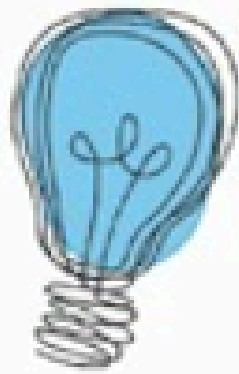
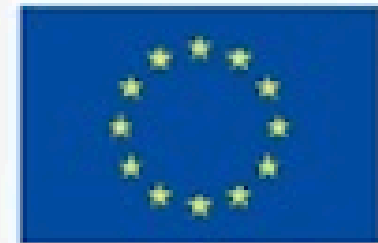


EKFI PLUS



Innovation through cooperation



Funded by
the European Union

Mixed Reality in Print, Sign & Packaging

Circulair economy



Feedback

Workshops with 20 students (Bart Calis)

March/May 2024, 3h lecture in classroom + 4 weeks assignment (16u)

Bachelor Graphic & Digital Media, option Media Management & Technology, second year

- Understanding material - Overall positive (satisfied - very satisfied)
- Design and layout - Satisfied, but miss a digital component
- Level of engagement - They all participated / was a workshop
- Level of material - in-depth and inline with their progress
- Examples and cases - They even made one themselves



MIXED Reality in Print, Sign & Packaging



Feedback

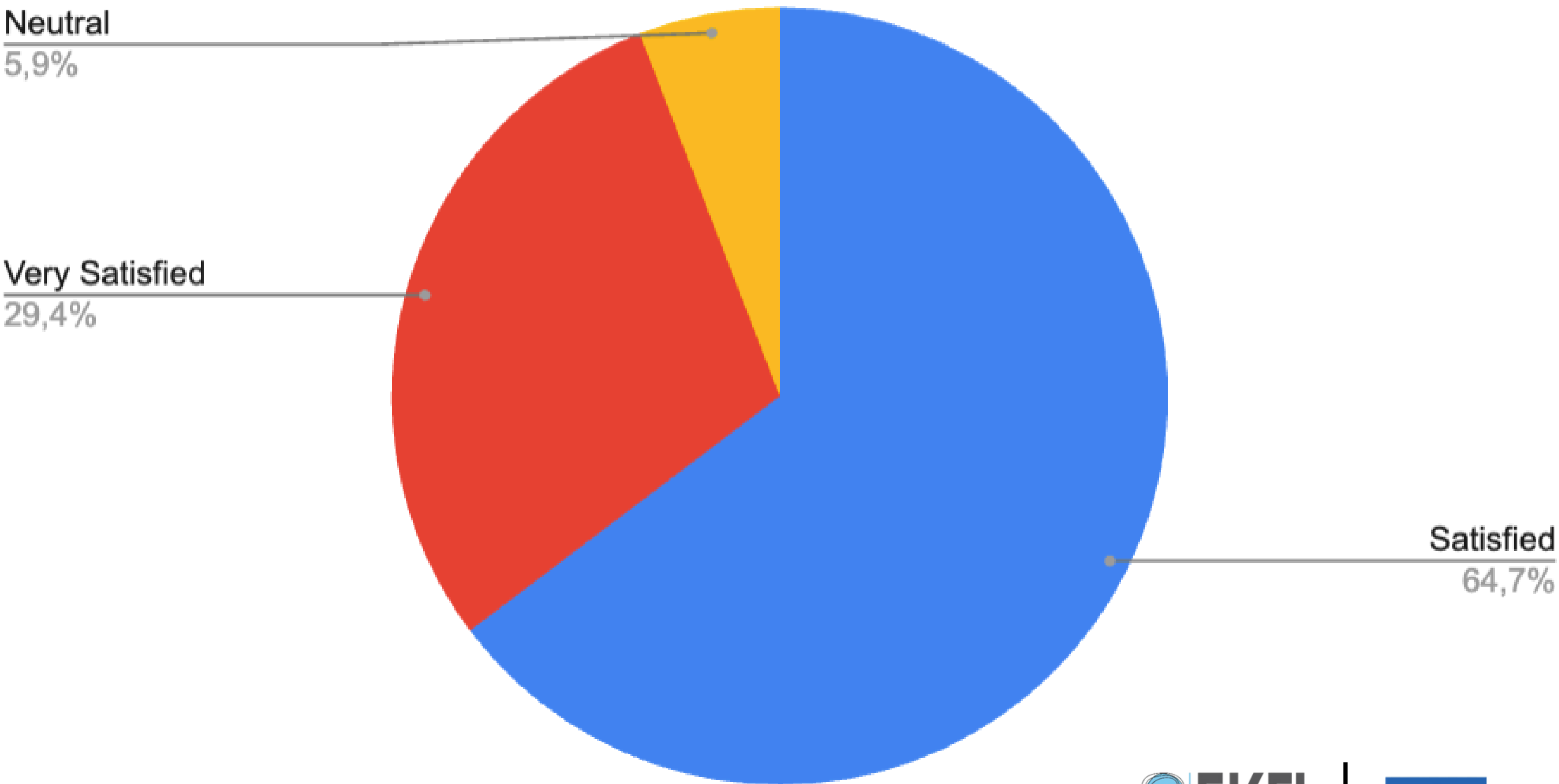
Class (Frederick Roegiers)

- Understanding material - Very good
- Design and layout - could have more visual aspects
- Level of engagement - good
- Level of material - good
- Examples and cases - could be more

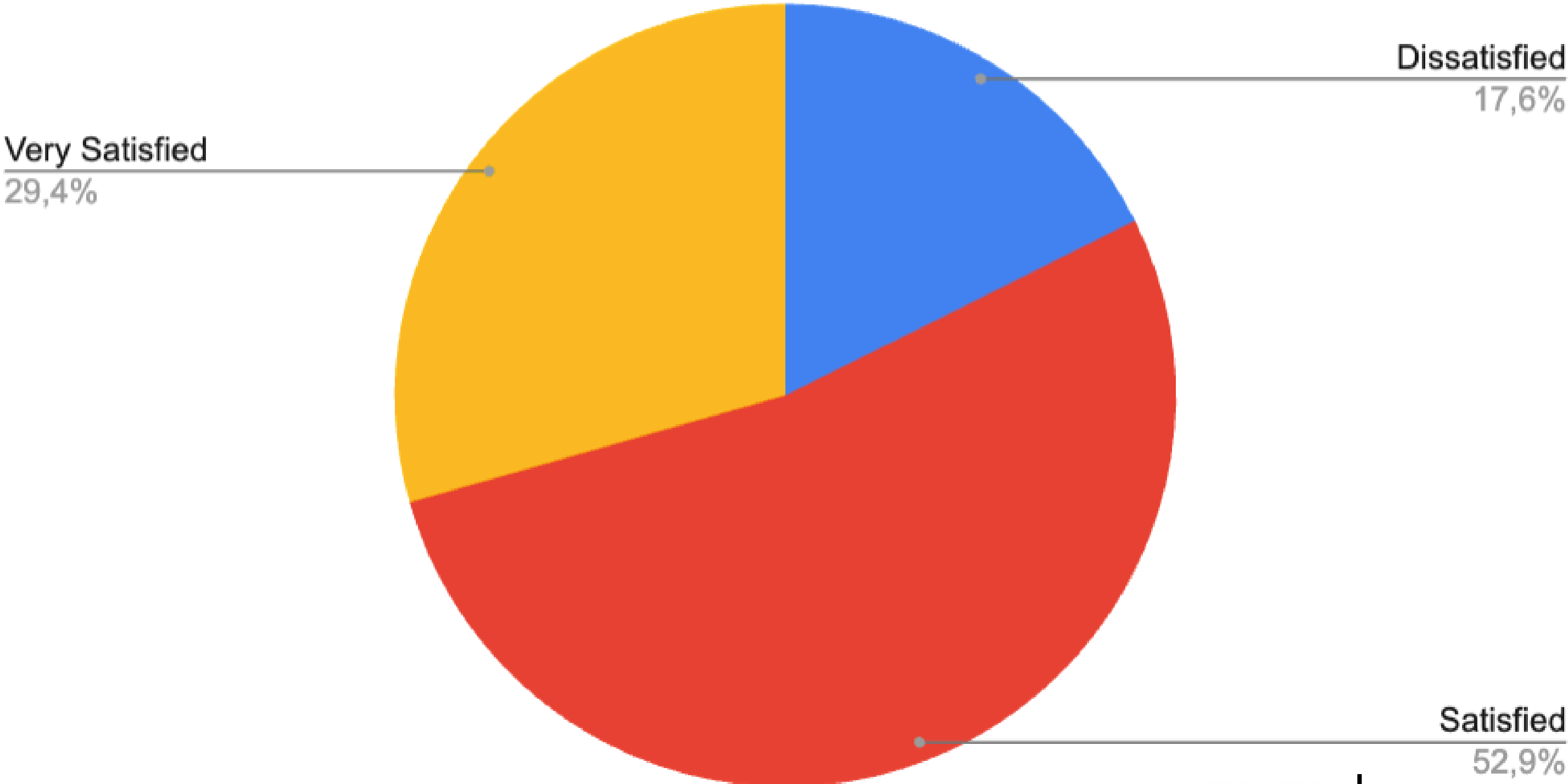
MIXED Reality in Print, Sign & Packaging



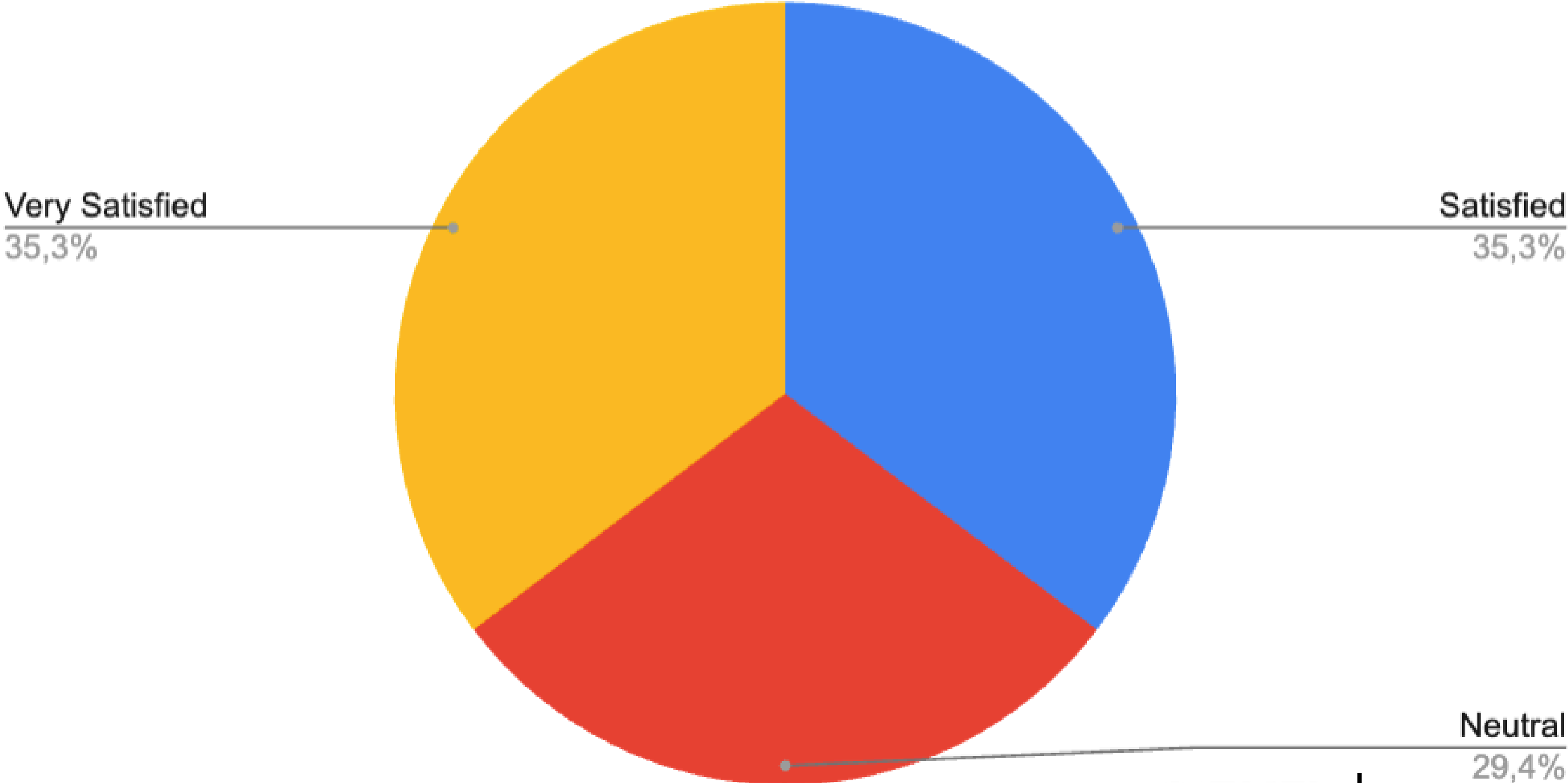
How satisfied are you with the ease of understanding of the learning material?



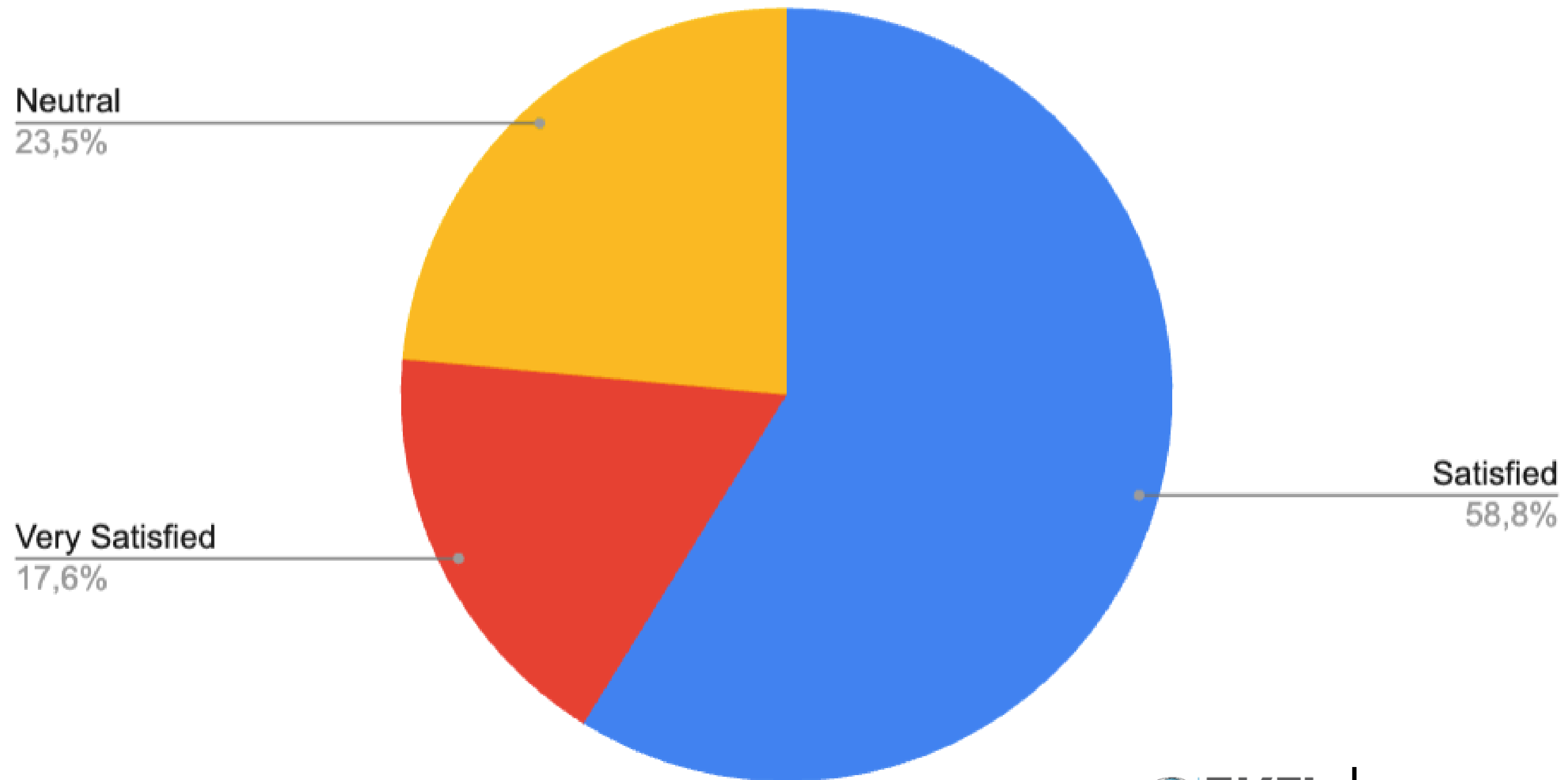
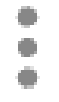
How satisfied are you with the design and layout of the learning material?



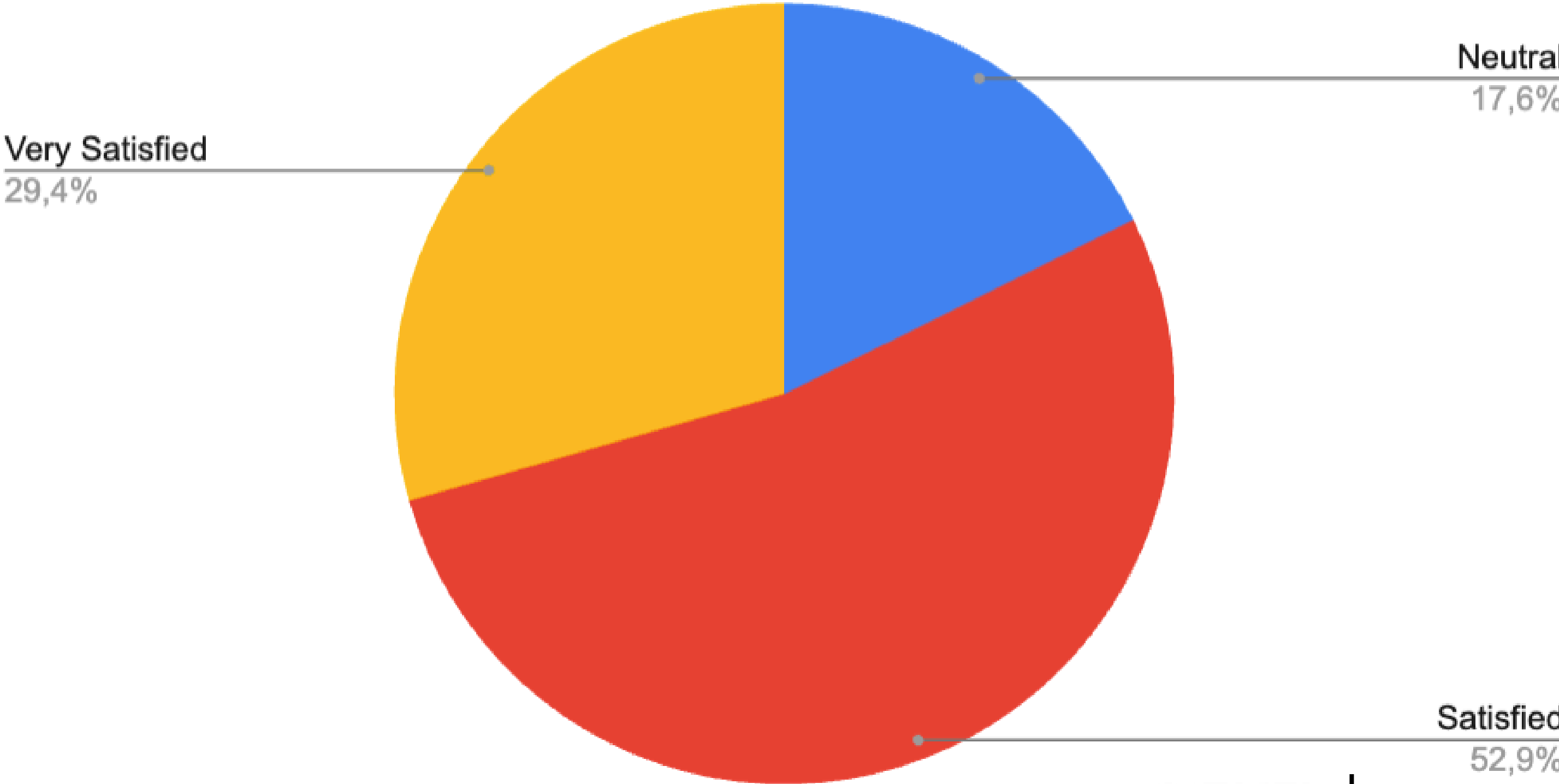
How satisfied are you with how well the learning material meets your learning expectations?



How satisfied are you with the effectiveness of the learning material in conveying concepts?

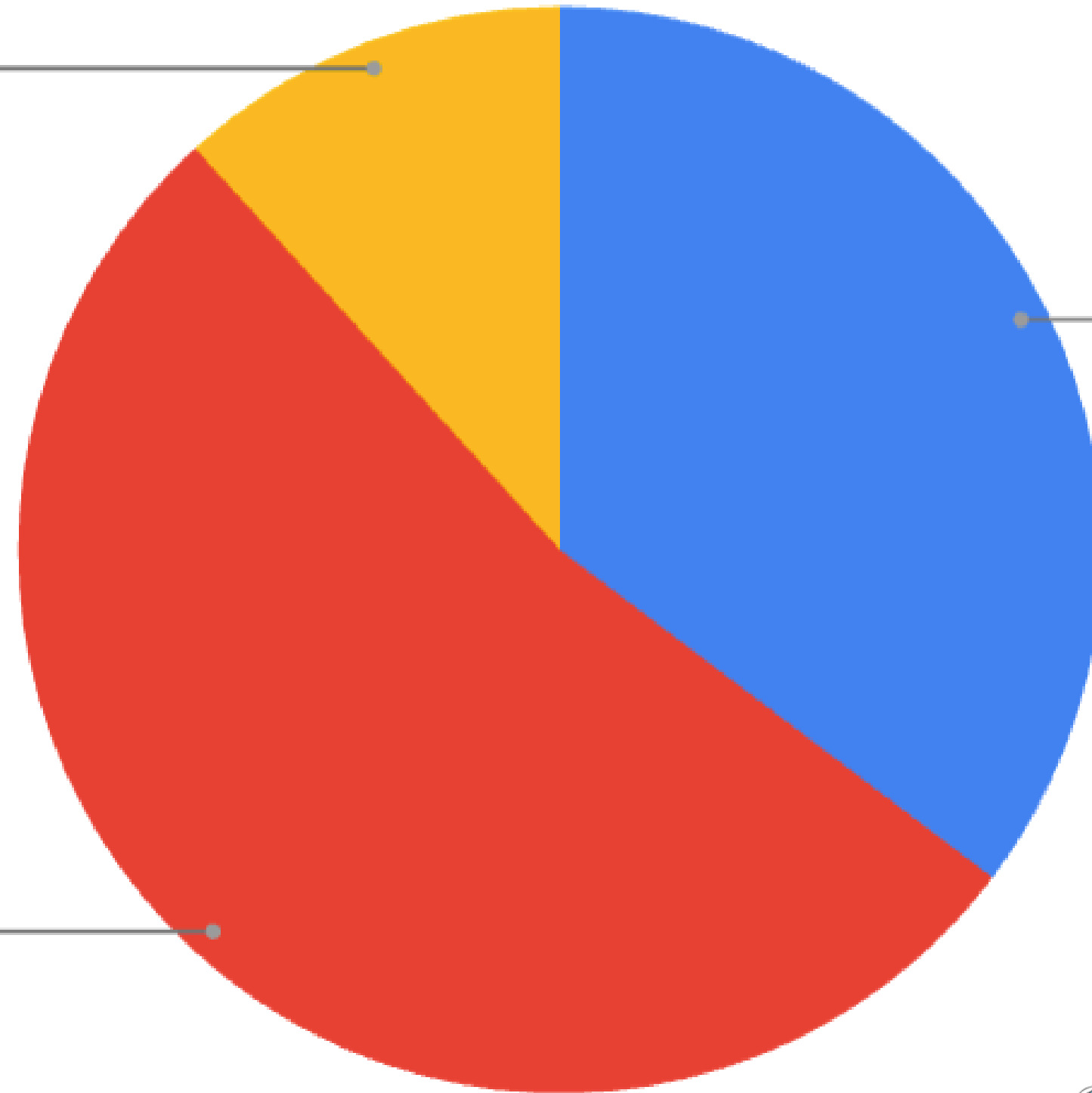


How satisfied are you with the level of engagement provided by the learning material?



How satisfied are you with the accuracy and reliability of the content?

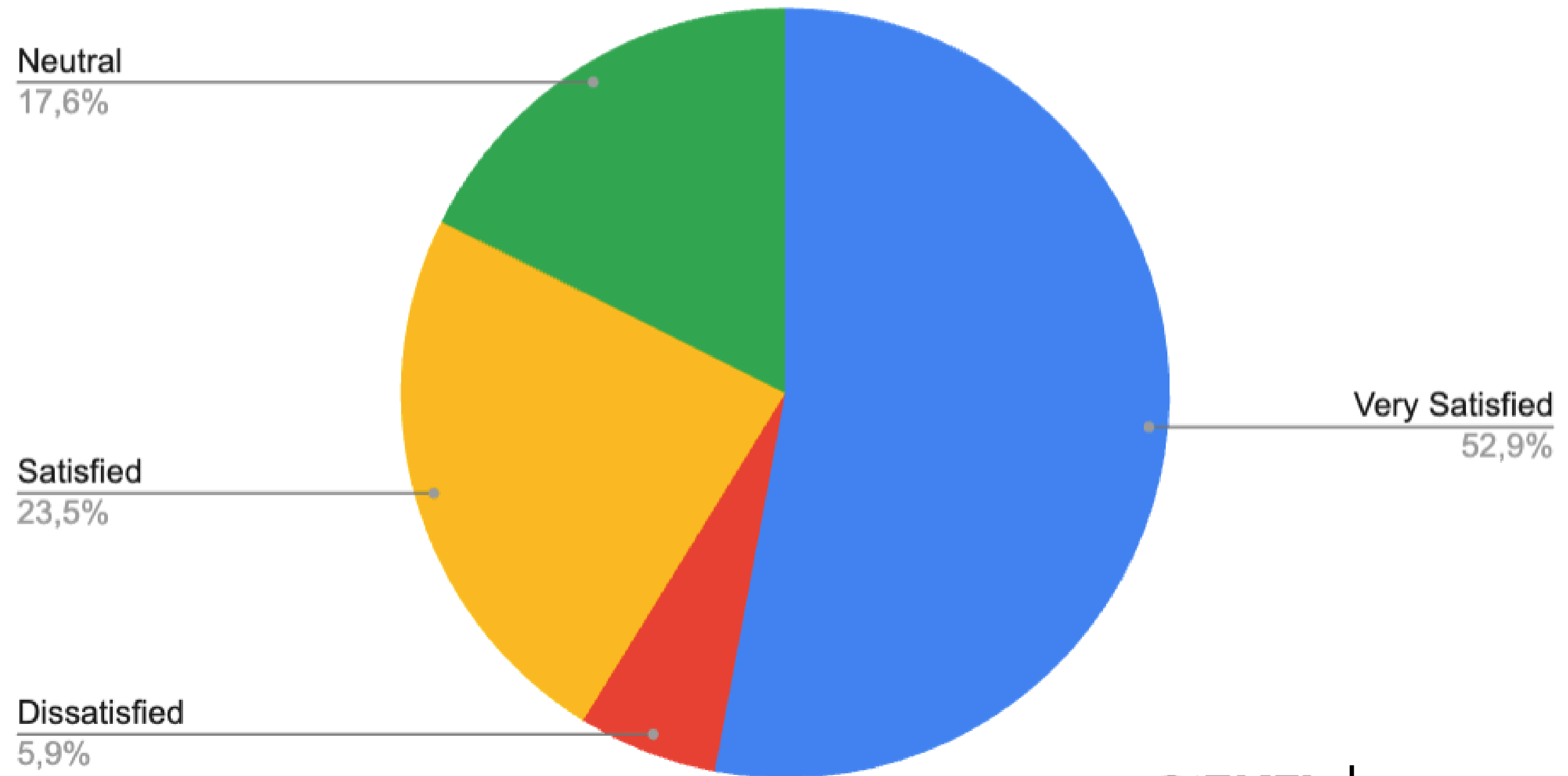
Neutral
11,8%



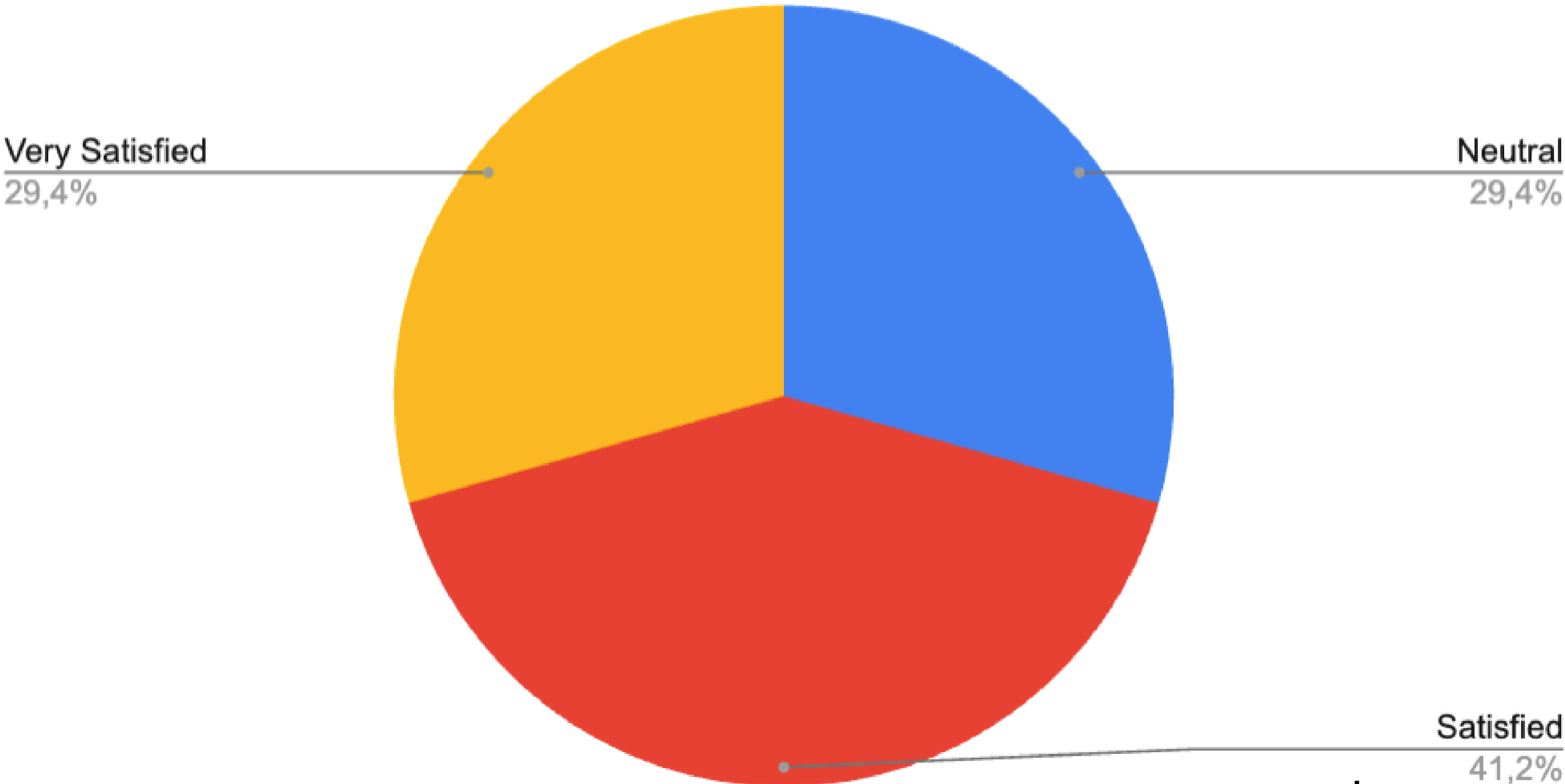
Satisfied
35,3%

Very Satisfied
52,9%

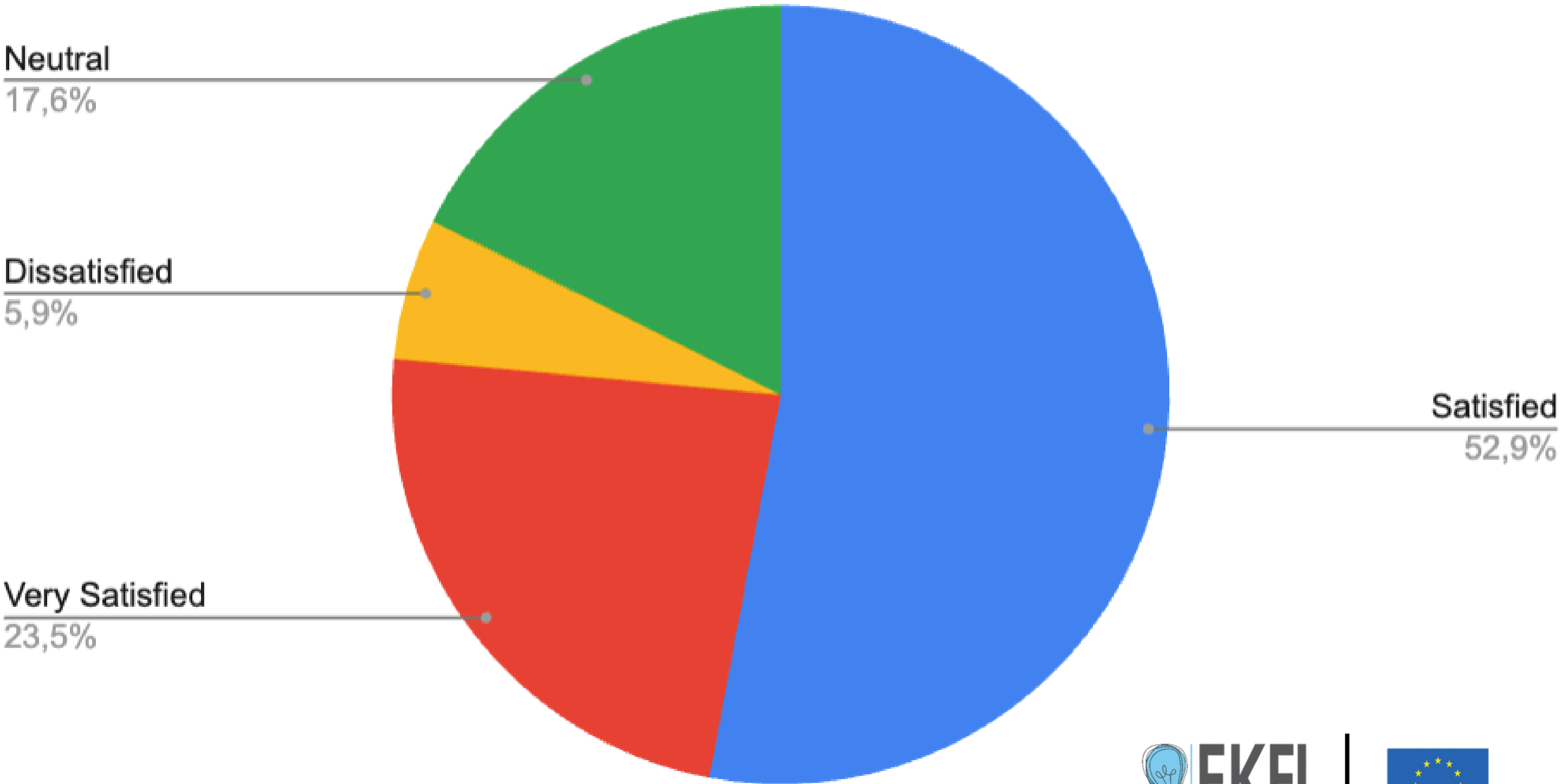
How satisfied are you with the depth of information provided in the learning material?



How satisfied are you with the examples and case studies provided in the learning material?



How satisfied are you with the improvement in your knowledge after using the learning material?



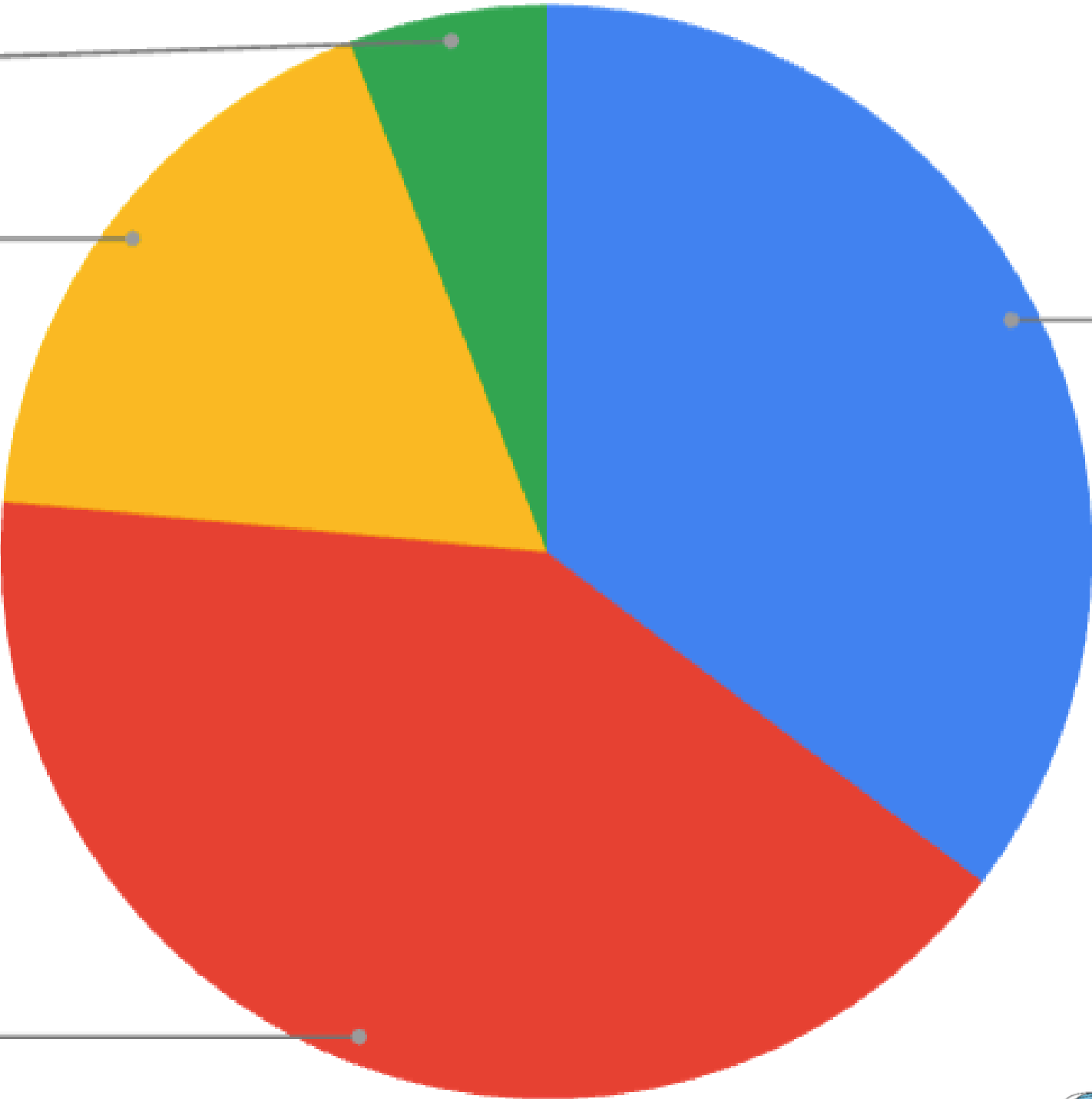
How satisfied are you with the ability to apply what you've learned from the learning material to real-world scenarios?

Dissatisfied
5,9%

Very Satisfied
17,6%

Neutral
35,3%

Satisfied
41,2%

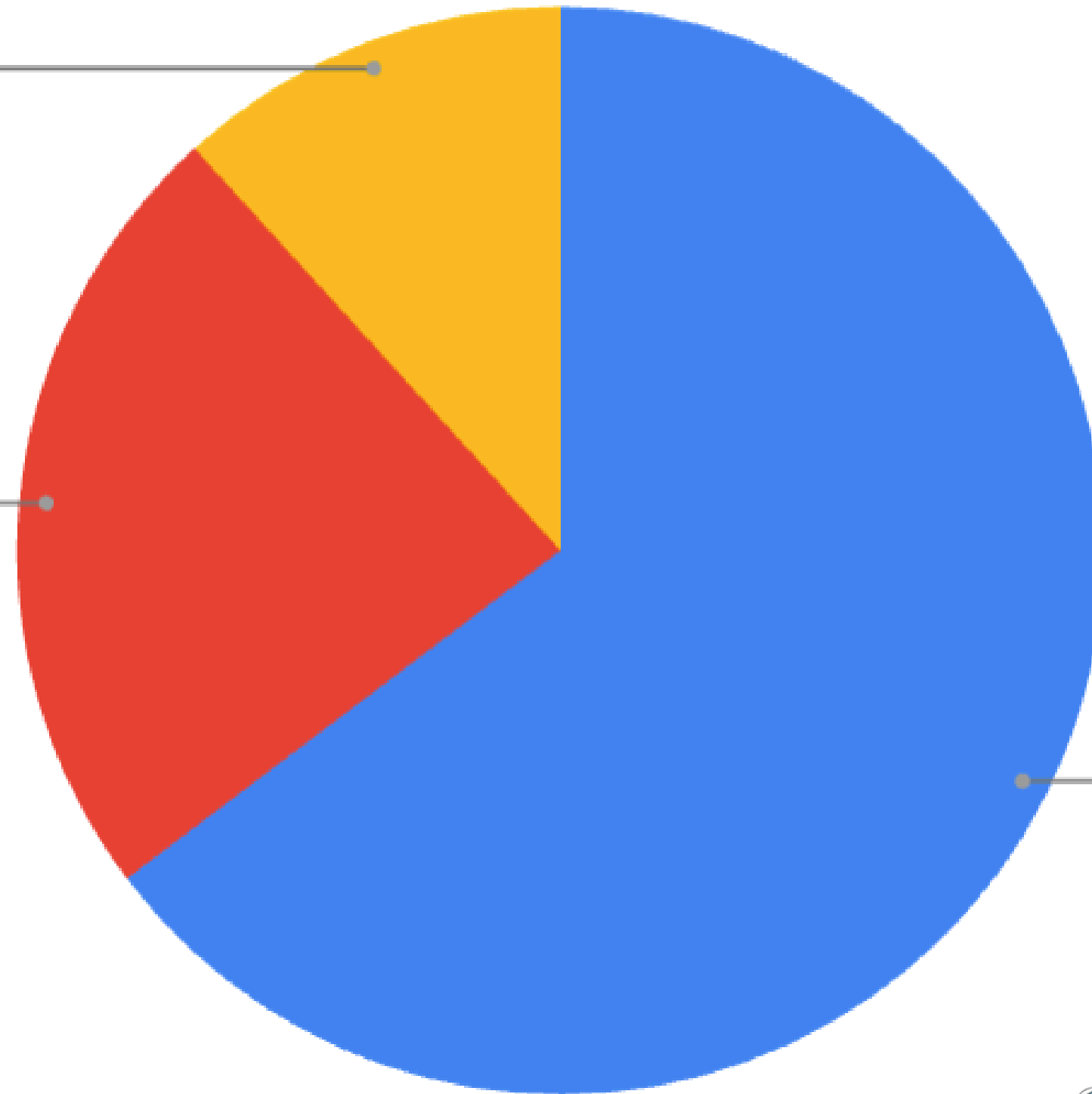


How satisfied are you with the potential for reusing this learning material in the future?

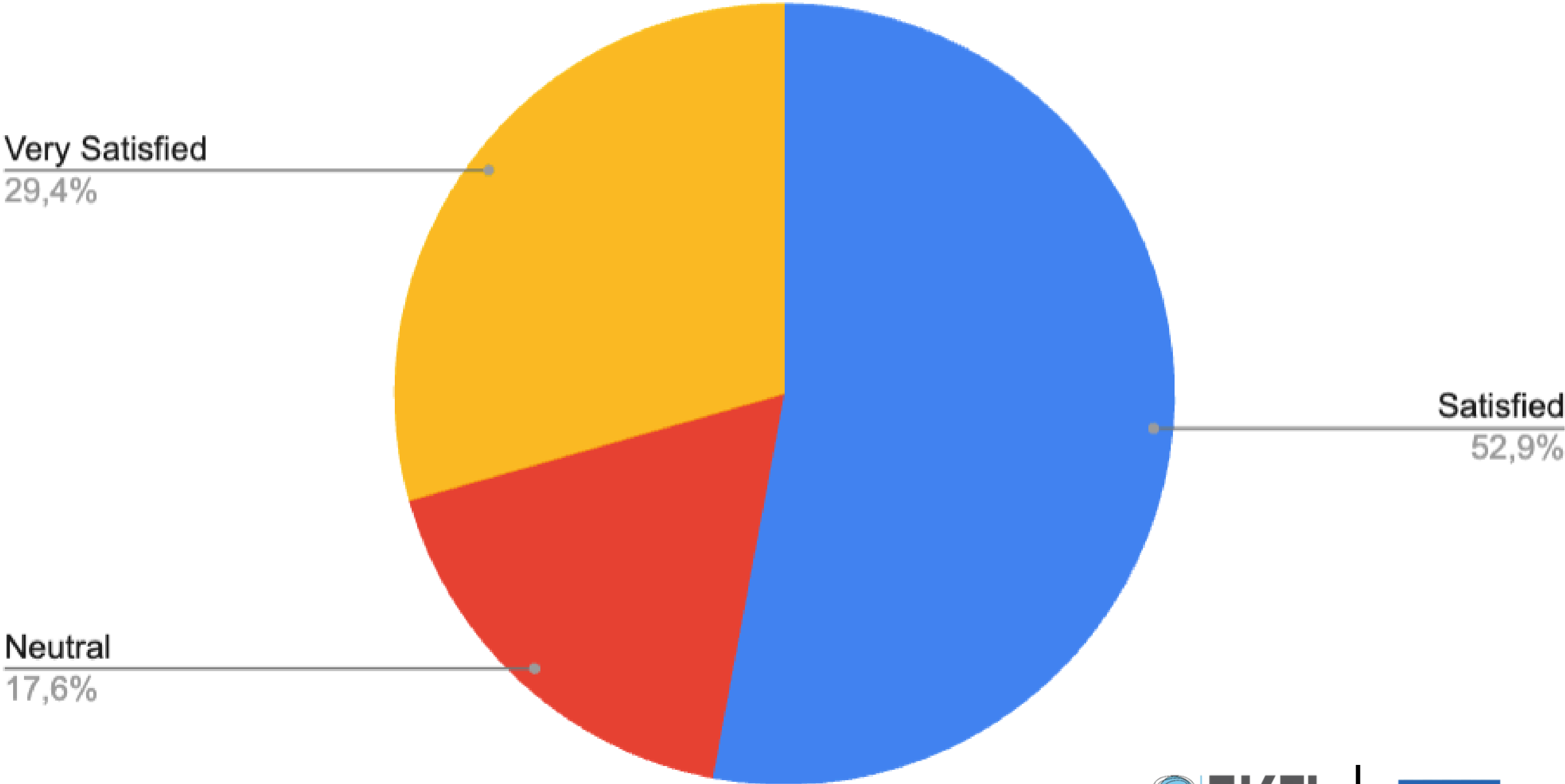
Neutral
11,8%

Very Satisfied
23,5%

Satisfied
64,7%



How satisfied are you with the likelihood of recommending this learning material to others?



- More visual approach
- I believe that the presentation was perfectly fine as it was. It was engaging enough and easy to follow through along with the professor's information. Specifically, chapter 6 was especially well done and the assignments were challenging enough for the students to enhance their knowledge.
- I would suggest to have more examples in the learning material
- I wouldn't suggest any improvements. The images of every different kind of the printing machines and the examples of the items that are printed by any of them are really helpful. Also the exercises at the end of chapter 6 are a really good challenge to make us think in practise what we've learned and apply the information.
- I'd suggest a tad more imagery, visually-representing material, as in the first (sub-)units and the 6th and 7th one; and, also, a little more engaging (sort of infographic-looking) structure of this digital handbook, overall.
- Personally I don't have any improvements to add
- It functions normally but needs a lot of time to become more meaningful and concrete
- Make a greater link to the context of the music festival

Conclusion

- More visual content
 - Add more visuals in the courses
- Change design of courses for target group
 - More research to know what is needed
- More expert courses
 - Find out which topics could be relevant

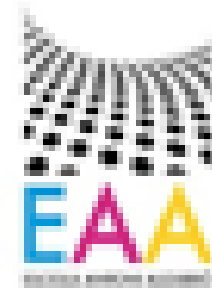
Possibility to grow in the future to more expert courses in certain fields

Adjustments

ADD to learning materials:

- **Add-on for teacher material to invest a local festival**
- Worksheet to use the case through out the course

Collaboration between



STIVAKO



Erasmus+ Projectnumber: 2022-1-NL01-KA220-VET-000085437.