# KPI for evaluating learning outcomes & performances

Deliverable 5.2

| General information | |
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**About DCbox**

DCbox "Digital Curator Training & Tool Box" works to create a new generation of European professionals working in the cultural heritage sector, equipped with a recognised, cross-cutting and high-level digital skillset. The project is funded by the Erasmus+ programme of the European Union during the period November 2021 - May 2024.

DCbox is implemented by:

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## Executive Summary

The literature in Education highlights a gap in defining a shared methodology to quantify the benefits gained in terms of learning when using Digital Technologies, and especially in the field of Cultural Heritage. This deliverable represents a good occasion to define KPIs for quantitatively evaluate the results of the learning outcomes, for the students who attended the Learning modules (PR3) and participated to the Virtual Labs (PR4). The drafting of KPIs was made collaboratively, in particular the results were also shared with associated partners for a broader discussion, while the consolidation of KPI will be leaded by UNIVPM-UNIMED. Each teacher also contributed on gaining data to increase the reliability of the defined KPIs.

The KPI foreseen are released in a form of a Rubric Assessment, including five different learning outcomes related to the different parts of the path made during the DcBox implementation. It was initially intended to incorporate only learning outcome from the online learning modules and related to the Living Labs oriented to produce the prototypes, but at a certain level of maturity of the learning experience, considered as a single pathway, the partnership noticed that the relationship with museums and the conduct of the internship as a key stage in the students' growth process. For this reason, the following tables incorporates 2 learning outcomes related to the learning experience made online through the MOOC titled "Supporting the Digital Transformation of Museums. The DCBox approach", 2 learning outcomes regarding the Living Labs and the development of prototypes as learning experience, and 1 learning outcome relating to the traineeship in a host institution, such as a museum and/or a cultural institution. They can be considered as Key Performance Indicators for the MOOC learning path, the prototypes development learning experience and the concluding internship. This document represents the Del 5.2.

| Outcome | KNOWLEDGE (MOOC) | | | | APPLICATION (PROJECT) | | | | SYNTHESIS | |
|---|---|---|---|---|---|---|---|---|---|---|
| | Understanding of the digital transformation for Cultural Heritage and its application in the museum context | SCORE | Capacity of applying methods useful in the different digital cultural heritage domains | SCORE | Capacity of managing a curatorial project from the design to the development | SCORE | Capacity to set up a curatorial project according to the case study | SCORE | Capacity to localise the project to the real context and to adapt to the host institution of the trainee-ship | SCORE |
| A | An excellent level of knowledge about digitisation, 3D digitalisation, policies and digital data preservation and digital access, such as virtual experiences | 4 | The works demonstrated excellent and consistent results in processing 3D data and delivering accurate results, making choices for the cataloguing, preliminary designing a museum website, developing simple AR applications and drafting an assessment questionnaire | 4 | An excellent capacity of managing of all standard phases of the curatorial design and implementation: from the concept to the requirements analysis, to the planning, to the prototyping and design, to the final development | 4 | The works demonstrated excellent and consistent results in analysing the context of the case study, setting up the requirements and choosing the correct technology for the case study | 4 | An excellent capacity of adapting the idea and the workflow for the curatorial work to the needs of the institution, possibly updating or implementing the prototype. An excellent demonstration to adapt his/herself to the host institution of the traineeship | 4 |
| B | A good level of knowledge about digitisation, 3D digitalisation, policies and digital data preservation and digital access, such as virtual experiences | 3 | Good attempt to demonstrate consistent results in processing 3D data and delivering accurate results, making choices for the cataloguing, preliminary designing a museum website, developing simple AR applications and drafting an assessment questionnaire | 3 | A good capacity of managing of all standard phases of the curatorial design and implementation: from the concept to the requirements analysis, to the planning, to the prototyping and design, to the final development | 3 | Good attempt to obtain consistent results in analysing the context of the case study, setting up the requirements and choosing the correct technology for the case study | 3 | A good capacity of adapting the idea and the workflow for the curatorial work to the needs of the institution, possibly updating or implementing the prototype. A good level in adaptation to the host institution of the traineeship | 3 |
| C | A satisfactory level of knowledge about digitisation, 3D digitalisation, policies and digital data preservation and digital access, such as virtual experiences | 2 | Satisfactory attempt to demonstrate consistent results in processing 3D data and delivering accurate results, making choices for the cataloguing, preliminary designing a museum website, developing simple AR applications and drafting an assessment questionnaire | 2 | A sufficient capacity of managing of all standard phases of the curatorial design and implementation: from the concept to the requirements analysis, to the planning, to the prototyping and design, to the final development | 2 | Satisfactory attempt to obtain consistent results in analysing the context of the case study, setting up the requirements and choosing the correct technology for the case study | 2 | A sufficient capacity of adapting the idea and the workflow for the curatorial work to the needs of the institution, possibly updating or implementing the prototype. Some difficulties to adapt his/herself to the host institution of the traineeship | 2 |
| D | A limited level of knowledge about digitisation, 3D digitalisation, policies and digital data preservation and digital access, such as virtual experiences | 1 | Some limitations in demonstrating results in processing 3D data and delivering accurate results, making choices for the cataloguing, preliminary designing a museum website, developing simple AR applications and drafting an assessment questionnaire | 1 | A limited capacity of managing of all standard phases of the curatorial design and implementation: from the concept to the requirements analysis, to the planning, to the prototyping and design, to the final development | 1 | Some limitations in demonstrating consistent results in analysing the context of the case study, setting up the requirements and choosing the correct technology for the case study | 1 | A limited capacity of adapting the idea and the workflow for the curatorial work to the needs of the institution, possibly updating or implementing the prototype. Difficulties to adapt his/herself to the host institution of the traineeship | 1 |
| NBA | Non-Bonafide Attempt | 0 | Non-Bonafide Attempt | 0 | Non-Bonafide Attempt | 0 | Non-Bonafide Attempt | 0 | Non-Bonafide Attempt | 0 |
| N/A | | | | | | | | | | |