



GIVE

GREEN IT FOR VET PROVIDERS

PROJECT GUIDE

INDEX

1. ABOUT THE PROJECT	2
1.1. The Aim	2
1.2. The Expectations	2
1.3. The Results	2
MISSION	3
TARGET	3
FREE ACCESS	3
2. PROJECT PARTNERS	4
3. PROJECT RESULTS	5
3.1. White Paper Study and results	5
3.2. Training course	6
Free access to training course: https://mygreentrainingbox.com/	7
3.2.1 Tips for trainers	7
3.2.2 Tips for learners “self-learning”	8
3.4. Web Series	8
4. TESTING PHASE	9
4.1. Description	9
5. ADAPTATION OF THE CONTENT	11

1. ABOUT THE PROJECT

1.1. The Aim

The aim of the GIVE project is to reduce the environmental impact of digital learning, support green digital skills for VET providers, and contribute to innovation in VET. This involves defining the lifecycle of a digital training course, studying professional practices in the VET industry, assessing environmental impacts, developing green skills for VET providers, and raising awareness about the environmental impacts of digitization in the VET sector.

1.2. The Expectations

The GIVE project expects to pioneer a comprehensive study on professional practices in the VET industry for digital learning, defining the lifecycle of a digital training course and evaluating its environmental impact. The project aims to cultivate green skills among VET providers through the creation of a whitepaper on Green IT and a digital training program. Overall, the project anticipates raising awareness within the VET sector about the environmental consequences of digitization and underscores the importance of supporting educators with sustainable practices and green digital skills.

1.3. The Results

- **Methodology Development:** The project aims to develop a clear methodology for VET providers on the environmental impact of digital learning.
- **Industry Study:** Implementation of the first-ever study about the VET industry professional practices regarding digital learning development and implementation.
- **Green Skills Development:** The project focuses on developing green skills among VET providers. This includes creating a whitepaper about Green IT for the VET industry and developing a digital training program.
- **Awareness Increase:** The project aims to increase awareness in the VET sector about the environmental impacts of extensive digitization.

MISSION

To pioneer eco-friendly digital learning in vocational education. Studying the environmental impact of digital training, defining its life cycle, and developing green skills for VET providers.



TARGET

VET providers, learners, digital learning providers and other VET industry stakeholders.



FREE ACCESS

to a wide variety
of resources



Podcasts



Video



PDF



Questionnaires



2. PROJECT PARTNERS

My Training Box is a digital training solutions provider, offers the opportunity to innovatively enhance the results obtained through collaborative projects by creating digital training of high scientific and educational quality.

■ **My Training Box**



Hubblo specializes in assessing and reducing the environmental impact of digital technologies through open methods, data, and tools. Their services include consulting, automation, and lifecycle analysis.

Universidade Lusófona is a leading university in Portugal, fostering interdisciplinary education, research, and international collaboration.



European Vocational Training Association

unites VET stakeholders, promoting cross-European cooperation, enhancing vocational education quality, and fostering knowledge-sharing and innovation in the field.

3. PROJECT RESULTS

There are three project results, publishing a white paper, releasing a training course with a self assessment and web mini series.

3.1. White Paper

Study and results



The aim is to provide a more structured and informative format for the project outputs, to build trust and credibility in the context of the digital impact of digital learning and to feed into the digital education course.

The white papers are available on the project website in English, French and Portuguese. www.sustainable-digital-learning.com

3.2. Training course

A brief introductory digital training course on environmental impacts in learning environments, such as traditional on-site learning or distance/online learning, was created for VET providers and students/learners. It is titled '**Introduction to Sustainable IT for Digital Education**' and is available in English, French, and Portuguese, with free access on the platform called 'MY GREEN TRAINING BOX'. The training course is made of 12 modules, one introduction module and an auto-evaluation.



In the creation of this training course, the size of the videos produced was reduced by 50% compared to another training course with the same number of modules, taking into account issues such as the use of illustrations instead of using background videos or photos.

Accessibility

While this study primarily focuses on environmental impact, Sustainable IT encompasses more than just the environment; it also addresses accessibility. As a result, the training course has been presented not only in video format but also complemented by podcasts for listening and PDF documents for reading. Furthermore, the videos are equipped with subtitles (CC) in each language version.






Free access to training course: <https://mygreentrainingbox.com/>

3.2.1 Tips for trainers

The content of Green IT for VET Providers, 'Introduction to Sustainable IT for Digital Education' training course can be used in 3 different phases of teaching and training; pre-course, during course, post-course.

PRE-COURSE	DURING COURSE	POST-COURSE
<p>Trainers can use videos/podcasts/PDF documents of the training course to ensure that participants have the necessary prerequisites.</p> <p>Using this test, trainers can assess the level of the participants and provide them with appropriate content.</p>	<p>Playing videos during a training session may enable the trainer to cover multiple slides in just a few minutes.</p> <p>Account creation is for free, the quiz can be provided to learners during the session as an individual or group activity.</p> <p>PDF documents can be printed and distributed during the session. It's handy if the course is somewhere where the Internet connection is not very reliable!</p>	<p>After the course, the trainer can ask the participants to solve the test in the last module to assess their level.</p>

3.2.2 Tips for learners “self-learning”

Use the PDF document to take notes while watching the video or listening to the podcast.	
Do the self-assessment after you have gone through all the modules. Remember that you can repeat the exercise as many times as necessary and you will receive a certificate if you answer more than 80% correctly.	
Use the forum dedicated to each course to communicate, go further or ask questions.	

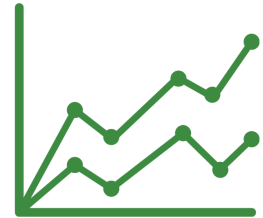
3.4. Web Series



In order to raise awareness of Green IT for VET Providers, we organised webinars on the three topics covered by our study and made them accessible to everyone by uploading the recordings in web mini-series to My Green Training Box YouTube channel.

1. Taking into account the direct effects of digital education on the environment	Watch the video
2. How to integrate environmental sustainability challenges into teaching?	Watch the video
3. Introduction to the development of digital tools for digital education	Watch the video

4. TESTING PHASE



4.1. Description

Testing Phase 1

During testing phase 1, participants had to answer some evaluation questionnaires about their **overall experience with the digital contents and learning environment**. We aimed to test the digital training on about 200 participants and to have about 80% of them satisfied or completely satisfied with it. Evaluation was done using the Net Promoter Score (NPS) method to also measure the likeliness of participants to promote our digital training to their peers.

Testing Phase 2

This 2nd testing phase is planned to be organised with at least 20 EU VET providers (Universities, schools, apprentices' school, training organisation). This testing phase was divided in 3 steps:

- Evaluation of internal digital practices before the training
- Participation to the project full digital training
- Evaluation of internal digital practices after the training

The aim of those evaluations is to obtain user's friendly and efficient digital training materials that will meet our project expectations.

4.2. Analysis

Analyses of Testing Phase 1

We reached 200 participants and 89% of them were satisfied with the digital training course. Based on the NPS method, we measured the likeliness of participants to promote our digital training to their peers, as 56. The NPS system suggests that above 50 is excellent, the participants are loyal.

Regarding the question “What did you think of the educational content of the training?”, which evaluates the overall quality of the educational content of the course on a scale of 1-10, the mean score was **8.6/10, underlining the overall quality of the contents developed in the present project.** As for the question “Has this training enabled you to increase your knowledge and/or skills on Sustainable IT for digital education?”, again on a scale of 1-10, the results suggest a mean of **7.2/10. This result is of great value** to the overall scope of the project, although it **can be improved** in the future if the participants are **fully engaged in the whole educational material provided**, which in a significant part of the sample was not observed, **resorting only to the video content.** Lastly, the overall satisfaction with the course averaged **3.3/4.** Again, this is a testament to the value of this asynchronous online course for the improvement of participants' knowledge in this field.

Analyses of Testing Phase 2

We reached 21 EU VET providers (Universities, schools, apprentices' school, training organisation) from 8 different organisations to organise this testing phase.

From a descriptive comparison between pre and post-application of the learning outcomes, we were able to identify a noticeable improvement in the overall sample. The mean assessment score before the course was **5.6** which improved dramatically for the second run of the assessment survey to a mean of **8.24.** This amounts to an average mean difference of **2.67**, which shows a **47.9%** increase in the assessment score.

All participants improved their knowledge about the course topics, which is aligned with the expectations.

5. ADAPTATION OF THE CONTENT

1. Translate the scripts

Firstly, the scripts must be translated from English into the required language.

2. Voice recording of the scripts

Translated scripts should be recorded by the voice actor. Podcast versions should be prepared.

3. Transforming video files

Once the scripts and sound files are ready, we will share the working files of the videos with you.

4. Translating video files

In these Adobe Effect files, all the worlds should be translated.

5. Uploading content to the platform

After the video files are ready we receive all the elements (scripts, audio files, video files) and upload them to the platform with the new language option.



Congratulations! 'Introduction to Sustainable IT for Digital Education' content will now reach more people in the VET sector with a new language.
