belgium
Institut Saint Laurent	Belgium
IPES Waremme	Belgium
Jean Boets	Belgium
Lucerna College	Belgium
Maria-Sibylla-Merian-Gesamtschule	Germany
Pitteurs	Belgium
Provinciale school Diepenbeek	Belgium
Roer College	The Netherlands
Saint Jean Berchmans	Belgium
Sint Michiel	Belgium
Sintermeerten College	The Netherlands
Sint-Jozeph Instituut Betekom	Belgium
SJB Zonhoven	Belgium
Van Veldeke	Belgium
Viio Tongeren	Belgium

List of people from the FunForLab consortium who participated to the enhancement list

Name	First name	Partner	Country
Bolkaerts	Aurélien	CeCoTePe	Belgium
Brouwers	Olaf	Zuyd	The Netherlands
Bütz	Patricia	UK Aachen	Germany
Daniau	Slmon	FoRS	Belgium
de Bock	Laura	UCLL	Belgium
El Guendi	Sonia	CRIG	Belgium
Foguenne	Jérôme	CRIG	Belgium
Lejeune	Annabelle	CRIG	Belgium
Lemmens	Evi	UCLL	Belgium
Lindt	Giannina	UK Aachen	Germany
Quinting	Birgit	CRIG	Belgium
Ramonfosse	Laura	FoRS	Belgium
Scheld	Miriam	UK Aachen	Germany
Schneiders	Silvia	UK Aachen	Germany
Schönen	Eva	UK Aachen	Germany
Stickelmann	Christiane	UK Aachen	Germany
Zenner	Mélanie	CRIG/CeCoTePe	Belgium