STRONG

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STRONG - Advanced firST RespONders training

Project Web Site: https://strong-eu.eu/

Start Date: 2020-09-01

End Date: 2023-08-31

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IO2-IO4: Technical Guide on how to access the Training Material

General Information

This document serves as a comprehensive guide, offering an overview of the procedures for accessing the developed learning materials and utilizing the VR modules crafted within the STRONG project. It provides clear instructions on navigating through the learning resources and harnessing the immersive experience of the VR modules. Additionally, the document elucidates the versatility of the created contents, demonstrating their adaptability for integration into various Learning Management Systems, ensuring accessibility and usability across diverse educational platforms.

1. Getting Access to the learning platform EdApp

A Learning Management System (LMS) is a software application or platform designed to manage, deliver, and track educational and training content. It serves as a centralized hub for organizing and disseminating course materials, assessments, and communication among learners and instructors. LMSs are widely used in academic institutions, corporations, and organizations to streamline the learning process, track learner progress, and enhance the overall educational experience.

1. **Centralized Learning:** LMS provides a single platform to manage, deliver, and track all training and learning activities, making it easier to organize and access educational content.

2. **Scalability:** LMS can accommodate the needs of various organizations, from small businesses to large enterprises, allowing for easy scalability.

3. **Tracking and Reporting:** LMS offers robust reporting and analytics, enabling administrators to monitor learner progress, identify areas for improvement, and make data-driven decisions.

4. **Accessibility:** Learners can access content from anywhere, at any time, promoting flexibility in learning.

5. **Consistency:** LMS enforces standardized training materials and delivery, ensuring consistent learning experiences for all users.

After some research in the different LMS platforms, we decided that the most efficient for our goals was the LMS EdApp (https://web.edapp.com/login), the advantages of which are:

1. **Microlearning Focus:** EdApp specializes in microlearning, offering bite-sized, engaging content that enhances knowledge retention and learner engagement.

2. **Mobile Accessibility:** EdApp's mobile-first approach allows learners to access content on their devices, promoting on-the-go learning.

3. **Gamification:** The platform incorporates gamification elements to make learning fun and motivating, improving learner participation and completion rates.

4. **Rapid Authoring:** EdApp provides a user-friendly, rapid authoring tool for content creation, making it easy for instructors to develop engaging courses.

5. **Built-in Templates:** EdApp offers pre-designed templates and a library of ready-to-use content, streamlining the course development process and saving time for educators.

In order the trainee can register to the Strong Courseware in the platform there are a few steps that have to be done:

1. Visit the website of the project and send an email through the contact form , to express your interest (https://strong-eu.eu/contact)

Figure 1 Contact Form for Registration

2. After receiving your request, a personalized account will be created using your email, and an email with your credentials will be send to you.

3. Using these credentials you will be able right away to enroll to the courses and begin your training.

Log in to EdApp

Email

Enter your email or username

Continue

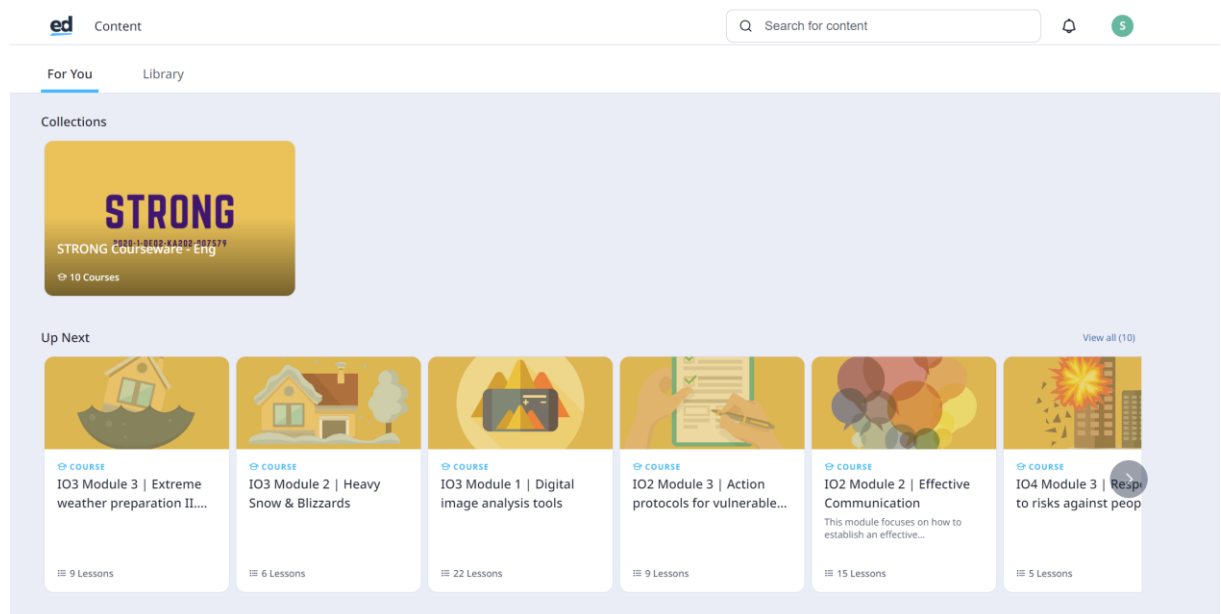*Figure 2 Login Interface in EdApp*

Figure 3 Overview of the provided learning courses

4. **Do not make an account** on EdApp on your own because it will create a conflict with the emails(with yours's and the one's needed for the Strong courses).

2. How to retrieve the STRONG VR Modules

VR was the ideal choice for strong training exercise due to its unmatched ability to offer immersive and interactive learning experiences. With VR, players dive into the quiz as if they're living it, resulting in a high level of engagement.. VR's power to command total focus, its innovative approach, and increasing accessibility also set our game apart, offering players a cutting-edge, gamified learning adventure that's both enjoyable and enlightening.

The VR quiz developed for Strong can be found at (https://github.com/StrongErasmus/QuizExercise) For structuring the questions and the answers , the timing e.g., the workstations needs to have the Unity software (https://unity.com/). In the following image the process of question formation, (different questions can be created for different modules of the project, and some of the environment can be seen.
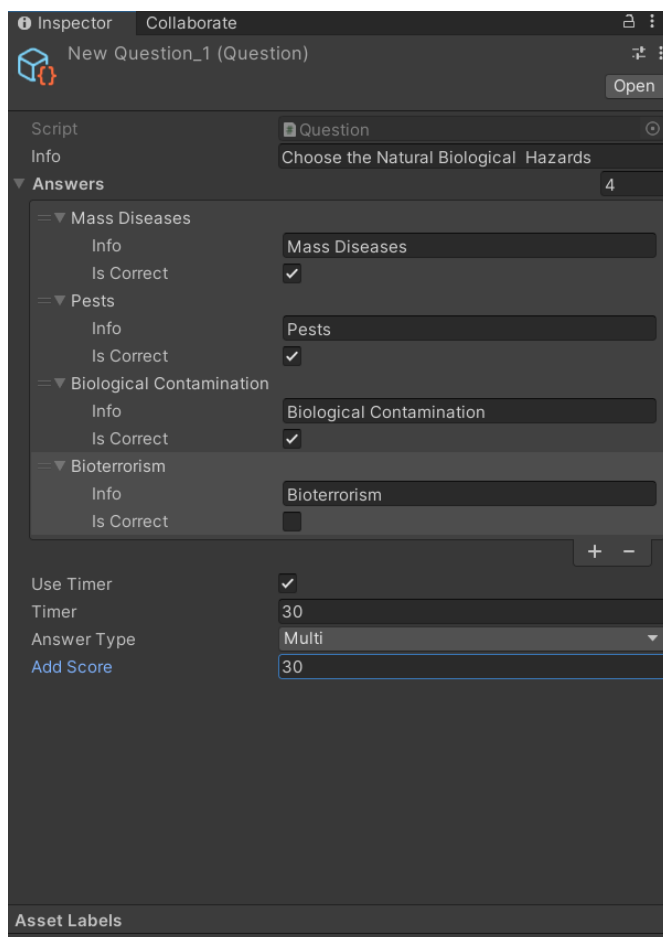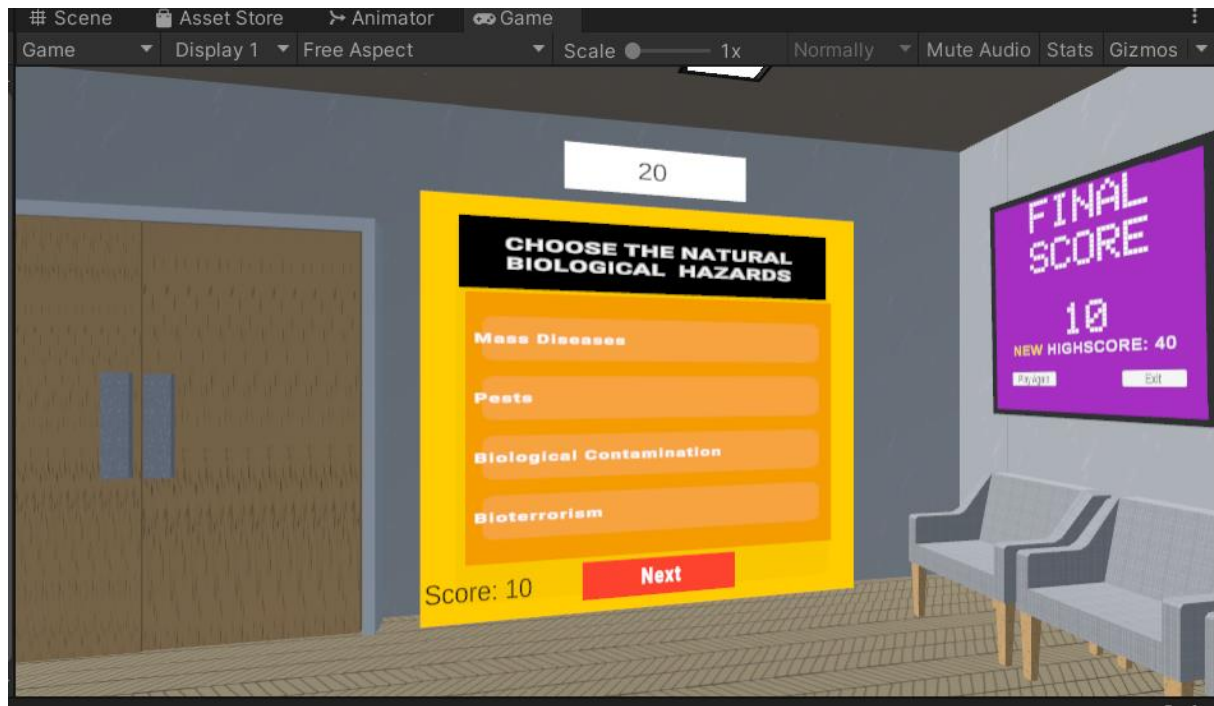

Figure 4 Question Formation

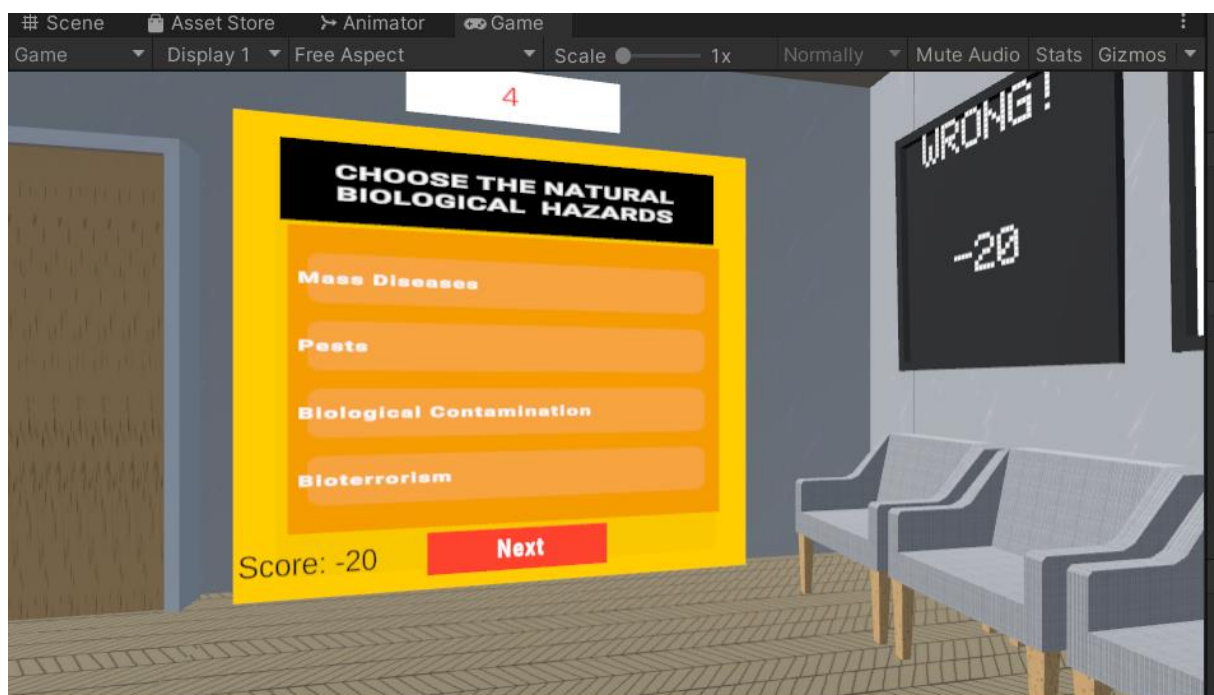*Figure 5 The VR office where the questions are visualized*

Figure 6 How the wrong Answer Appears

There is a need of Oculus Rift glasses in order to run the application

3. How to use STRONG contents on your own learning platform

SCORM (Sharable Content Object Reference Model) is highly valuable in the world of e-learning and online training for several reasons. SCORM-compliant content is versatile and interoperable, meaning it can be used across different Learning Management Systems (LMS) and e-learning platforms, providing a consistent learning experience for learners. It also allows for the tracking and reporting of learner progress, making it easier to assess the effectiveness of training programs and identify areas for improvement. SCORM promotes standardization and reusability of learning content, making it easier to develop, manage, and update courses.

The Strong Project allows the users to download the content that was developed in the form of SCORM files and upload it to a different LMS platform (other than the EdApp that we suggested). In the website (https://strong-eu.eu/resources/) each one of the models are available for download as it Is depicted in following figure

SCORM files for each one of the core modules of the STRONG project

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