



COMPLEAP

Associate workshop

Oulu 31.10. 2018

Workshop goals

- Work with piloting plan
- Get input for planning analytics functionalities
- Find out the soft skills requirements for Compleap

Compleap –tool for the future



The workshop was attended about 15 people from Gradia, OsaO, REDU and Agency of education.

Workshop was divided into two slots 10:00 am to 12:30 am and 13:30 pm to 15:00 pm.

Participants worked in 3 mixed groups, so that organisation representatives were not in same groups and each group contained participants from various organisations.

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Results from
afternoon session

Compleap

-promoter of continuous learning

The workshop groups viewed three main screens of the prototype and commented these questions:

- What and why for are soft values needed in choosing career and profession?
- What values data should be collected into Compleap? – How these can and should be asked from the user?

Compleap – summary of afternoon

Soft skills are needed

- *People make choices based on emotions*
- *A person can not be described only in paper*
- *Soft skills show what a person has ability to do, what are the strenghts*
- *Help with self-awareness*

- *You can not make progress only thinking things alone, things have to be tried in concrete terms*

Compleap – summary of afternoon

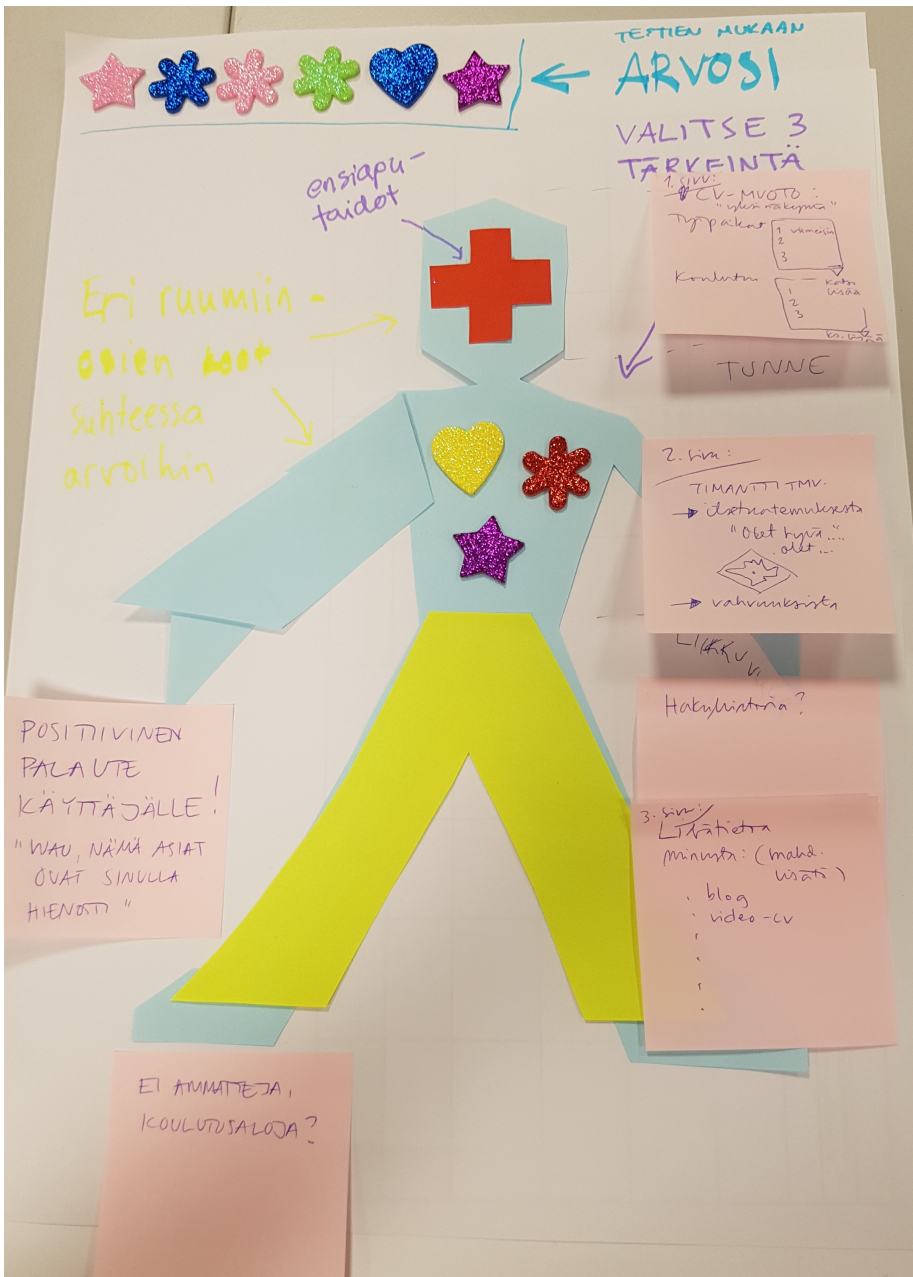
How to ask about soft skills?

- *What do you have as a hobby, how do you spend your freetime*
- *There should be*
 - *different questions set of type of questions that could vary according to the respondent*
 - *the questions belong to certain topics*
- *Picking up interests for example from word cloud*
- *What are you good at? – now this usually open answer*
- *Exclusion criteria – technique is good to make own soft skills profile*
- *The software should not lock the made choices in options, respondent's mood may and options needs to be able to be changed*

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Ideas for visualizing
the soft skills



Group1: Visualized person

- A positive feedback for user: wow, these things are pretty good for you
- Results from various tests are visualized (icons on top)
- Body parts represent different skills and the size of them vary with the amount of skills and the header topics for these are logics, feeling, mobility
- User can get CV print
 1. page Jobs and Educations that user choises
 2. page A diamond etc that represents skills
 "You are good at" - self-knowledge and strenghts
- Idea: Soft skills questionnaire could resemble questions use in role-play games

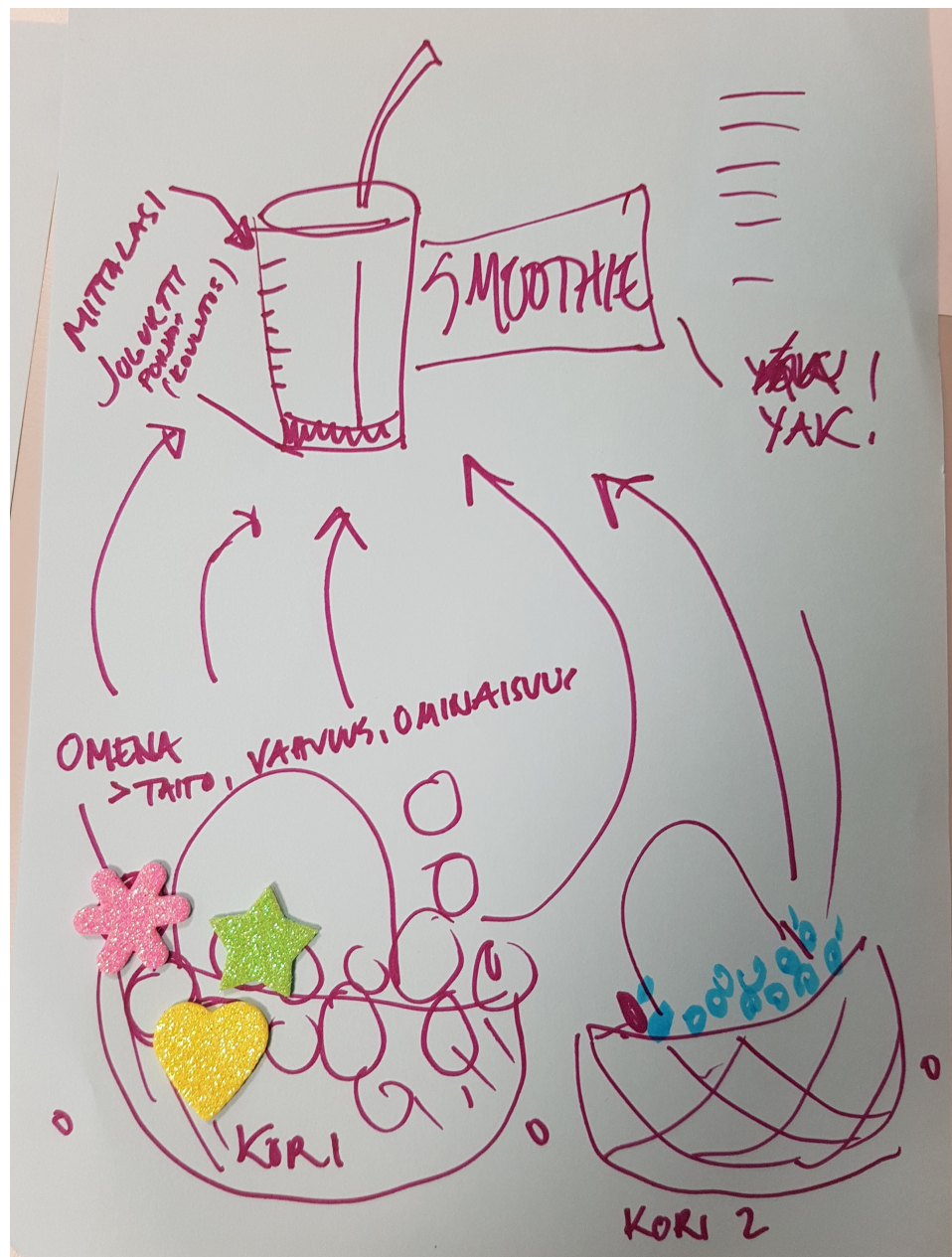
Group2: Clouds of soft skills

- Visual, simple and clear elements that represent various groups of skills
- Clouds
 - Realistic choices
 - Interests and motivation
 - Values
 - Competence: formal and non-formal



- User can make choice which information she/he wants to print
- User can select the visualization of the presentation
- User can produce content on point (cloud) at a time
- User can see how the skills, values etc meet the plan (plan A, plan B, ...)

Group3: Smoothie

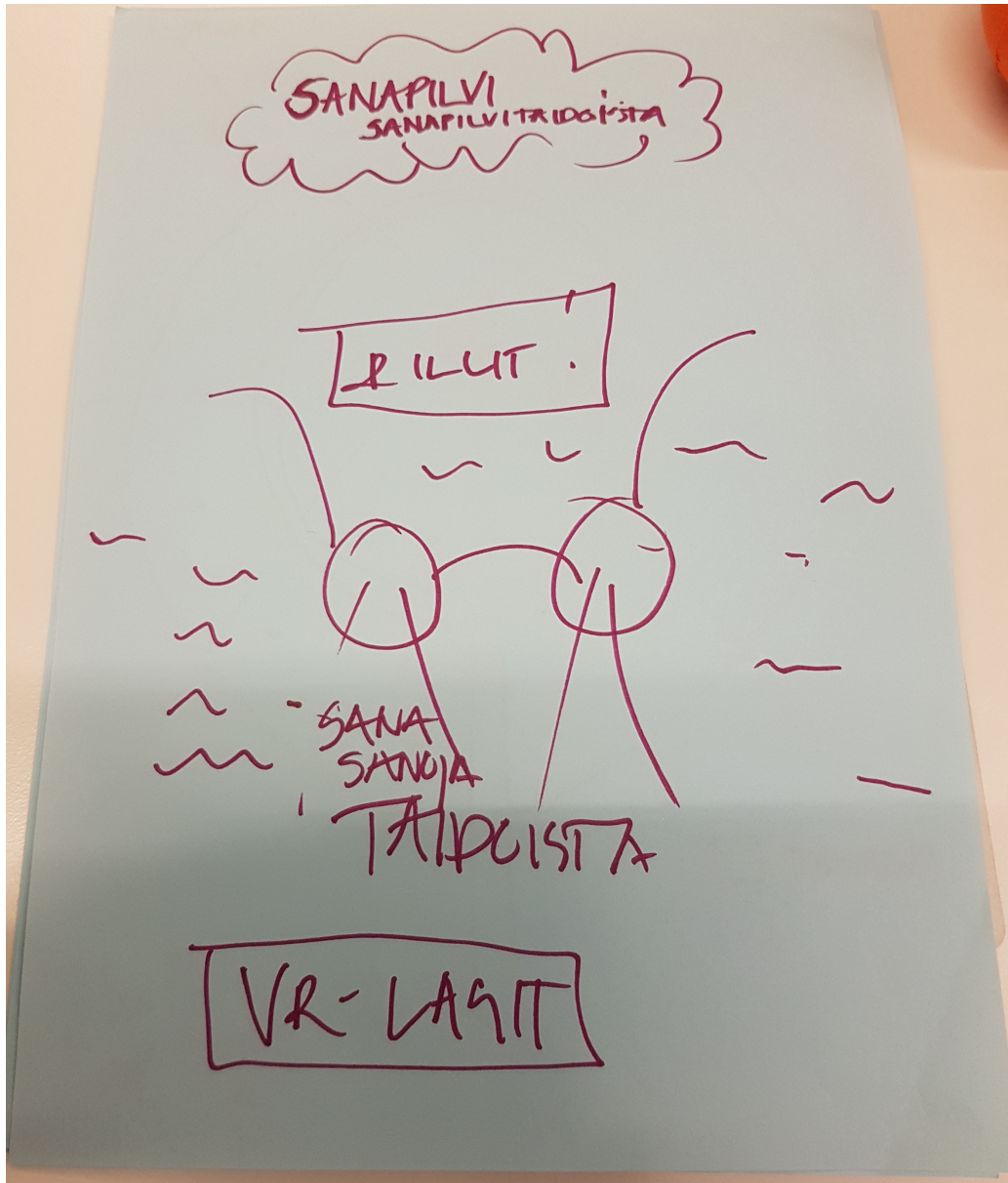


- Visual Smoothie machine that makes a combine of the input
- The glass with measures contains already the basic education as youghurt
- User picks into the basket skills, strenghts and attributes of her/himself
- Machine can make suggestions of the smoothie content

- User can make visual picking of skills into basket in visual 3D / AR / VR environment

Group3: Virtual word cloud

- A world cloud of skills
- Used in virtual reality
- User can pick skills in virtual environment





Group3: Skills dartboard

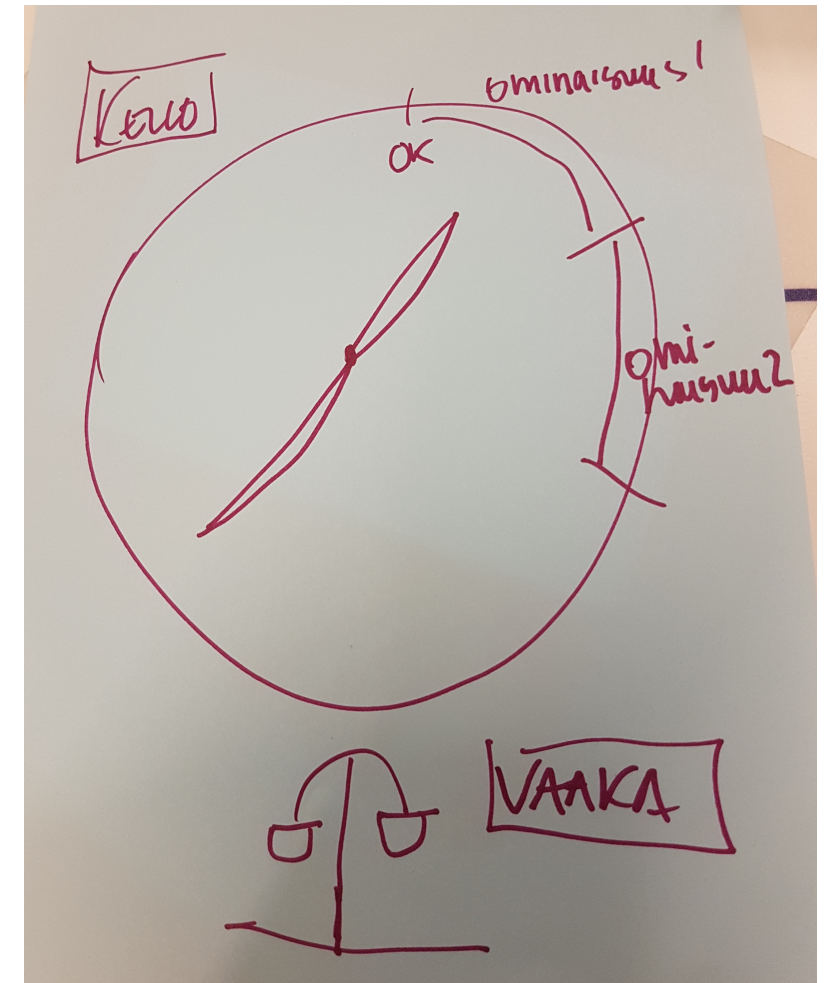
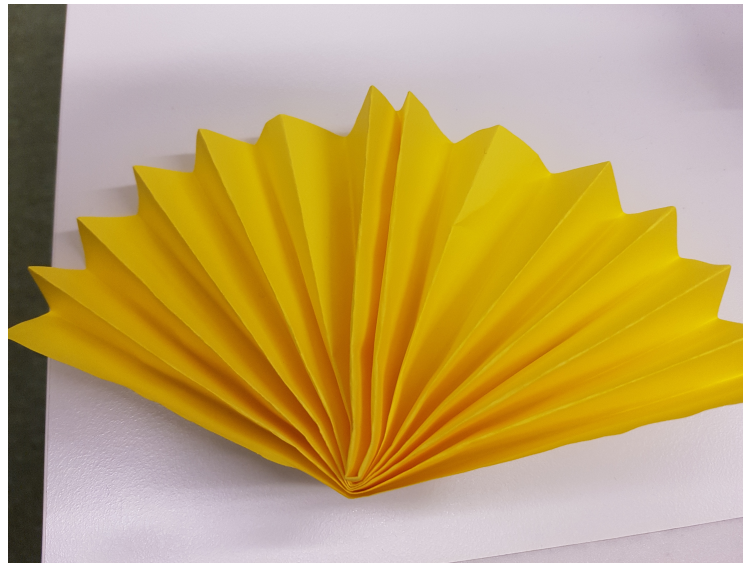
- A 3D visualised dartboard
- User can see skills and their amount visualised1

Group3: Skills clock

- Contains both clock and libra visualisations
- Clock shows the amounts and attribures

Group3: Skills spread

- Skills and amounts are visualised in sections
- 3D element



Compleap – summary of vizualisation

Values of vizualisation

- *Motivates user to use the service (Compleap) with a hooking user interface solution*
- *Helps user to get more self-awareness and vision of self*
- *Highlight unrecognized strengths of the user*
- *Is usable way to share konwledge of the strenghts in career of study counceling or in the worklife environment*

Compleap – summary of visualization

Key points of the vizualisation element

- *The image interpretation must be very clear – a every day life figure or illustration*
- *Visualization is a living and alterable element – user can add and remove input values*
- *Iteractive functionalities raises users interest in the user experience*
- *There is need for a formal list of skills/strenghts in addition to the picture*
- *Visualization helps user see the cap between the goal and current skills*