



**Sport has the Power to Change the Europe!
European Sport Volunteers as a
Social Leader and Social Innovator**

603555-EPP-1-2018-1-TR-SPO-SCP

IO-3 Impact Assessment Report

WP-2: Pilot Scheme of the Program

(Testing of Gamified MOOC and Online (Mobile) Platform)



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1- Introduction

This report assessed the impact of the intellectual outputs developed in the project on the target audience by presenting the findings of the pilot scheme activities implemented within the scope of the ESVOL project. The ESVOL project includes a curriculum on social leadership and social innovation, a MOOC linked to this curriculum, and a gamified online (mobile application) platform integrated with MOOC content. All learning processes are designed to support the learning process of sport volunteers regarding social leadership and social innovation in sport.

The overall objective of the ESVOL project was to develop "Voluntary-Based Social Leadership and Social Innovation Program in Sport" and to implement and disseminate in partner countries and Europe.

The special aims of ESVOL project are to:

- To promote social leadership and social innovation education for sport volunteers which will lead to new business/idea creation in the sport related social field,
- To facilitate innovative learning practices in social leadership and social innovation in sport by developing gamified (mobile) platform (IO-2) and open online course (IO-1: MOOC) and implementing trainings for sport volunteers.

The two main outputs of the ESVOL project (IO-1 and IO-2) were developed using the "Syllabus on Social Leadership and Social Innovation in Sport", which was created after a series of desk and field research studies, and the contents of 5 different modules prepared based on this syllabus. The module topics are as follows:

Module-1: Volunteering and leadership in sport

Module 2: Social Innovation: S-INNOVATE

Module-3: Social inclusion in sport projects: Leaving no one behind!

Module-4: Social equality in sport projects

Module-5: Organizational Aspects / Governance, Safety and Security in Sport Events - BSDA, Bulgaria

Two key outputs of the ESVOL project were pilot tested to target group sports volunteers in all partner countries, namely Turkey, Bulgaria, Italy, Spain, and Greece.

A pilot scheme implemented to test IOs for sport volunteers. Pilot scheme activities included the 24th and 27th months of the project. Each project partner applied gamified MOOC and mobile application (game) to sport volunteers from its own country, carry out the tests and receive feedbacks. The pilot scheme initially was planned to be organized between October and November 2020, but was prolonged until the end of February, March, and April 2021 due to the Covid-19 pandemic and difficulties for some countries to implement the piloting and some technical problems.

2- Impact Assessment Methodology

The project partners implemented a pilot scheme as online that includes sport volunteers including women, young people, and talented athletes to test the IO-1 and IO-2. Pre and final knowledge testing applied to the participant by online platforms (Gamified MOOC and mobile application (game)) during the pilot scheme.

Pre-test questions (Yes/No):

- Have you completed an online training on volunteering before?
- Have you ever had a gamification-based online training?
- Have you completed an online training before and received a certificate?
- Do you have any knowledge about social leadership and volunteering in sport?
- Do you have any knowledge about social innovation in/through sport?
- Do you have any knowledge about social inclusion in sport?
- Do you have any knowledge on social equality in sport?
- Do you have any knowledge on good governance, safety, and security in sport events?

Final test questions (Yes/No):

- I can describe basic concepts regarding volunteering.
- I can explain the sports leader-volunteer role.
- I can describe basic concepts regarding social innovation.
- I can explain the relationship between sports and social innovation.
- I know how to design / develop social innovation in sports organizations.
- I can explain the role of volunteers in social inclusive projects.
- I can explain strategies to structure an inclusive environment in the sport projects
- I understand the topic of social equality.
- I can explain the role of volunteers in sport-related projects, based on the concept of equality.
- I understand the main organizational aspects of sport events.
- I can explain the application of governance standards and volunteers involvement in providing quality sport events.
- Do you think the training course is pedagogically and academically reliable?
- Do you think the content of the training course is sufficient to meet the needs of the field?
- Does the training course have the content and quality to be used as a training program in its field?
- Do the intro videos provide sufficient information about the learning objectives of the module?
- Are the content and quality of the lecture videos sufficient?
- Do you think it is difficult to implement the interactive tasks that have to be completed by you?
- Did you find supportive educational resources such as readings and expert videos useful?
- Are the quizzes at the end of the module prepared in accordance with the content of the module?

The project partners also organised digital interview due to Covid-19 with the participants who completed the online learning activities. Feedback received about the online learning program from these participants.

Interview questions:

- What key features did you like most about the ESVOL Academy (MOOC) and / or ESVOLON (Game)?
- What are the points that ESVOL Academy (MOOC) and / or ESVOLON (Mobile Game) need to improve?
- What were the difficulties in learning the use of ESVOL Academy (MOOC) and / or ESVOLON (Mobile Game)?
- Please state your opinions and comments on ESVOL Academy (MOOC) and / or ESVOLON (Mobile Game).

Findings and data evaluated together with all partners and necessary revisions made. Feedback results sent from project partners to SVA (P1). SVA prepared a "Impact Assessment Report" using the results. This report is the third and final intellectual output (IO-3) of the project. The findings to be obtained through the Pilot Scheme used to prepare a final report. IOs and other open educational resources applied to sport volunteers within all partners. Result of the pilot scheme shared relevant partners via text, file, web site, internet, book, mailing list and social media.

The impact assessment to test the open online course and gamified mobile platform with 5 modules for sports volunteers had followed the initial plan which is presented under WP-2:

WP-2: Pilot Scheme of the Program (Testing of MOOC and the gamified online (mobile) platform)

2.1. Creating a Sport Volunteer Pool

2.2. Visibility Works of the Program (awareness webinars for sport volunteers)

2.3. Training Activities for Sport Volunteers via MOOC

2.4. Implementation of Gamified Mobile Learning Platform to Sport Volunteers

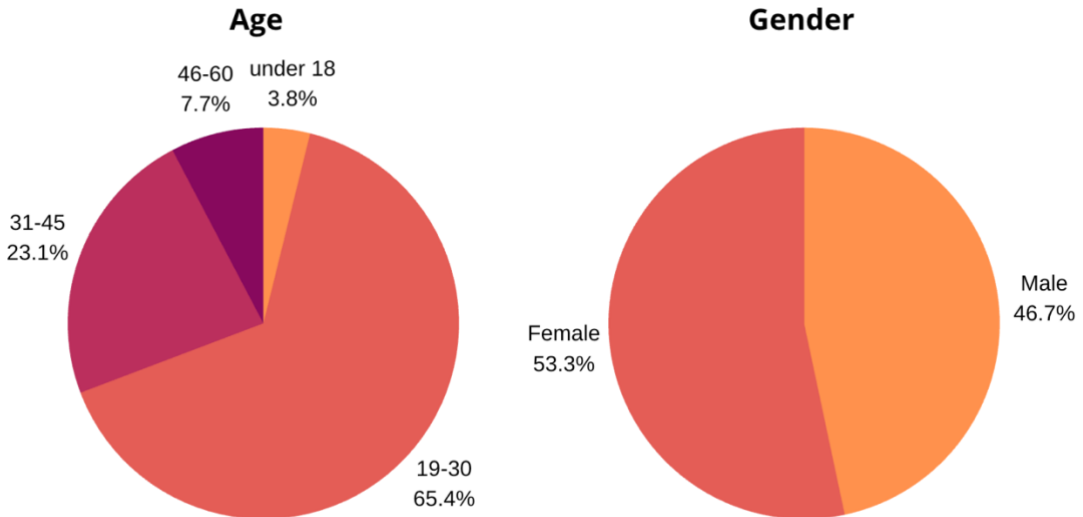
2.5. Monitoring, Evaluation and Measuring of the Impact of Pilot Scheme

2.6. Announcement of the "Voluntary-Based Social Leadership and Social Innovation Program in Sport" Model (with tangible and intellectual output based on scientific data) to the public

It was very important to assess what sport volunteers think of the platform, its functionality, and its content, to make improvements on it. The participants have had the opportunity to evaluate the gamified MOOC and mobile application, by filling out the pre- and final tests. The evaluation questionnaire was developed in line with the content and indicators of the course and participants from Turkey, Spain, Italy, Greece, and Bulgaria have completed these pre and final tests.

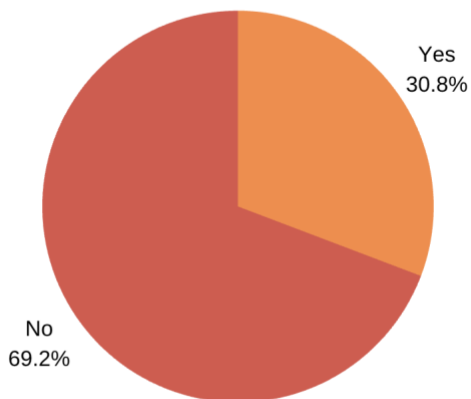
3- Results: Pre-Test and Final Test Results, Interviews

Pre-Test Results

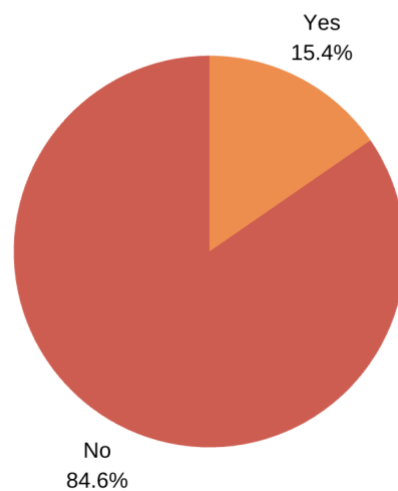


Most of the participants (65.4%) were between 19-30 years old. The gender representation can be accepted as adequate with almost 53.3% of female and a bit lower 46.7% of male sport volunteers.

Have you completed an online training on volunteering before?

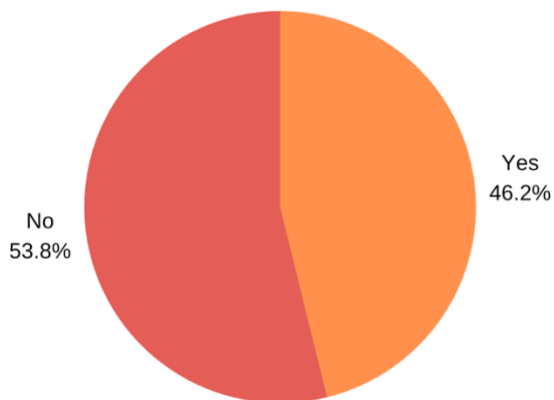


Have you ever had a gamification-based online training?

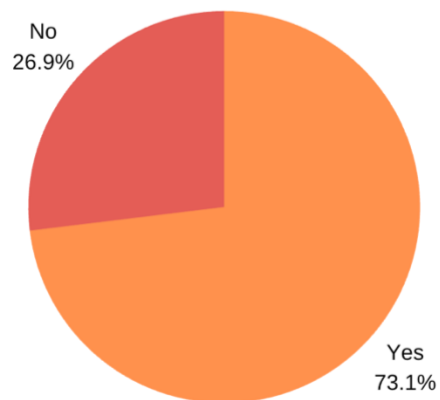


Although most of the participants (69.2%) received an online training on volunteering, very few of them (15.4%) stated that they received an online training with the gamification method.

Have you completed an online training before and received a certificate?

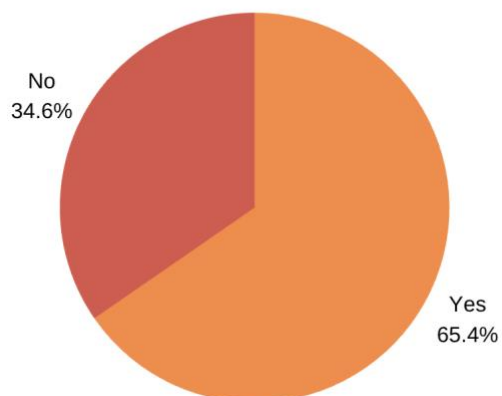


Do you have any knowledge about social leadership and volunteering in sport?

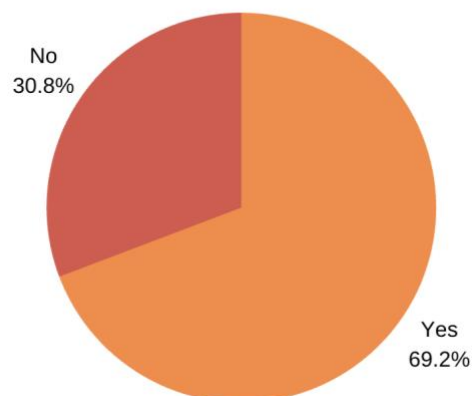


Almost half of the participants (46.2%) have not completed an online training before and have not received a certificate. On the other hand, 73.1% of the participants have knowledge about social leadership and volunteering in sport.

Do you have any knowledge about social innovation in/through sport?

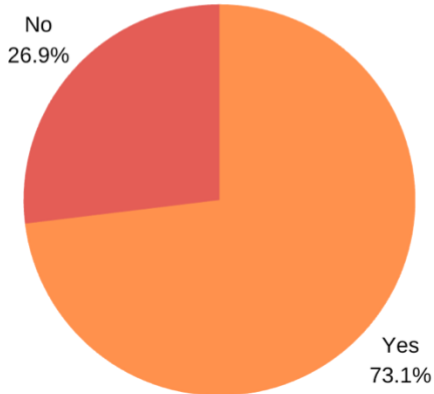


Do you have any knowledge about social inclusion in sport?

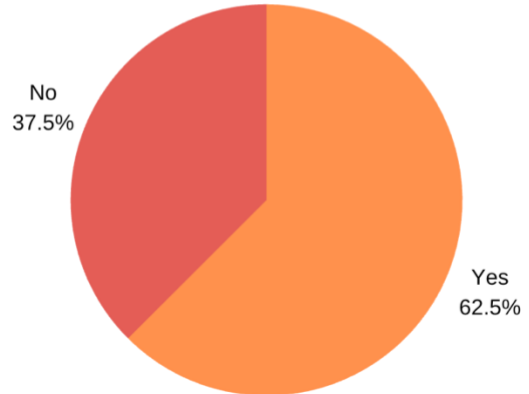


65.4% of the participants stated that they had knowledge on social innovation in/through sport, and 69.2% on social inclusion.

Do you have any knowledge on social equality in sport?



Do you have any knowledge on good governance, safety and security in sport events?

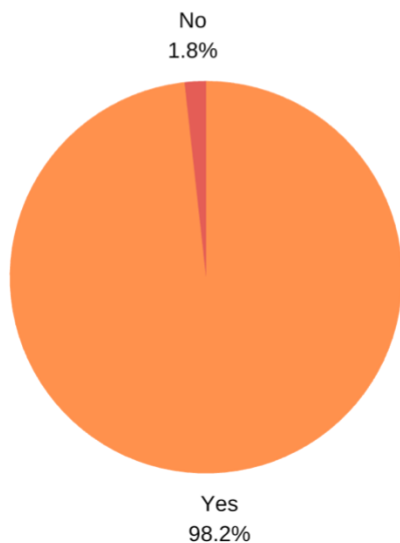


Although most of the sports volunteer participants have knowledge about social equality in sport, they have less knowledge about good governance, safety, and security in sports events.

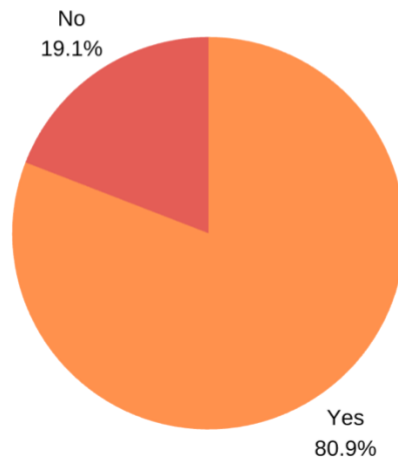
Final-Test Statistics

The answers given by the participating sports volunteers who completed the two main outputs of the project, gamified MOOC (IO-1) and online (mobile) platform (IO-2), regarding the skills and competencies they gained are as follows:

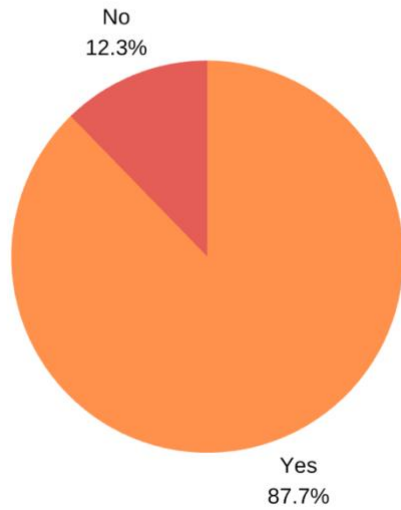
I can describe basic concepts regarding volunteering



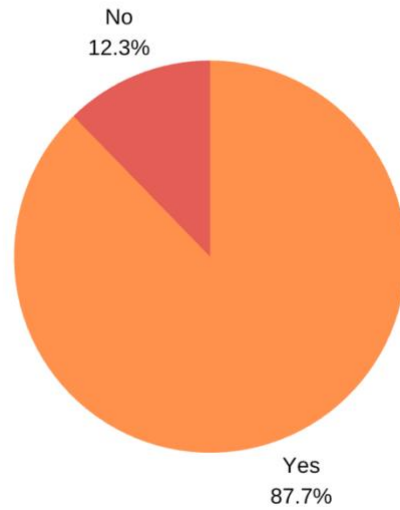
I can explain the sports leader-volunteer role



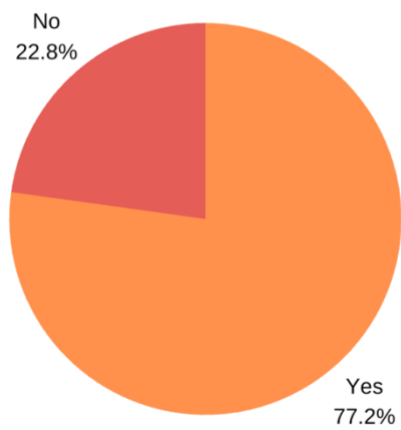
I can describe basic concepts regarding social innovation



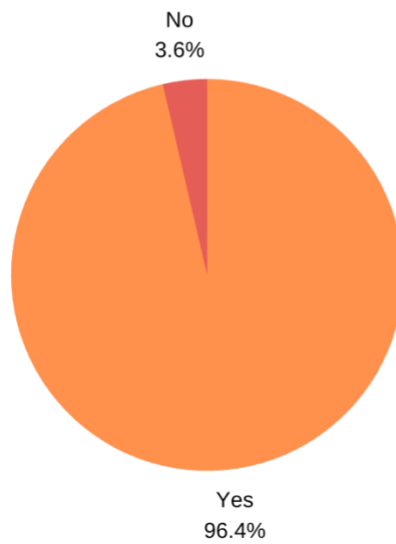
I can explain the relationship between sports and social innovation



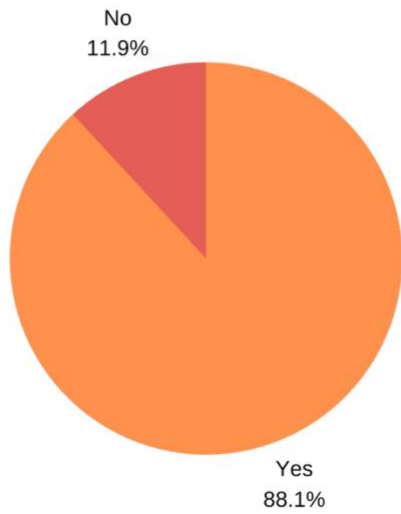
I know how to design / develop social innovation in sports organizations



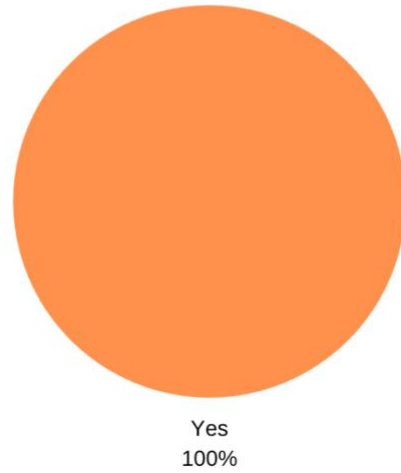
I can explain the role of volunteers in social inclusive projects



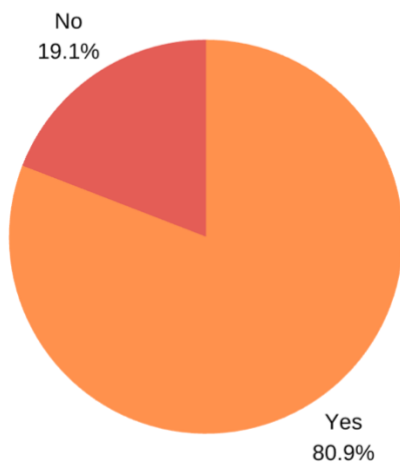
I can explain strategies to structure an inclusive environment in the sport projects



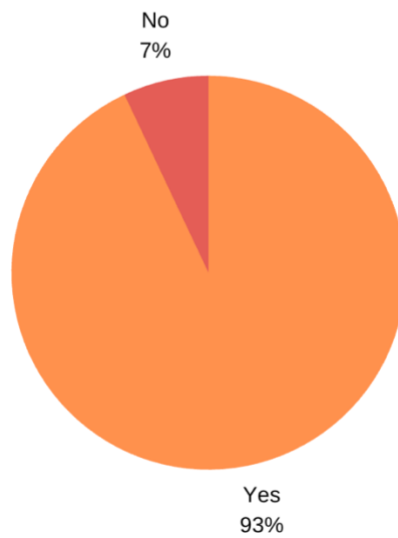
I understand the topic of social equality



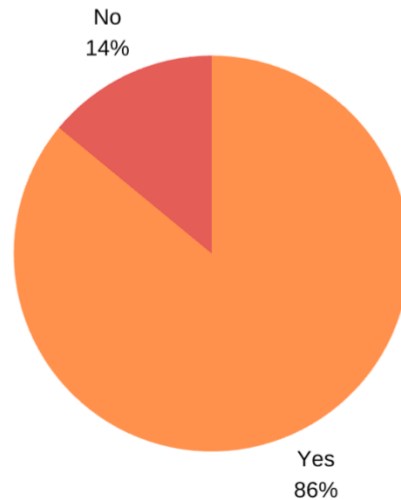
I can explain the role of volunteers in sport-related projects, based on the concept of equality



I understand the main organizational aspects of sport events

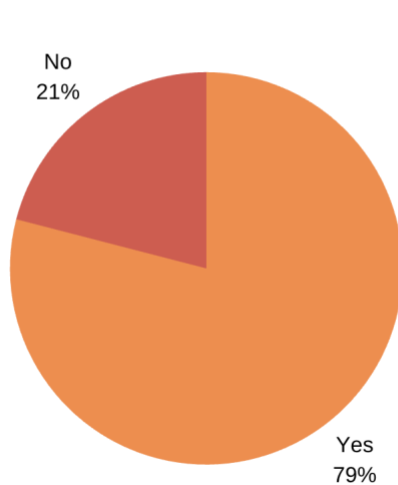


I can explain the application of governance standards and volunteers involvement in providing quality sport events

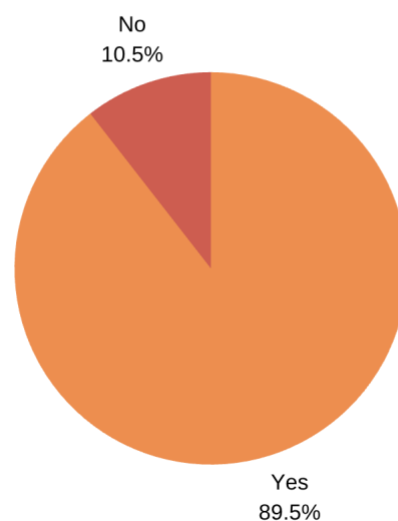


According to the results obtained after the final-test, the participants stated that they gained more competence in topic they had partially known about before, especially in sports such as volunteering, social inclusion, and gender equality. However, although they have obtained certain knowledge on social innovation, which has a relatively limited number of applications in the field of sport, they have gained less competence in practice than in other module topics.

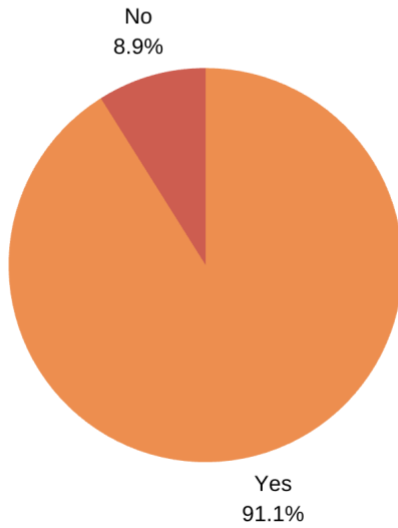
Do you think the training course is pedagogically and academically reliable?



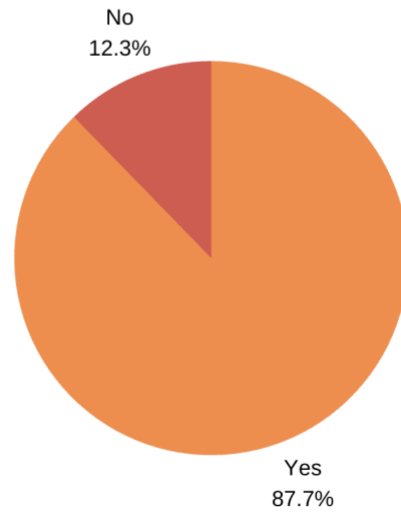
Do you think the content of the training course is sufficient to meet the needs of the field?



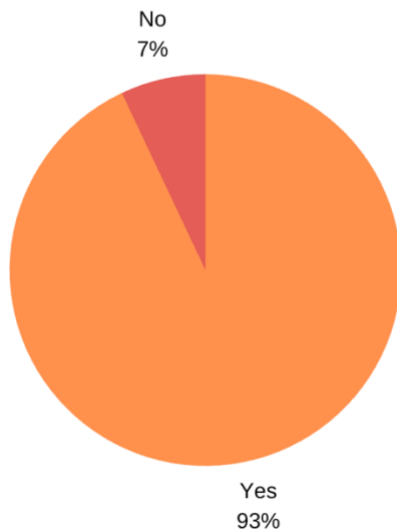
Does the training course have the content and quality to be used as a training program in its field?



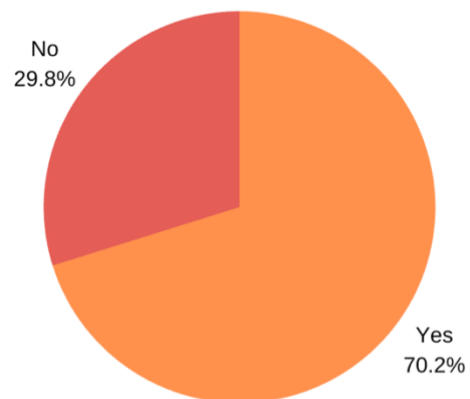
Do the intro videos provide sufficient information about the learning objectives of the module?



Are the content and quality of the lecture videos sufficient?



Do you think it is difficult to implement the interactive tasks that have to be completed by you?



According to the data obtained, the sport volunteers found the course content to be successful in general and stated that they exceeded their expectations. To the question of whether the quality of the lecture videos was sufficient, 93% of the participants answered 'Yes'. However, most of the participants (70.2%) stated that they had difficulties in completing the interactive tasks, which is one of the learning activities of the modules.

Interviews: Some insights from Participants (Ps)

Q1: What key features did you like most about the ESVOL Academy (MOOC) and / or ESVOLON (Game)?

P1: Within the Academy I really liked the information in each section. In the game I liked the variety of activities.

P2: At ESVOL academy I liked quizzes and interactive tasks. ESVOLON was interesting.

P3: In the mobile application I liked the sports activities.

P4: The topic and the idea of using sport.

P5: Nice idea and topics.

Q2: What are the points that ESVOL Academy (MOOC) and / or ESVOLON (Mobile Game) need to improve?

P1: I guess the interface can be improved.

P2: Everything is great.

P3: The interface should be easier.

P4: In the game if video speed could be improved.

P5: The basketball game on ESVOLON should be easier.

Q3: What were the difficulties in learning the use of ESVOL Academy (MOOC) and / or ESVOLON (Mobile Game)?

P1: The Academy is not difficult to use, it takes time to complete. The game (ESVOLON) has difficulties both in the tests and in the part of its comprehension.

P2: ESVOL Academy is easy to use. The ESVOLON needs better guidance in terms of instructions.

P3: The process of ESVOL Academy was simple. The ESVOLON was quite difficult, especially in the first section with basketball.

P4: I didn't notice anything.

P5: After I managed to enter, everything seemed to be okay.

Q4: Please state your opinions and comments on ESVOL Academy (MOOC) and / or ESVOLON (Mobile Game).

P1: I think both products will be great after some work.

P2: Great job!

P3: The ESVOL Academy is excellent and achieves its purpose, the ESVOLON is nice, has difficulties and can be improved.

P4: The ESVOL Academy is a very good and interesting endeavour.

P5: Very good and interesting work in both cases. Small changes are needed to make them even better.

4- Summary of Impact Assessment

According to the result of tests and interviews, the content of the ESVOL training platform fully meets the expectations of the sport volunteers. All acquired knowledge and skills can be used in the future and be useful for them. Both platforms (MOOC and Mobile Application) offer the unique opportunity to go online at any time, without further engaging the daily lives of social leaders and social innovators. The sport volunteers believe that need the technical issues of the mobile (game) application to be improved.

As can be seen from the above interview summaries, the participants emphasized that they are generally satisfied with the platforms and that it will have a positive impact on their voluntary works in sport. In addition, the interview results allowed us to collect some of the important feedbacks regarding the points of improvement of the training modules.

The outputs developed in the ESVOL project enabled sports volunteers to develop their social leadership and social innovation skills and competencies. These developed outputs have helped sports volunteers in 4 different EU countries and Turkey to understand how they can lead the solution of social issues at the local level and develop innovations by using sport as a tool.

The project outputs increase the capabilities and knowledge of volunteer Board Members in sport organisations. The gamified online platforms support, promote and implement important political actions derived from European Sport Policies supporting volunteering in sport. These platforms also contribute to a social change by promoting voluntary education in sport.

Through the outputs, the ESVOL project has successfully taken the first step of the training and interaction platform necessary for the creation of a European-wide social leader and social innovative sports volunteer's network.

Use of project outputs by European sports volunteers, it can help to promote stronger coherence between volunteering and improved social works, to ensure that sport will be enhanced, and volunteering will be better adapted across borders. Its effect, directly connected with the EU priorities by skilled sport volunteers as social leaders and innovators, can provide significant and valuable outcomes at EU level, to be used at large scale. In this way the expected impact will be high, and its realization will contribute to bring solutions to important social issues such as social inclusion, equality currently on the EU agenda.

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