



PRO.D.I.G.Y

Promoting Disability Inclusion
in emergency response
in the World of Work

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Technical Specification Report



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About PRO.D.I.G.Y	
Action type	KA220-VET Cooperation partnerships in vocational education and training
Priority	HORIZONTAL: Addressing digital transformation through development of digital readiness, resilience and capacity VET: Increasing the flexibility of opportunities in vocational education and training
<p>The general objective of the PRO.D.I.G.Y project is to promote the use and adoption of AR/VR solutions to assist disabled people, first responders and companies during workplace emergencies to increase the safety of people with disabilities. Acquired Emergency Preparedness Training would offer people and companies ways to prepare and be protected during unexpected workplace emergencies.</p> <p>Further to the general objective, there are five strongly related specific objectives that intend to:</p> <ul style="list-style-type: none"> ▪ Assist companies in assessing their level of disability inclusion in their emergency response plans ▪ Develop a methodological framework to support target group in achieving disability inclusion in their emergency response plans ▪ Provide companies with all necessary tools to promote disability inclusion in their emergency response plans and appropriately train employees with disabilities in emergencies situations ▪ Equip individuals (company employees, disabled people, first responders) with necessary knowledge on disability inclusion and training in emergencies ▪ Raise awareness regarding the necessity of disability inclusion and training in emergency situations. <p>The concrete results that will be produced and delivered by the projects' activities are the following:</p> <ul style="list-style-type: none"> ▪ A Workplace Emergency Preparedness Methodology, a methodological step-by-step framework to promote workplace emergency planning with disability inclusion. ▪ A Workplace Emergency Preparedness Self-Assessment Tool, a self-assessment tool to help companies to identify gap sin their workplace emergency planning and training (including training disabled people). ▪ A Workplace Emergency Preparedness Training Course, an educational package with interactive material including videos, gamification, quizzes, AR/VR tools etc. ▪ The PRO.D.I.G.Y Online Training Platform, an online interactive platform that will host all the produced results. <p>The PRO.D.I.G.Y project will provide individuals and companies, a user-friendly and interactive online platform that would allow users to utilize its innovative material based on a robust methodology and supported by an online educational package. The synopsis of the PRO.D.I.G.Y project objectives is that through its results, it will leverage the ability of target group to respond effectively during emergency situations, thus reducing the probability and impact on the safety of employees, especially employees with disabilities. One of the main objectives of the project is to present to target group personnel a guided pathway to educate themselves quickly and effectively on emergency preparedness, enhancing their skills and their contribution to the welfare of their organisation and its people.</p>	

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Executive Summary

The Technical Specification Report for Act 4.1 of Work Package 4 (WP.4), titled "Design and Programming of Online Training Platform" provides a thorough analysis of the learning platform's technical specifications. The report's objectives and functional requirements have been defined for the development team's guidance. The report has undergone a rigorous review process and feedback from all partners involved to ensure its accuracy and completeness.

The purpose of this report is to establish a comprehensive understanding of the technical requirements for the learning platform, which will serve as the foundation for its development. By incorporating insights from market research and direct feedback, the aim is to create a platform that addresses the specific needs and preferences of the target group.

The report presents technical specifications systematically and organised, covering various aspects of the learning platform, including the user interface, content management, user management, interactive features, and performance requirements.

The report has undergone thorough review and feedback from all partners involved in the project, ensuring that the technical specifications accurately represent the collective knowledge and expertise of the consortium. The partners' feedback has been incorporated into the final version of the report, ensuring its completeness and alignment with the project's overall objectives.

1 Introduction

This Technical Specification Report outlines the requirements of the PRO.D.I.G.Y online platform, which will be used as an Open Educational Resource (OER) for providing unlimited access to the PRO.D.I.G.Y project's learning material.

The interactive online platform will have the following parts:

1. Emergency Preparedness Methodological Framework,
2. PRO.D.I.G.Y Self-Assessment Tool,
3. PRO.D.I.G.Y Learning Course.

This report outlines the technical design and approach of the PRO.D.I.G.Y online platform. It aims to ensure that the structure, approach, and tools used align with the needs of the project's target groups.

2 Online Presence

The PRO.D.I.G.Y online platform will be directly connected with the project's website

[Home - PRO.D.I.G.Y \(www.prodigy-project.eu\)](http://www.prodigy-project.eu)

3 Graphical and Technical-related Issues of the Platform

This chapter addresses graphical and technical issues in the learning platform. It aims to enhance the visual appeal, optimize user experience, improve performance, fix bugs, and ensure quality assurance. By focusing on these areas, the chapter aims to create a visually engaging, user-friendly, and technically robust platform that delivers a seamless learning experience.

Objectives:

1. Visual Enhancement: Improve the graphical elements, layout, and visual assets of the platform to create a cohesive and engaging user interface.
2. User Experience Optimization: Streamline navigation, enhance interactivity, and address usability issues to provide a seamless and intuitive learning experience.
3. Performance and Technical Optimization: Optimize loading speed, responsiveness, and compatibility across devices and browsers to ensure a fast and reliable platform.
4. Bug Fixing and Issue Resolution: Identify and resolve technical glitches and bugs to ensure a stable, error-free user experience.
5. Quality Assurance: Implement internal testing processes to ensure the platform's reliability and security.

By addressing these graphical and technical-related issues, this chapter aims to create a visually appealing, user-friendly, and technically reliable learning platform that meets project objectives and provides an engaging learning experience.

3.1 Graphic Design

The PRO.D.I.G.Y online platform will be designed according to the following features:

- It will be of high quality and professional design, in order to motivate the user and support him/her when accessing either the online environment, e.g., creation of orientation guides, processing scale etc.
- It will comply with the Erasmus+ visualization standards: https://www.eacea.ec.europa.eu/about-eacea/visual-identity/visual-identity-programming-period-2021-2027/european-flag-emblem-and-multilingual-disclaimer_en
- Navigation: It is particularly important to create a navigational system that is available on every page, maintains the overall feel of the site while making it easy for the user to locate data and information.
- Fonts: The fonts' family, size and colour combinations maintain a professional and cohesive feel.
- Layout: The design will be determined based on the content that will appear in the PRO.D.I.G.Y online platform, to ensure its usefulness and readability. Certain elements will need to be highlighted more than others.

3.2 Technical Features

What a user can see while accessing the PRO.D.I.G.Y online platform is a structured but very well-designed, immediate, understandable, and efficient user interface.

- Simple, lightweight, efficient, compatible browser interface.
- Emphasis will be given on strong security throughout. Forms will all be checked, data will be validated, cookies will be encrypted etc.
- Learners will be able to access the PRO.D.I.G.Y Online Platform using all common browsers, including Chrome, Mozilla Firefox, and Safari.
- The Self-Assessment Tool and the Learning Course will have user accessibility features.

3.3 Languages

PRO.D.I.G.Y Online platform will be implemented in 5 different instances, one for each EU language: Greek, English, Polish, Czech, and Italian.

The addition of other languages is technically possible.

3.4 Access

The user/visitor is not obligated to create a New Account, before accessing the PRO.D.I.G.Y online platform.

The tool will be accessible by any visitor. The results of the Self-Assessment Tool will not be stored in a personal account but will be downloadable locally or online.

3.5 Installation & Operability

The PRO.D.I.G.Y online platform will be directly connected with the project's website:

- It will be hosted in the following subdomain: <https://www.prodigy-project.eu/index.php/pr3-online-training-platform/>
- The platform will be installed and hosted on an outsourced webserver in Europe.
- First, a beta version in English will be released, and after the test phase, the final version will be released.
- During Beta version and the test phase FRAME will create an internal test template to be shared with the rest partners. Partners will run the tests and FRAME will collect Partners' internal testing reports, create a refinement list, and share with EUGENE for implementing the proposed changes.
- Migration to other servers will be possible but with specific requirements.
- The PRO.D.I.G.Y online platform will be designed and programmed in a responsive way, allowing proper operation on various mobile devices and on various common web browsers.

- The Self-Assessment Tool and the Learning Course will be part of the overall project website's Google Analytics Tool. Various reports will be available for the partners with Google Analytics.
- EUGENE will design, develop, and write code following best practices for an accessible website and tool, without losing flexibility and attractiveness.
- EUGENE will work and implement the software according to EACEA rules and policies provided here: https://www.eacea.ec.europa.eu/about-eacea/visual-identity/visual-identity-programming-period-2021-2027/european-flag-emblem-and-multilingual-disclaimer_en

4 Structure of the PRO.D.I.G.Y online learning platform

This chapter focuses on the structure of the PRO.D.I.G.Y online learning platform. It aims to define the organizational framework and navigation to ensure a logical and intuitive user experience. The objectives include establishing an information hierarchy, designing user-friendly menus and navigation, categorizing content effectively, optimizing user flow, and ensuring responsive design. By addressing these objectives, the chapter aims to create a well-structured and user-friendly platform that enhances usability and provides a seamless learning experience.

The PRO.D.I.G.Y online platform will consist of the following parts:

1. Emergency Preparedness Methodological Framework
2. PRO.D.I.G.Y Self-Assessment Tool (PR3.1)
3. PRO.D.I.G.Y Learning Course (PR3.3)

The various components will be merged to form a comprehensive training program. Access to the training material will be tiered according to the user's level. The training will be presented in an interactive digital format, and each trainee will receive certification upon completion.

4.1 *Emergency preparedness methodological framework (WP2.2)*

A workplace emergency preparedness Framework: The Framework will help target group to design all planning activities required to update and enhance their emergency planning, to include people with disabilities. This will include a series of steps needed for a successful strategy.

4.2 *"Workplace Emergency Preparedness" Self-Assessment Tool (PR3.1)*

In the aim to help companies to identify gaps in their workplace emergency planning and training (including training for individuals with disabilities), the "Workplace Emergency Preparedness" Self-Assessment Tool will be included in the online platform.

4.3 *PRO.D.I.G.Y Learning Course (PR3.3)*

During the project a range of educational material will be developed, including Interactive AR/VR Pilot Exercises. All material including presentation files, handouts, manuals, educational videos, quizzes and/or games will be transformed to create an e-Course that includes gamification, video content, an ebook and AR/VR exercises.

5 Development Process

This chapter outlines the development process of the PRO.D.I.G.Y online learning platform, covering strategy and concept development, content insertion, external testing, and platform completion. It aims to guide the systematic development of a functional and well-designed platform that aligns with project objectives and user requirements.

5.1 *Strategy and Concept Development*

SIGMA will prepare the technical specifications and requirements of the online platform and after that EUGENE will design and develop the tool in English.

EUGENE will implement any changes based on feedback. Partners will provide their feedback on the material produced and EUGENE will upload the final versions of the materials.

Translation: PRISM will manage this task and will be responsible for receiving by all Partners the translated material on time. EUGENE will implement translation of the platform according to languages versions. Once this is completed all Partners will give feedback to EUGENE for the overall appearance and functionality of the multilingual Online Platform.

5.2 *Content insertion*

EUGENE will upload the provided content in English and will design & program all interactive learning online tools necessary for presenting the training material in the right format in English.

All Partners except for EUGENE will run internal tests. The internal testing reports will lead to a refinement list, and EUGENE will implement the proposed changes.

5.3 *External testing and platform completion*

External testing will be made based on a questionnaire template for external tests as well as a feedback report.

All Partners will organize, manage and implement external tests. The number of external tests in total should be at least 40.

All Partners will deliver the external testing feedback report to FRAME that will consolidate the reports and create a refinement list to be shared with EUGENE for implementing the proposed refinements.



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