Biomimicry Design for Sustainability Skills in VET

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KA220-VET - Cooperation Partnerships in Vocational Education and Training

WP4 Biomimicry Platform Development

D4.2 Biomimicry Platform Testing

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Contents

1. Introduction

Biomimicry has established itself as a promising approach that inspires innovative thinking and advances human creativity. Designs based on biomimicry are crafted with an emphasis on achieving sustainability and cost-effectiveness. Prioritising the development of skills that enable students to harness the principles of natural organisms and processes for innovation is increasingly recognised as essential in educational systems.

Within the framework of the Let's Mimic Project, biomimicry has emerged and solidified as a viable methodology that inspires creative minds and propels human innovation. The Let's Mimic Project is dedicated to fostering the development of competencies that will empower future generations to design sustainable solutions that emulate nature's efficient resource utilisation, minimise waste, and mitigate environmental impact. This educational priority aligns with the project's goal of enhancing sustainability competencies through the Biomimicry Process Design methodology, which represents the backbone of the training modules, collaborative exercises, and self-directed learning experiences developed within the Let's Mimic Collaborative Platform.

At a more granular level, the Platform will implement the Biomimicry Process Design methodology, enabling VET learners to engage with the six stages of the Biomimicry Design Process: Define, Biologise, Discover, Abstract, Emulate, and Evaluate. It will provide a collaborative environment to explore Problem-based Learning (PBL) approaches, including constructivism and social learning, through gamified Self-Regulated Learning Paths (SRL-P).

D4.2. Biomimicry Platform Testing aims to report on the testing of all platform functionalities, thereby improving the piloting process through the analysis of collected feedback. The measurement framework implemented (Testing questionnaires) was set to ensure that the platform and the content meet specific user requirements and to establish completeness for the integration, assuring the quality while identifying possible improvements. The deliverable reflects the platform's readiness for piloting in WP4 as well as for exploitation in WP5.

The feedback is collected via a questionnaire shared with all the project partners. It includes both quantitative and qualitative evaluations of the platform's main components. The main evaluation criteria were ease of use, effectiveness, innovation potential and overall design.

2. Functionalities of Let's mimic Platform

The Let's Mimic Platform is designed to foster active engagement in a diverse array of learning activities adapted for each step of the Biomimicry Process Design. By integrating self-regulated learning paths, collaborative spaces, and a variety of resources, including documents, images, videos, and H5P interactive content, the platform adds dynamism to the educational experience. The diverse H5P activities, which include interactive presentations, videos, books, drag-and-drop minigames, quizzes, and more, encourage learners to participate in the learning process actively.

The platform offers comprehensive access to learning content and features a Resource Centre, alongside self-study spaces and collaborative areas, to enhance the learning environment.

The testing process of the Let's Mimic Platform focused on evaluating the six main components: microlearning module, self-regulated learning module, teamwork module, gamification module, assessment module and user management module.

1. **The Microlearning module** manages bite-sized units of content that promote the development of sustainability skills in VET students, with focused and specific learning outcomes. This module oversees the development and allocation of training units to students through the following components:

   - *My Workspace – MENTORS (private):* This section is dedicated to the management of training units.

     o Mentors' private collections are structured around the six steps of the Biomimicry Design Process: DEFINE, BIOLOGIZE, DISCOVER, ABSTRACT, EMULATE, and EVALUATE, serving as a pipeline for managing digital assets.

     o Mentors' private resources: documents, images, videos, H5P interactive activities.

   - *Repository – MENTORS & STUDENTS (public):* This section is dedicated to public collections and resources, consisting of bite-sized units.

2. **The Self-Regulated Learning module** empowers students to select the learning units they wish to study. It enables VET students to take control of their learning, assume responsibility, and complete their training at their own pace and from their own location. The content is delivered as Self-Regulated Learning Paths (SRL-P), which are constructed based on individual goals, self-evaluation, and gamified challenges.

- Microlessons – Students: This module provides the option to list collections and resources from the Repository that users have marked as favourites.

3. **The Teamwork module** manages a collaborative space, enabling mentors to create digital environments for VET students to engage in collaborative work, while also offering options for mentors to allow students to take complete control over team creation. This collaborative space can be organized based on the collection pipeline, the six stages of the Biomimicry Design Process, or other micro-units available in the Repository.

4. **The Gamification module** manages the EXP (points) system, which is tied to the overall interaction of users with the platform, SRL-P challenges, and training modules.

5. T**he Assessment module** manages the feedback on student evolution, which is used to improve students' performance.

6. **The User management module** manages the account creation, which allows access and control of the digital assets, such as microlearning modules, SRL-P, and profile functionalities.

The Let's Mimic Platform will provide access to a wide range of units, divided by their complexity:

- Units which comprise the 6 steps of the Biomimicry Process Design

- Bit-size units such as documents, images, videos, and H5P activities, which can be used to create personalised learning experiences.

3. Testing process

The testing process of the ***Alpha version*** of the platform aims to support the refinement and optimisation of the platform's capabilities. The approach also enables responsive and effective monitoring and control of the development through continuous testing.

Quality control and subsequent improvement are key factors for providing a valuable experience for mentors and learners and enabling a successful adoption of the Let's Mimic project solutions. The testing has focused on identifying possible non-conformities of the platform components with the specific needs of the target groups, aiming to establish corrective actions that need to be taken to improve the usability, quality, accessibility, and performance of interactions across the Let's Mimic Platform.

A questionnaire (Annex 1) was distributed to collect feedback on the Let's Mimic Platform. It consisted of 42 questions designed to evaluate the platform as a whole, as well as its main components. The aim was to identify potential issues and areas for improvement.

The questionnaire was divided into 9 sections, each explained below:

- **Section 1:** This section includes two identification questions related to the respondent's country and organisation.

- **Section 2:** This section evaluates the overall user experience of the Let's Mimic platform, focusing on ease of use, effectiveness, innovation, and visual appeal. Consider how smoothly the platform functions and how well-integrated its features are.

- **Section 3:** This section focused on evaluating the Microlearning module, which manages the challenges, solutions and training units, created to promote the development of Sustainability Skills in VET students. Questions in this section assess the effectiveness of the module's components, including the private workspace for mentors, the public repository for mentors and students, and the alignment with the six steps of the Biomimicry Design Process.

- **Section 4:** This section evaluates the Self-Regulated Learning module, which allows students to choose their learning units, control their learning process, and complete their training at their own pace. Questions included in this section assess the construction of Self-Regulated Learning Paths (SRL-P), the use of gamified challenges, and the overall engagement and motivation of students.

- **Section 5:** This section assesses the Teamwork module, which manages collaborative spaces for mentors and students.

- **Section 6:** This section evaluates the structure and usability of the Gamification module, which manages the EXP points which are paired with the user activity on the platform.

- **Section 7:** This section evaluates the structure and usability of the Assessment module, which provides feedback on student evolution on the activities within the microlearning module, self-regulated learning module and teamwork module.

- **Section 8:** This section evaluates the structure and usability of the User management module. Questions included in this section consider the ease of planning activities using the calendar and accessing the gamification module.

- **Section 9:** This section evaluates the support materials.

4. Questionnaire feedback

## SECTION 1. General information

1. Country:

6 responses

- Greece
- Romania
- Turkyie
- France
- Spain
- Portugal

33.3%
16.7%
16.7%
16.7%
16.7%

2. Partner:

6 responses

- University of Thessaly
- Advanced Technology Systems
- Yakacik Mesleki Ve Teknik Anadolu Lisesi
- Etudes Et Chantiers Corsica
- Instituto para el fomento del desarrollo y la formacion
- Virtual Campus Ltd

33.3%
16.7%
16.7%
16.7%
16.7%
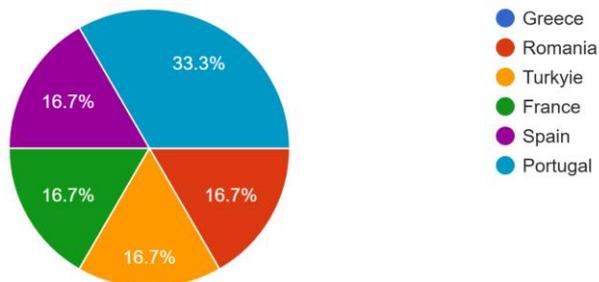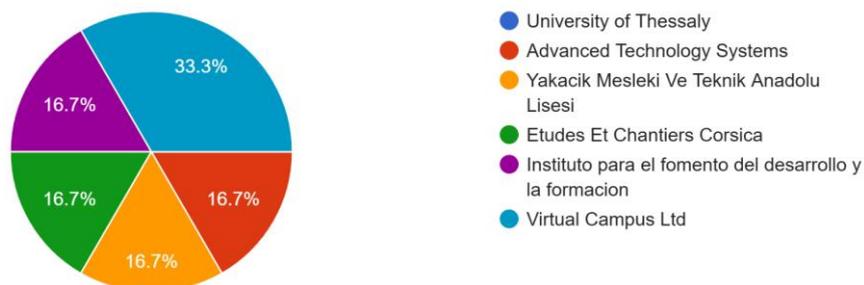
SECTION 2. Usability of the overall platform

Question 3. Please rate the Let's mimic Platform in the following areas, according to your experience

Let's mimic Platform is perceived very positively by users, especially in terms of usability. The slight variation in the other categories may point to opportunities for refinement, but the general sentiment is strong and favourable. *Ease of Use* received unanimous praise, indicating the platform is very user-friendly.

3. Please rate the Let's mimic Platform in the following areas, according to your experience.
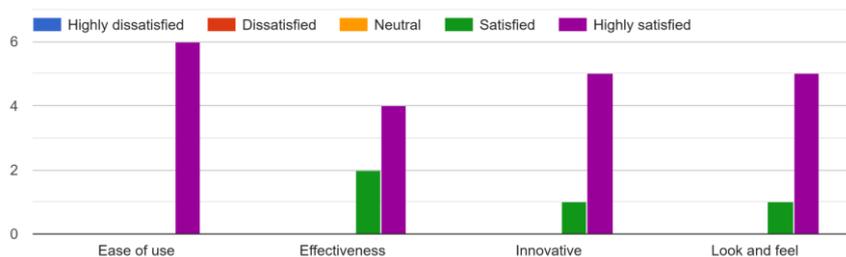
Question 4. I find the Let's mimic platform is functioning smoothly and it is well integrated

The feedback received in Question 4 suggests that users are highly satisfied with the platform's technical performance and integration quality. The near-unanimous strong agreement reinforces the perception of a stable and well-designed system.

4. I find the Let's mimic platform is functioning smoothly and it is well integrated.
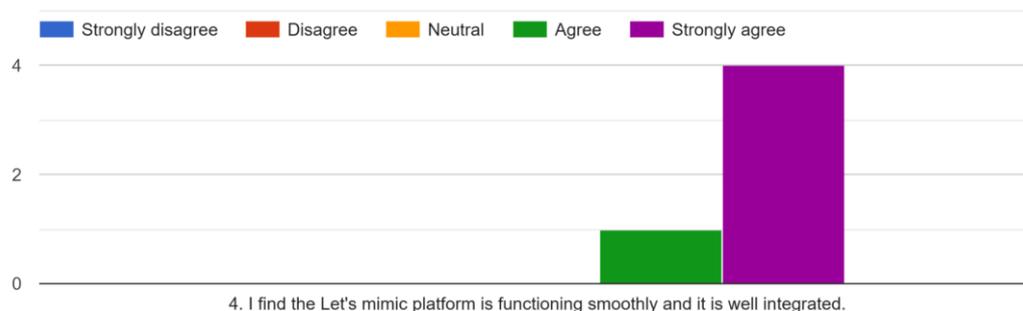
Question 5. The organization of information on the platform sections was clear and intuitive

The feedback received in Question 5 indicates a high level of satisfaction with the platform's information structure. This suggests that users find it easy to locate and understand the structure, which is crucial at this stage of development.

5. The organization of information on the platform sections was clear and intuitive.
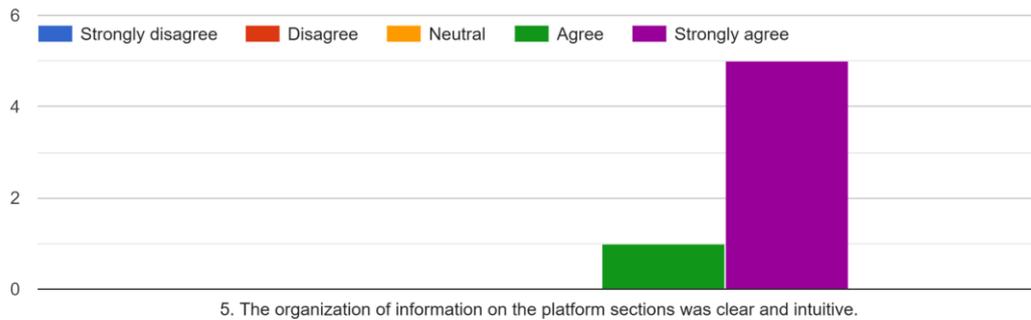
Question 6. I was able to create an account on the platform (mentor and students)

The feedback obtained in Question 6 indicates that the platform's user registration system is functioning optimally. It also reflects positively on the platform's user experience design and technical stability.

6. I was able to create an account on the platform (mentor and students)
6 responses
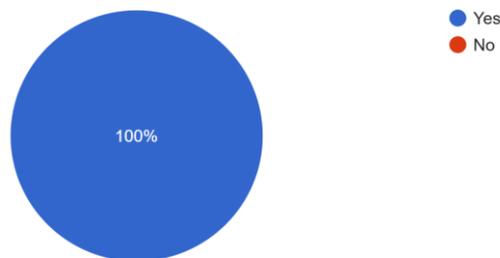
Question 7. I was able to create collections and resources quickly on the platform

The feedback obtained in Question 7 indicates that the content creation workflow - collections and resources is intuitive, responsive, and well-optimised for users.

7. I was able to create collections and resources quickly on the platform.
6 responses
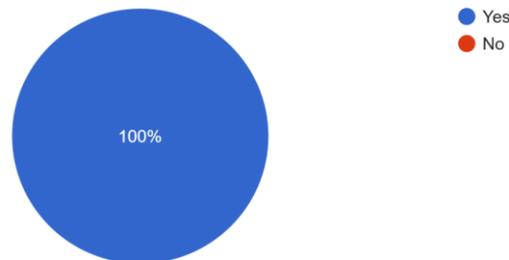
Question 8. It was easy to integrate documents

The feedback received in Question 8 indicates that most users (80%, 4 responders) found the document integration process easy, indicating that the feature works well for the majority.

However, one user experienced a usability issue, specifically with locating the upload option. This suggests a minor but essential usability gap. Guidance around document uploads could help ensure a smoother experience for all users

8. It was easy to integrate documents.
6 responses
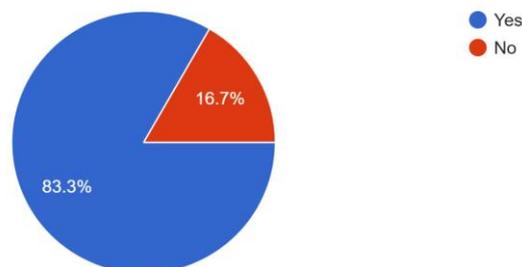
Question 9. It was easy to integrate videos

According to the feedback received in Question 9, the feature appears to work well for most users. The lack of feedback from the one user who responded "No" makes it difficult to diagnose the issue. but it might indicate a need for further user guidance or interface clarity.

9. It was easy to integrate videos.
6 responses
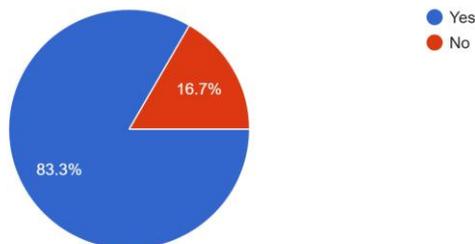
Question 10. I was able to create a collaborative space quickly on the platform

The feedback received in Question 10 serves as validation of the platform's interactive feature, which enables collaborative work. It suggests that users can easily initiate notes, utilise the available functionalities in the canvas, and structure the content according to their preferences.

10. I was able to create a collaborative space quickly onto the platform.
6 responses
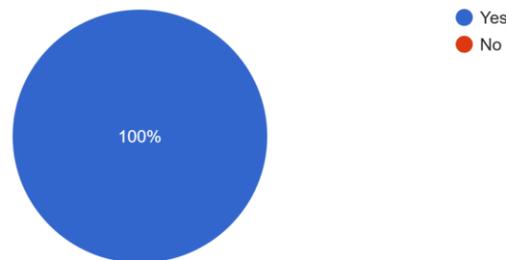
Question 11. I was able to create classes quickly onto the platform (all steps)

The feedback received in Question 11 suggests that the platform facilitates efficient class setup, which is crucial for educators and mentors. This reflects positively on both the design and technical performance of the class creation feature.

11. I was able to create classes quickly onto the platform (all steps).
6 responses
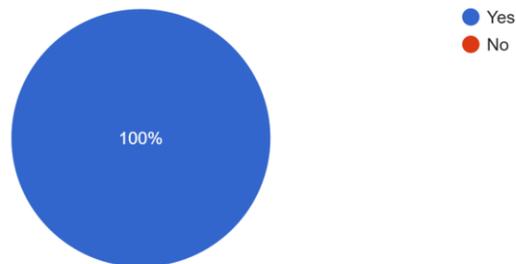
Question 12. I find the platform to be time-consuming

The unanimous disagreement with the statement confirms that users perceive the platform as efficient and time-saving, reinforcing earlier feedback about ease of use and quick task completion.
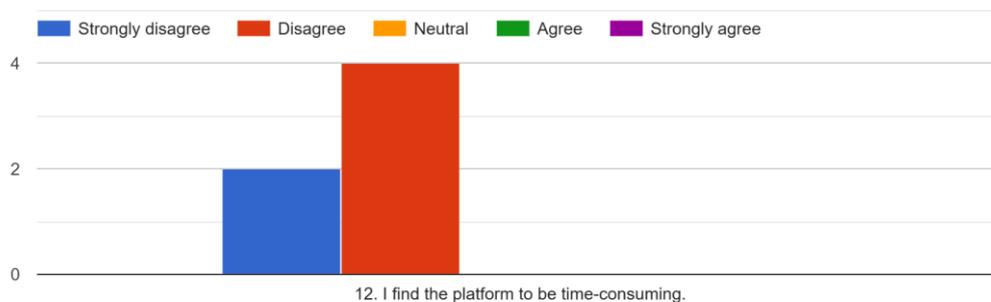
**Question 13. I think there are a lot of things to learn before I can start using this platform**

According to the feedback obtained, the majority of users find the platform easy to get started with, reinforcing earlier feedback about ease of use and quick task completion. The single neutral response may suggest a need for slightly more straightforward onboarding or guidance for some users.

13. I think there are a lot of things to learn before I can start using this platform.
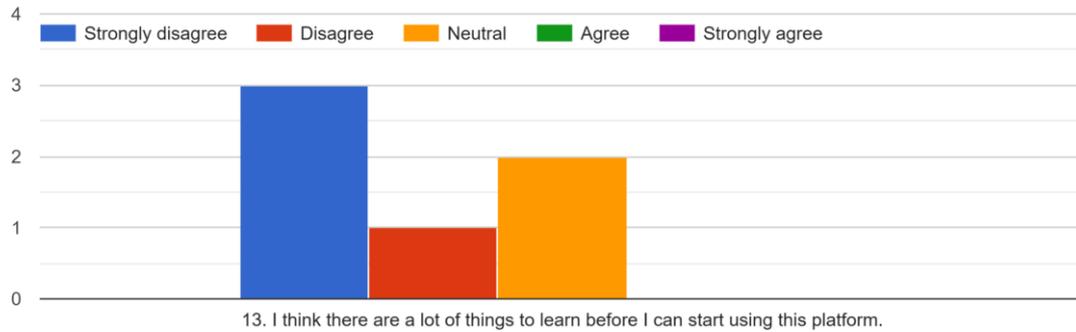
**SECTION 3. Microlearning module (Teachers/Mentors and Students interfaces)**

Question 14. The module is well structured and easy to use.

According to the feedback obtained, the Microlearning module is well-received overall, with strong indications of good structure and ease of use across both teacher and student interfaces. The neutral response may point to a small opportunity for refinement, such as improving the clarity of the structure or adding guidance for first-time users.

14. The module is well structured and easy to use.
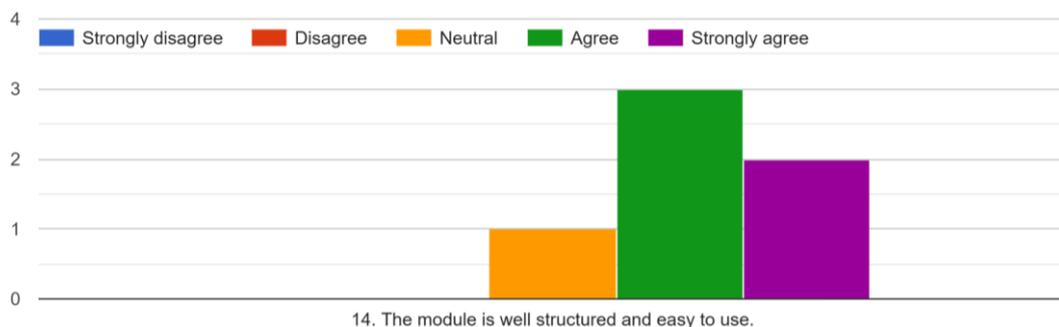
Question 15. I understand the workflow of the Platforms designed based on 6 steps of the Biomimicry Process design

From the feedback received in Question 15, it can be observed that the platform's educational and conceptual design, based on the 6-step Biomimicry Process, is well understood by users. This indicates that the Biomimicry-based design is clearly communicated and well-integrated into the platform's user experience, reflecting positively on both the instructional clarity and design coherence of the platform.


15. I understand the workflow of the Platforms designed based on 6 steps of the Biomimicry Process design.
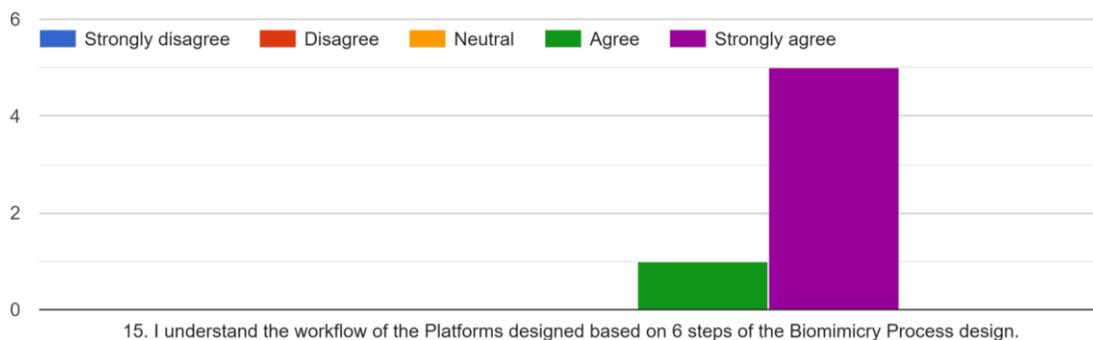
Question 16 to 21 which assess the Biomimicry framework integrated into the platform

- **Question 16. I understand the purpose of the Define step and the guidelines provided.**
- **Question 17. I understand the purpose of the Biologize step and the guidelines provided.**
- **Question 18. I understand the purpose of the Discover step and the guidelines provided.**
- **Question 19. I understand the purpose of the Abstract step and the guidelines provided.**
- **Question 20. I understand the purpose of the Emulate step and the guidelines provided.**
- **Question 21. I understand the purpose of the Evaluate step and the guidelines provided.**

According to the feedback received in Questions 16 to 21, the platform is successfully communicating the purpose and process of the Biomimicry framework and users demonstrate a strong understanding of the Biomimicry Process and its application within the platform. This reflects positively on the platform's pedagogical approach, content clarity, and user support.
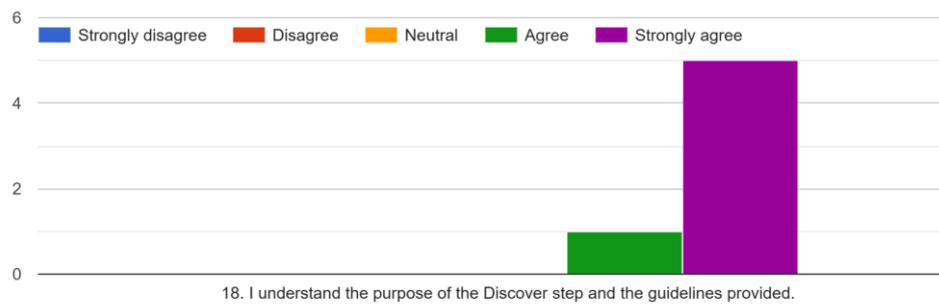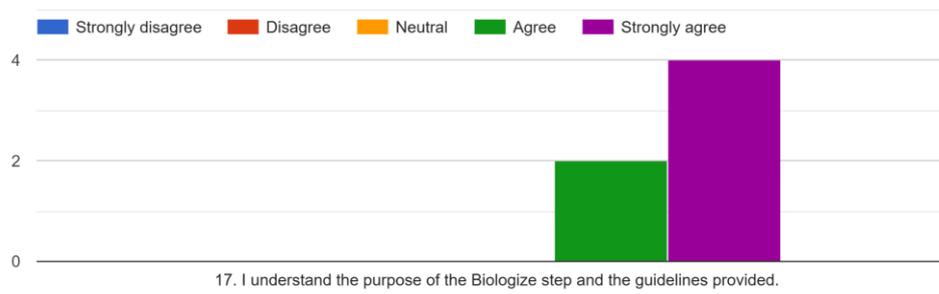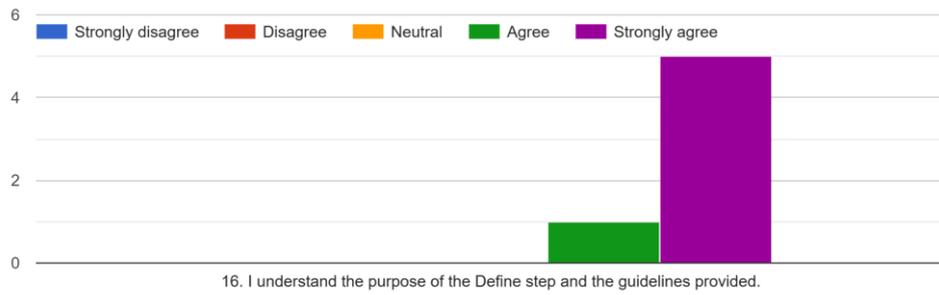
16. I understand the purpose of the Define step and the guidelines provided.

17. I understand the purpose of the Biologize step and the guidelines provided.

18. I understand the purpose of the Discover step and the guidelines provided.

19. I understand the purpose of the Abstract step and the guidelines provided.

20. I understand the purpose of the Emulate step and the guidelines provided.
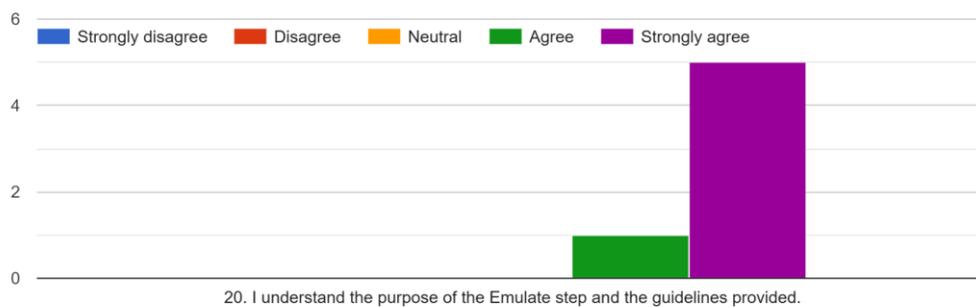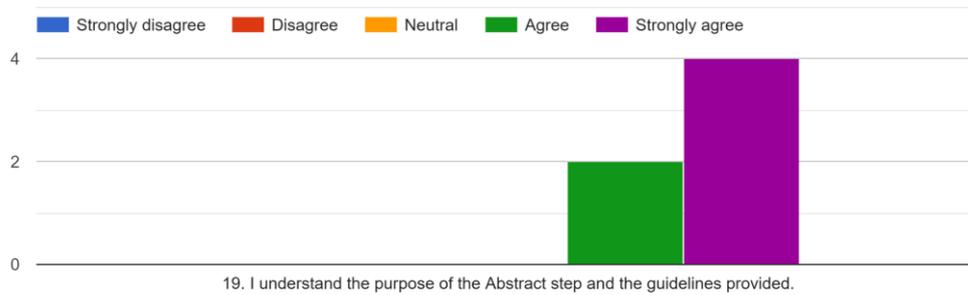
Question 22. I understand and use the functionalities in My Workspace (Mentors interface)

Based on the feedback received in Question 12, it can be observed that the teacher/mentor-specific features and layout are practical and user-friendly. It also reinforces earlier feedback about the platform's overall usability and clarity.

22. I understand and use the functionalities in My Workspace (Mentors interface)
6 responses
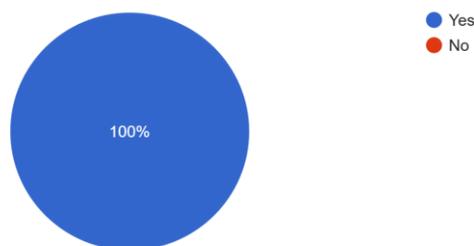
Questions 23 and 24, which assess the Repository feature in both interfaces

- **Question 23. I understand and use the functionalities in Repository (Teachers/Mentors interface)**
- **Question 24. I understand and use the functionalities in Repository (Students interface)**

According to the feedback received in Questions 23 and 24, the Repository feature appears to be well-designed and usable in both interfaces, but not all users have interacted with it yet. This suggests an opportunity to emphasise the importance of this feature within the platform context during the next testing session.

23. I understand and use the functionalities in Repository (Mentors interface).
6 responses
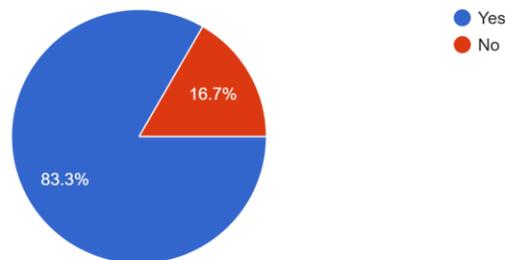
24. I understand and use the functionalities in Repository (Students interface).
6 responses
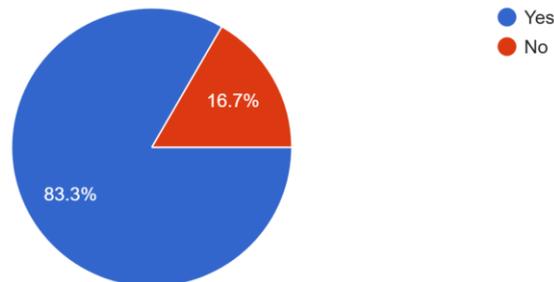
SECTION 4. Self-regulated learning module (Students interface)

Question 25. The workflow for the self-regulated learning module is well structured and easy to use

Based on the feedback received in Question 25, the self-regulated learning module is well-received, with users finding its workflow both straightforward and easy to follow. This supports the platform's goal of fostering independent learning and reflects positively on its instructional design.

25. The workflow for the self regulated learning module is well structured and easy to use.
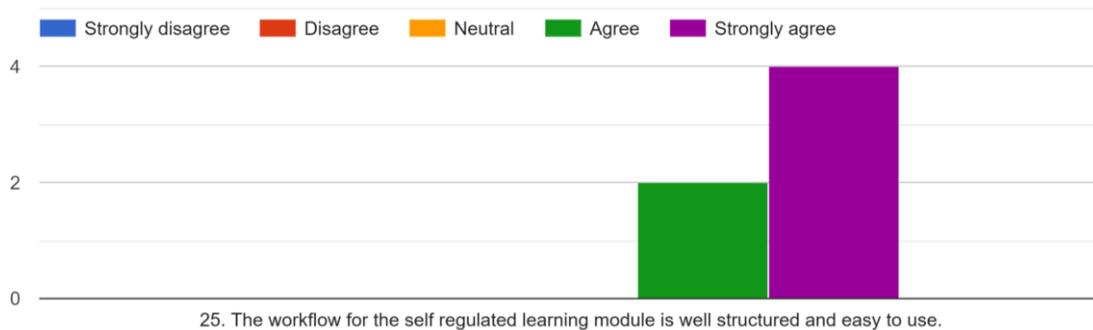
Question 26. I could view and access a collection or resource marked as favourite for the SRL in the Micro lessons

Based on the feedback received in Question 26, the ability to access favoured SRL resources in Micro lessons is working well for users who tried it. The single "No" response does not reflect a problem, but rather a lack of interaction with the feature. Thus, this non-response could suggest a potential opportunity to underline the importance of this feature in the next testing session.

26. I could view and access a collection or resource marked as favourite for the SRL in the Micro lessons.
6 responses
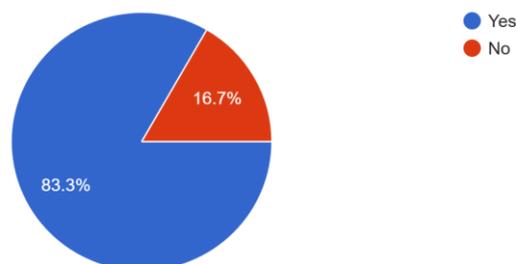
Question 27. I could delete a collection or resource added to the Micro lessons

Based on the feedback received in Question 27, the platform's delete feature in the Micro lessons module appears to be functional and accessible. The single "No" response does not reflect a problem, but rather a lack of interaction with the feature. Thus, this non-response could suggest a potential opportunity to underline the importance of this feature in the next testing session.

27. I could delete a collection or resource added to the Micro lessons.
6 responses
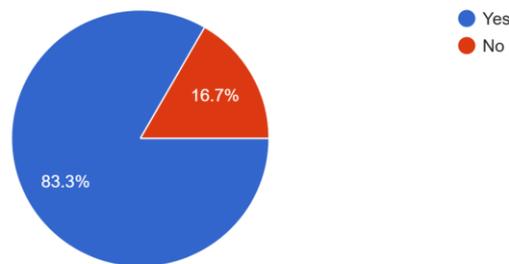
Question 28. I could identify a Challenge and a Solution or a Training module using the search functionality

Based on the feedback received in Question 28, the search functionality is performing well for those who used it. The one "No" response is not a negative reflection on the feature but simply a case of non-engagement.

28. I could identify a Challenge and a Solution or a Training module using the search functionality.
6 responses
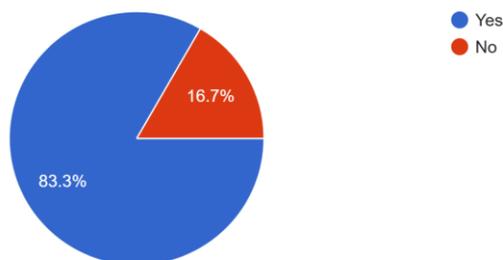
SECTION 5. Teamwork module (Teachers/Mentors and Students interfaces)

Question 29. The module is well structured and easy to use

The feedback received in Question 29 confirms that the module is well-structured and intuitive, with no reported usability issues. The combination of strong and moderate agreement suggests a consistently positive user experience, reinforcing the platform's strength in instructional design.

29. The module is well structured and easy to use.
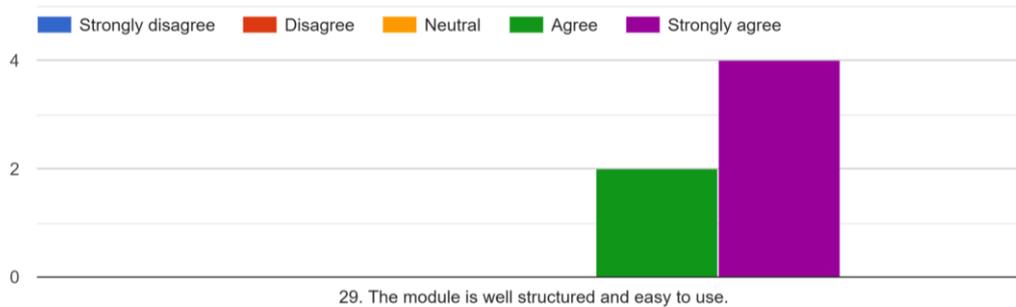
Question 30. I understand and use the functionalities in My classes (Teachers/Mentors interface)

The feedback received in Question 30 confirms a strong validation of the platform's usability and clarity for teachers/mentors. It suggests that the My Classes module is meeting user needs and expectations, contributing positively to the overall teaching and mentoring experience.

30. I understand and use the functionalities in My classes (Mentors interface)
6 responses
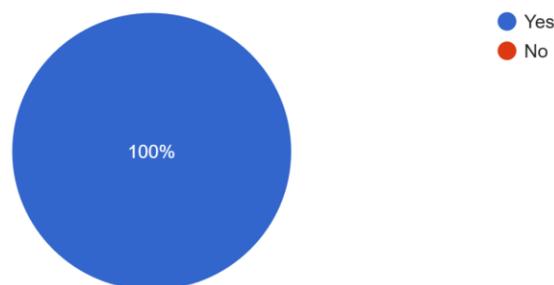
Question 31. I understand and use the functionalities in My classes (Students interface).

According to the feedback received in Question 31, the design and functionality of the My Classes section from the student interface are well-aligned with student needs, contributing to a smooth and supportive learning experience.

31. I understand and use the functionalities in My classes (Students interface).
6 responses
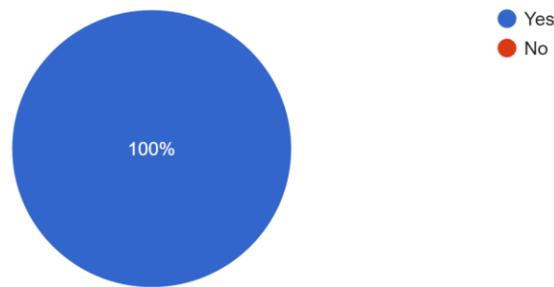
SECTION 6. Gamification (Teachers/Mentors and Students interfaces)

Question 32. The module is well structured and easy to use

According to the feedback received in Question 32, the Gamification module is resonating well with users. Its structure and ease of use are contributing to a smooth and enjoyable interaction, which is especially important for a feature designed to enhance motivation. This positive reception suggests that the module is effectively supporting its intended purpose—making the platform's experience more dynamic and interactive.
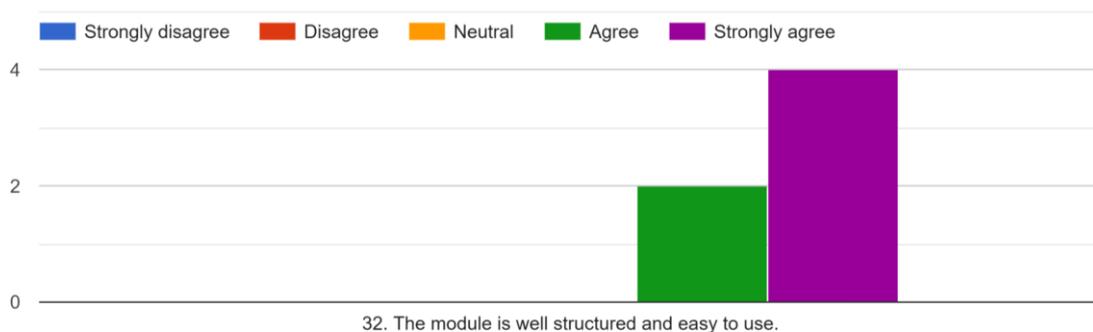
32. The module is well structured and easy to use.

Question 33. I could identify the reward mechanics defined at platform level (Mentors interface)

Based on the feedback received in Question 33, it appears that the majority of users were able to identify the reward mechanics defined at the platform level within the Teachers/Mentors interface, which suggests that the feature is generally visible and understandable. However, one user indicated they could not identify these mechanics, and the open feedback provided for the response clarified that the issue was not necessarily with the design or clarity of the feature, but instead with the inability to test it. This implies that the problem may lie in the accessibility or availability of the reward mechanics during the evaluation period.

33. I could identify the reward mechanics defined at platform level (Mentors interface).
6 responses
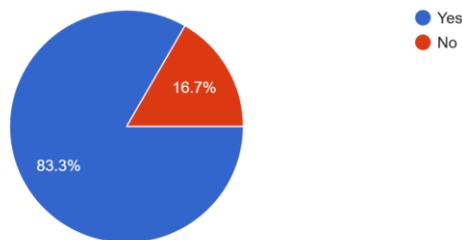
Question 34. I could identify the reward mechanics defined at platform level (Students interface)

The feedback regarding Question 34 indicates that the users were able to recognize these mechanics. This suggests that, for the majority, the reward system is sufficiently clear and accessible. However, one user responded negatively, which points to a potential gap in either the visibility or the understanding of the reward mechanics from the student perspective, which has the same cause as in the Teacher/Mentor interface. This highlights the need for further investigation—perhaps through follow-up questions or usability testing—to better understand and address the reasons behind the negative feedback.

34. I could identify the reward mechanics defined at platform level (Students interface).
6 responses
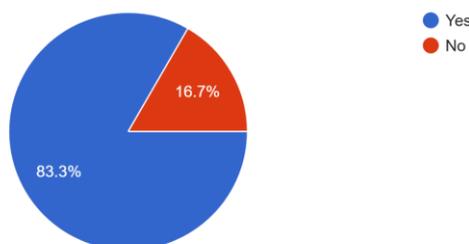
SECTION 7. Analytics/Assessment module (Teachers/Mentors and Students interfaces)

Question 35. The module is well structured and easy to use

The feedback on the Analytics/Assessment module indicates a very positive user experience. This suggests that users generally find the module to be well-structured and easy to use, with the majority expressing a high level of satisfaction.

35. The module is well structured and easy to use.
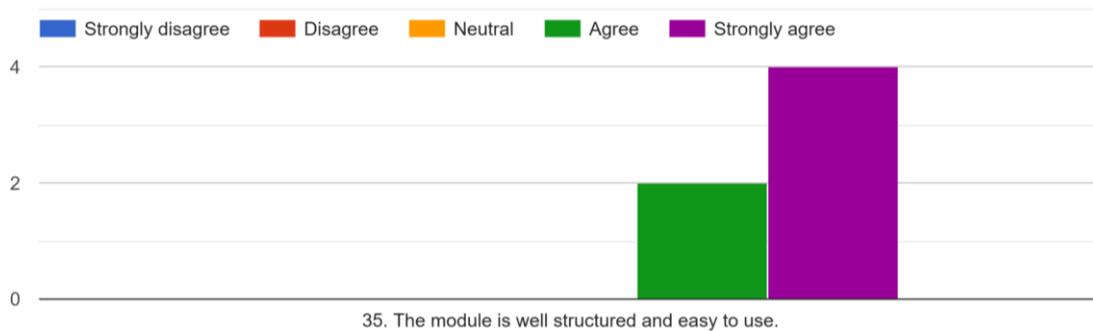
Question 36. I understand the functionalities of the Analytics module (Teachers/Mentors interface)

According to the feedback received in Question 36, the users felt confident in their understanding of the module's features. One user selected "no," but clarified that this was due to not having tested the functionalities, rather than confusion or difficulty with the interface itself. This suggests that the module is generally intuitive and well-explained for those who had the opportunity to explore it.

36. I understand the functionalities of the Analytics module (Mentors interface)
6 responses
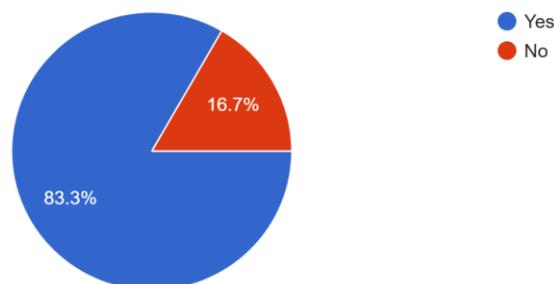
**Question 37. I understand the functionalities of the Analytics module (Students interface)**

The feedback received in Question 37, suggests that the module is highly intuitive and effectively communicates its purpose and features to student users. Such unanimous agreement reflects strong usability and clarity in design, indicating that students are able to navigate and utilise the analytics tools without confusion. This is a strong validation of the interface's effectiveness from a user experience perspective.

37. I understand the functionalities of the Analytics module (Students interface)
6 responses
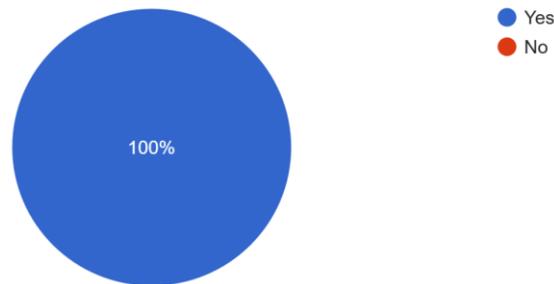
SECTION 8. User management module (Mentors and Students interfaces)

Question 38. The module is well structured and easy to use

The feedback received in Question 38 suggests that the module is perceived as well-structured and easy to use by all respondents, with the majority expressing a high level of satisfaction. The absence of neutral or negative responses reinforces the impression that the design and functionality of the module are effectively meeting user needs.

38. The module is well structured and easy to use.
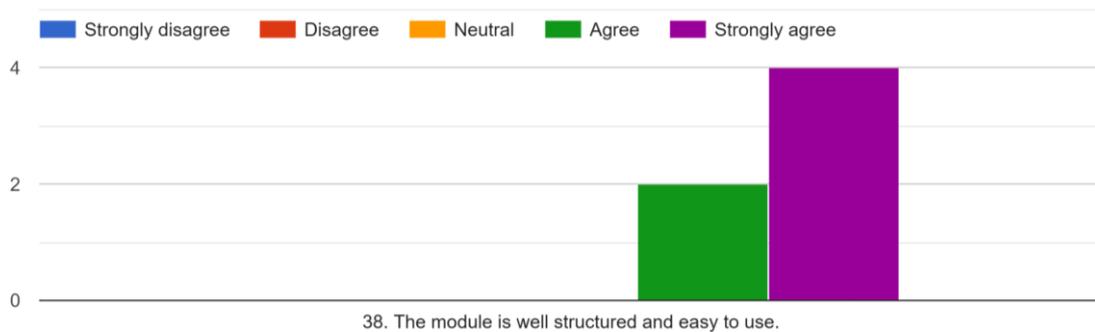
Question 39. I could view my User dashboard (Teachers/Mentors interface)

The feedback received in Question 39, indicates that the users were able to view it. This indicates that the dashboard from Teachers/Mentor interface is fully accessible and functioning as intended.

39. I could view my User dashboard (Mentors interface)
6 responses
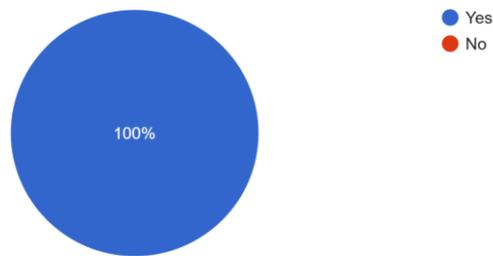
Question 40. I could view my User dashboard (Students interface)

The feedback on Question 40 shows that the majority of the users were able to access it successfully, while one user responded "no." However, the open comment from the "no" respondent clarified that they did not encounter any errors—they simply did not attempt to access the dashboard in the student interface. This suggests that the issue was not related to functionality or usability, but rather to the scope of the user's testing.

40. I could view my User dashboard (Students interface)
6 responses
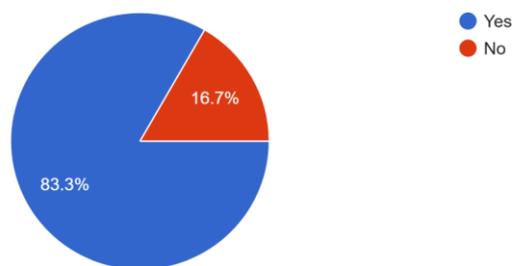
SECTION 9. Support materials

Question 41. What type of support do you need to use this platform?

Based on the open-ended responses to Question 41, the overall sentiment is quite positive. Most users reported that they can use the platform effectively without requiring much additional help. A few mentioned that everything is working well, and they were able to navigate the platform by relying on the resources already available. This suggests that the platform is generally intuitive and user-friendly for most users.

However, there were also thoughtful suggestions for improvement:

- One user reported a technical issue with image visibility, possibly related to using a specific browser, which may indicate a further investigation for browser compatibility. Another user emphasised the importance of having clear, structured guidance—especially to understand the platform's concept, main functionalities, and workflow. They recommended creating two separate manuals: one for teachers and one for students.
- Another user suggested providing brief info sheets and short video tutorials to explain critical components.

These insights suggest that while the platform is broadly accessible, providing more targeted onboarding materials could further enhance the experience for new or less confident users.

Question 42. Do you have any thoughts on how to improve this platform?

The open-ended responses to Question 42 reflect a highly positive perception of the platform. Users consistently praised its design, interactivity, and comprehensiveness. Comments such as "it looks excellent! great job!", "Brilliant design" and "one of the best platforms I have ever seen for an Erasmus+ project" highlight a strong sense of satisfaction and even admiration for the platform's quality and functionality.

Notably, none of the respondents offered specific suggestions for improvement, which suggests that users currently feel the platform meets or exceeds their expectations. The feedback emphasises that the platform is not only functional but also engaging and well-suited for dynamically structuring learning content.

5. Conclusions

The testing of the Let's Mimic platform provides valuable insights into its usability, functionality, and overall user experience. The platform demonstrates a strong commitment to user-friendly design, with an intuitive interface that facilitates ease of use for both mentors and students. The integration of various features, including account creation, resource management, and collaborative spaces, has been executed smoothly, ensuring a seamless user experience.

The analysis of the testing questionnaire reveals that the platform is highly appreciated by users, particularly for its ease of use, intuitive design, and strong technical performance. Key features, including user registration, content creation, class setup, and interactive tools, are functioning effectively, with only minor usability issues noted, primarily due to limited user interaction or unclear guidance. The educational design, especially the integration of the Biomimicry Process and support for self-regulated learning, is well-received and communicated. Overall, the platform demonstrates strong alignment with the Biomimicry concept by promoting accessible and engaging digital learning experiences, while offering opportunities for refinement in onboarding and feature visibility.

Overall, the Let's Mimic platform has shown to be a robust and innovative tool for education, effectively meeting the needs of its users. Continued feedback and iterative improvements will further enhance its capabilities, ensuring it remains a valuable resource for mentors and students alike.

ANNEX 1 - Testing questionnaire (alpha version)

Section 1 Identification

1. Country	○ Greece ○ Romania ○ Turkyie ○ France ○ Spain ○ Portugal
2. Partner	○ University of Thessaly ○ Advanced Technology Systems ○ Yakacik Mesleki Ve Teknik Anadolu Lisesi ○ Etudes Et Chantiers Corsica ○ Instituto para el fomento del desarrollo y la formacion ○ Virtual Campus Ltd

Section 2 Usability of overall platform

3. Please rate the Let's Mimic Platform in the following areas, according to your experience.	Highly dissatisfied	Dissatisfied	Neutral	Satisfied	Highly satisfied
Ease of use					
Effectiveness					
Innovative					
Look and feel					
4. I find the Let's Mimic platform is functioning smoothly and it is well integrated.	1 Strongly disagree	2	3	4	5 Strongly agree
5. The organization of information on the platform sections was clear and intuitive.	1 Strongly disagree	2	3	4	5 Strongly agree
6. I was able to create an account on the platform (mentor and students)	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	<freetext>			
No	*Please specify if any errors have occurred.*	<freetext>			

7. I was able to create collections and resources quickly on the platform.	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	\<freetext\>			
No	*Please specify if any errors have occurred.*	\<freetext\>			
8. It was easy to integrate documents.	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	\<freetext\>			
No	*Please specify if any errors have occurred.*	\<freetext\>			
9. It was easy to integrate videos.	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	\<freetext\>			
No	*Please specify if any errors have occurred.*	\<freetext\>			
10.I was able to create a collaborative space quickly onto the platform.	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	\<freetext\>			
No	*Please specify if any errors have occurred.*	\<freetext\>			
11.I was able to create classes quickly onto the platform (all steps).	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	\<freetext\>			
No	*Please specify if any errors have occurred.*	\<freetext\>			
12.I find the platform to be time-consuming.	1 Strongly disagree	2	3	4	5 Strongly agree
13.I think there are a lot of things to learn before I can start using this platform.	1 Strongly disagree	2	3	4	5 Strongly agree

Section 3 – Microlearning module (Mentors and Students interfaces)

14.The module is well structured and easy to use.	1 Strongly disagree	2	3	4	5 Strongly agree
15.I understand the workflow of the Platforms designed based on 6 steps of the Biomimicry Process design.	1 Strongly disagree		3	4	5 Strongly agree

16. I understand the purpose of the Define step and the guidelines provided.	1 Strongly disagree	3	4	5 Strongly agree
17. I understand the purpose of the Biologize step and the guidelines provided.	1 Strongly disagree	3	4	5 Strongly agree
18. I understand the purpose of the Discover step and the guidelines provided.	1 Strongly disagree	3	4	5 Strongly agree
19. I understand the purpose of the Abstract step and the guidelines provided.	1 Strongly disagree	3	4	5 Strongly agree
20. I understand the purpose of the Emulate step and the guidelines provided.	1 Strongly disagree	3	4	5 Strongly agree
21. I understand the purpose of the Evaluate step and the guidelines provided.	1 Strongly disagree	3	4	5 Strongly agree

22. I understand and use the functionalities in My Workspace (MENTORS)	○ Yes ○ No	
Yes	*Add your feedback for this feature.*	\<freetext\>
No	*Please specify if any errors have occurred.*	\<freetext\>
23. I understand and use the functionalities in Repository (MENTORS).	○ Yes ○ No	
Yes	*Add your feedback for this feature.*	\<freetext\>
No	*Please specify if any errors have occurred.*	\<freetext\>
24. I understand and use the functionalities in Repository (STUDENTS)	○ Yes ○ No	
Yes	*Add your feedback for this feature.*	\<freetext\>
No	*Please specify if any errors have occurred.*	\<freetext\>

Section 4 – Self-regulated learning module (Students interface)

25. The workflow for the self regulated learning module is well structured and easy to use.	1 Strongly disagree	2	3	4	5 Strongly agree

26. I could view and access a collection or resource marked as favourite for the SRL in the Micro lessons.	○ Yes ○ No	
Yes	*Add your feedback for this feature.*	<freetext>
No	*Please specify if any errors have occurred.*	<freetext>
27. I could delete a collection or resource added to the Micro lessons.	○ Yes ○ No	
Yes	*Add your feedback for this feature.*	<freetext>
No	*Please specify if any errors have occurred.*	<freetext>
28. I could identify a Challenge and a Solution or a Training module using the search functionality.	○ Yes ○ No	
Yes	*Add your feedback for this feature.*	<freetext>
No	*Please specify if any errors have occurred.*	<freetext>

Section 5 – Teamwork module (Mentors and Students interfaces)

29. The module is well structured and easy to use.	1 Strongly disagree	2	3	4	5 Strongly agree
30. I understand and use the functionalities in My classes (MENTORS)	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	<freetext>			
No	*Please specify if any errors have occurred.*	<freetext>			
31. I understand and use the functionalities in My classes (STUDENTS).	○ Yes ○ No				
Yes	*Add your feedback for this feature.*	<freetext>			
No	*Please specify if any errors have occurred.*	<freetext>			

Section 6 - Gamification (Mentors and Students interfaces)

32. The module is well structured and easy to use.	1 Strongly disagree	2	3	4	5 Strongly agree
33. I could identify the reward mechanics defined at platform level (MENTORS).	○ Yes ○ No				

Yes	Add your feedback for this feature.	<freetext>
No	Please specify if any errors have occurred.	<freetext>
34.I could identify the reward mechanics defined at platform level (STUDENTS).	○ Yes ○ No	
Yes	Add your feedback for this feature.	<freetext>
No	Please specify if any errors have occurred.	<freetext>

Section 7 - Analytics/ Assessment module (Mentors and Students interfaces)

35.The module is well structured and easy to use.	1 Strongly disagree	2	3	4	5 Strongly agree
36.I understand the functionalities of the Analytics module (MENTORS)	○ Yes ○ No				
Yes	Add your feedback for this feature.	<freetext>			
No	Please specify if any errors have occurred.	<freetext>			
37.I understand the functionalities of the Analytics module (STUDENTS)	○ Yes ○ No				
Yes	Add your feedback for this feature.	<freetext>			
No	Please specify if any errors have occurred.	<freetext>			

Section 8 - User management module (Mentors and Students interfaces)

STRUCTURE					
38.The module is well structured and easy to use.	1 Strongly disagree	2	3	4	5 Strongly agree
39.I could view my User dashboard (MENTORS)	○ Yes ○ No				
Yes	Add your feedback for this feature.	<freetext>			
No	Please specify if any errors have occurred.	<freetext>			
40.I could view my User dashboard (STUDENTS)					
Yes	Add your feedback for this feature.	<freetext>			
No	Please specify if any errors have occurred.	<freetext>			

Section 9 – Support materials

41. What type of support do you need to use this platform?	\<freetext\>
42. Do you have any thoughts on how to improve this platform?	\<freetext\>