



**ASL – Adult Self-Learning: Supporting Autonomy
in a Technology-Mediated Environment**

Adults to engage in education activities
Ecoistituto field research report

IO1: Definition of an operative model for teaching – learning
low qualified adults in an online environment

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Executive Summary

The survey “Adults to engage in Education activities” has been conducted on April 2020.

Ecoistituto interviewed 30 key adult persons indicated by NGOs that agree to support the ALS project.

The survey includes 18 questions on " Adults wiliness to engage in Education activities.

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1. Introduction

The survey’s questionnaire was part of the IO1: Definition of an operative model for teaching-learning low qualified adults in an online environment - months 1-6. [ASL project, Application form, p. 49]; “project impact indicator: measured through a survey based on structured interviews with key stakeholders (IO4) [ASL project, Application form, p. 67]. .

The objective of “self-learning: supporting learning autonomy in a technology-mediated environment” – ASL project are:

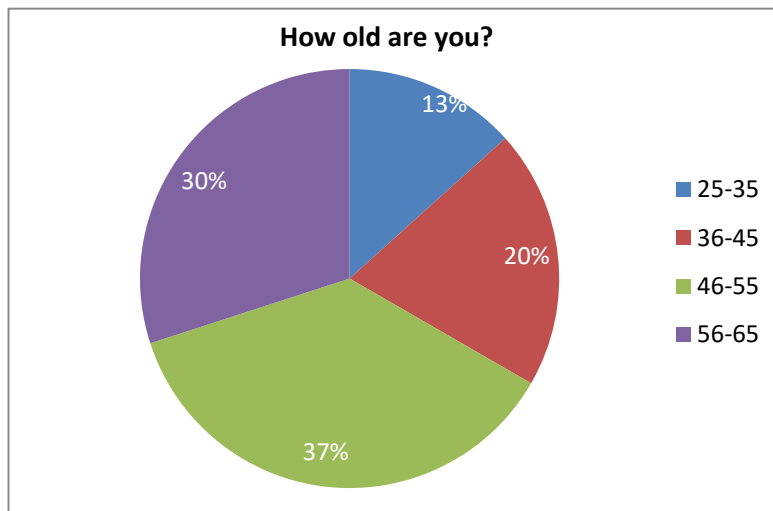




- To teach learners to acquire new skills and competences using learning innovative practices and digital technologies;
- To develop a functioning collaborative learning environment to help them identify skills gaps and needs and to collaborate locally and independently for joint capacity-building.

The objective of the output: An operative model for teaching-learning low qualified adults in an online environment [IO1] is comparing the variety of online learning approaches for low-qualified and low-skilled adult learners in order to realize an operative model that will be applied for the project training activities. This IO is motivated by the need to build a share model and exploit the expertise and experience of partners. [ASL project, Application form, p. 74].

2. Demographic characteristics



The age of the interviewed people is:

- 13% 25-35 years old
- 20% 36-45 years old
- 37% 46-55 years old
- 30% 56-65 years old

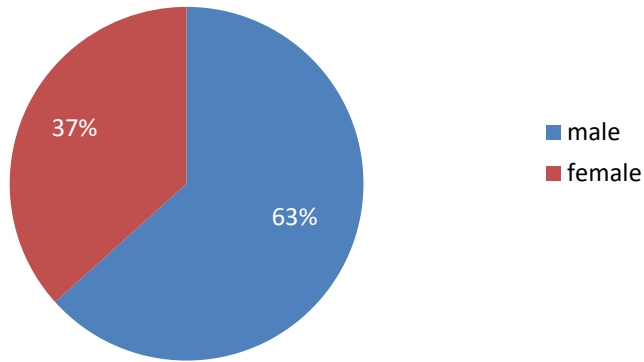
The gender of respondents is:

- 63% males
- 37 % females

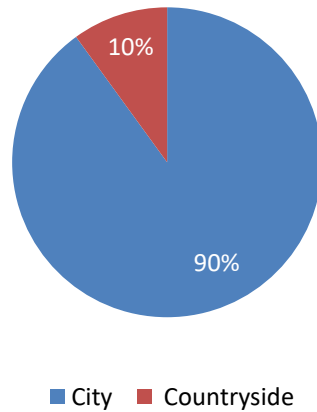




What is your gender?



Where do you live?

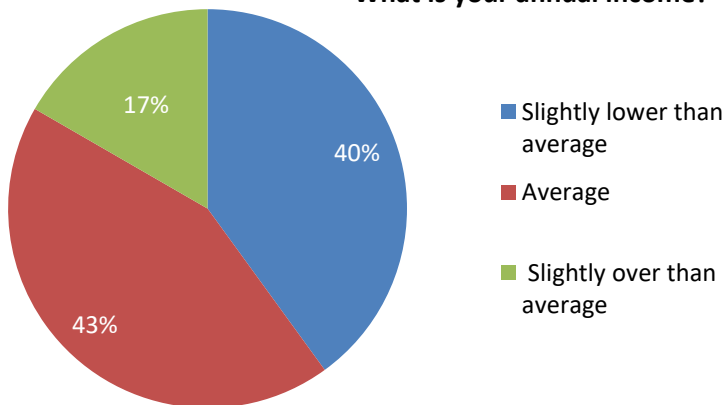


The most of respondents live in Udine, a city of 100.000 inhabitants, whilst the others live in villages close to the city.

Concerning their incomes respondents are divided in three classes:

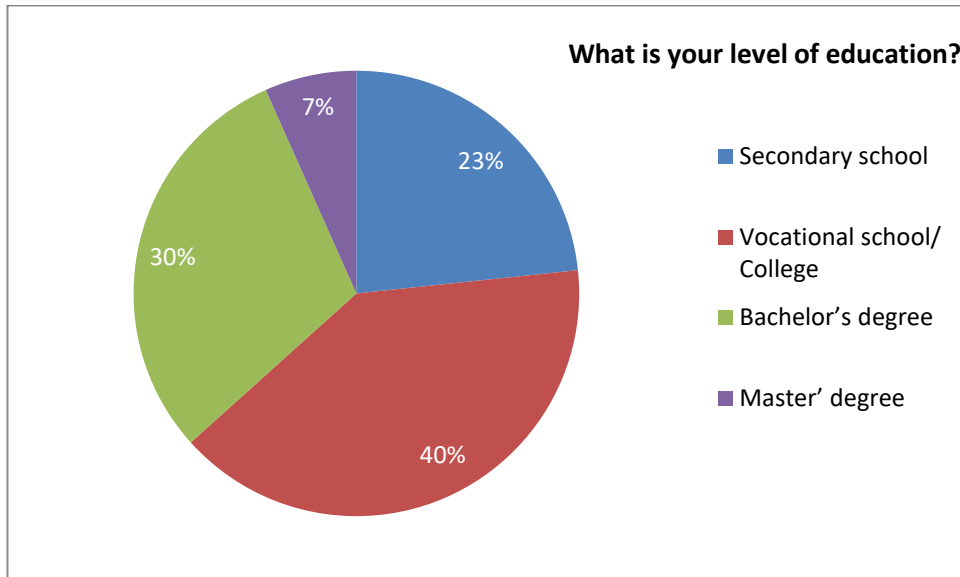
- 40 % affirm that their annual income is slightly lower than the average
- 43 % affirm that their annual income is in the average
- 13% affirm that their annual income is slightly over than the average

What is your annual income?



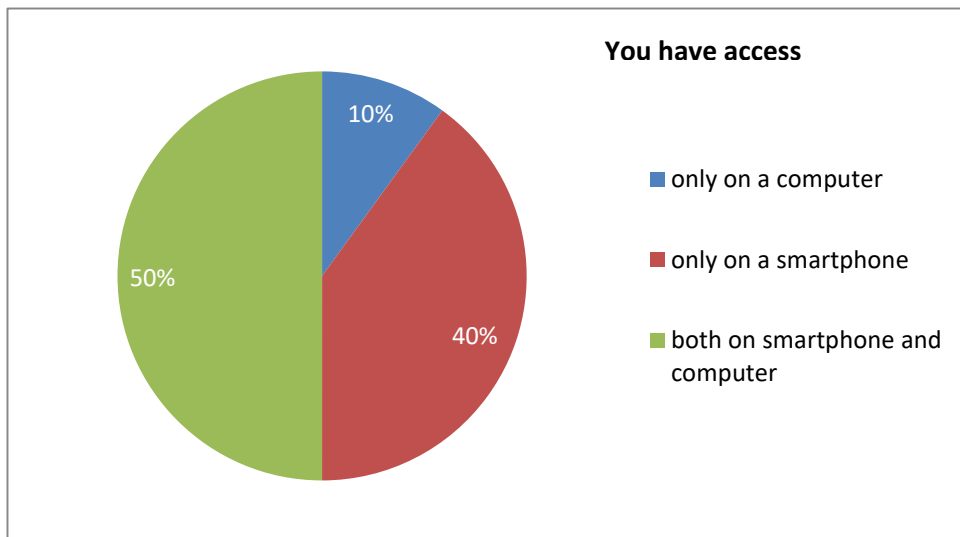
The most of respondents have a vocational school/college degree (40%) or a bachelor degree (30%).





3. Level of digital awareness

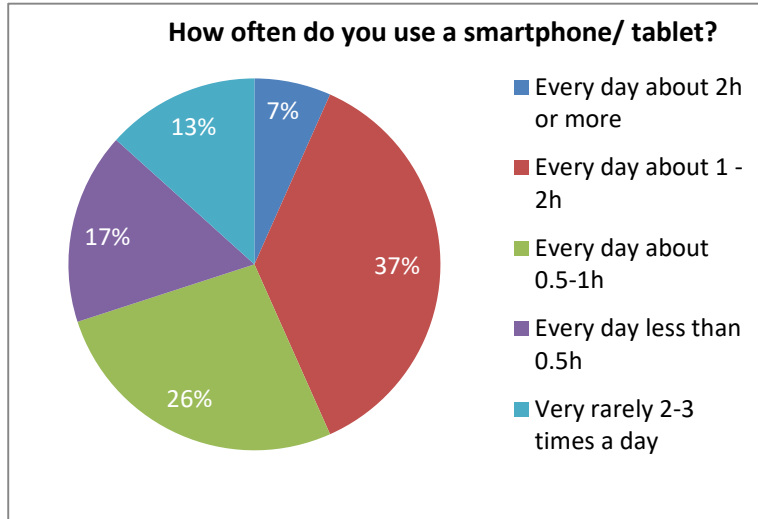
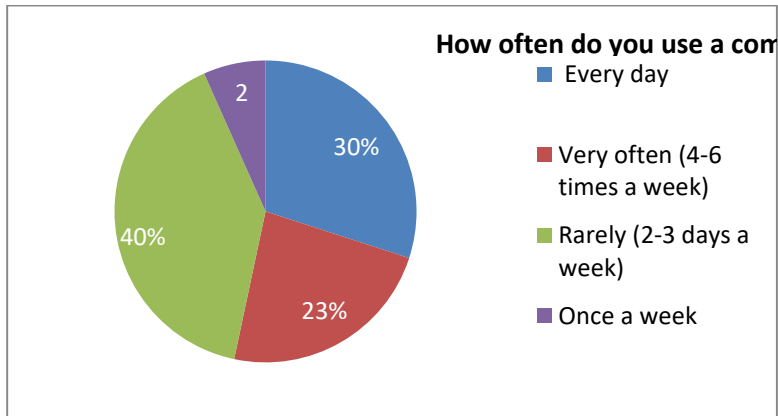
The survey analyzed the level of digital competences asking questions on the availability and use of digital devices such as computer and smartphone.



All respondents declared to have access to a digital device. 50% have access to a smartphone and a computer, 40% only to a smartphone, and 10% only to a computer.

Respondents claimed that they use a computer:

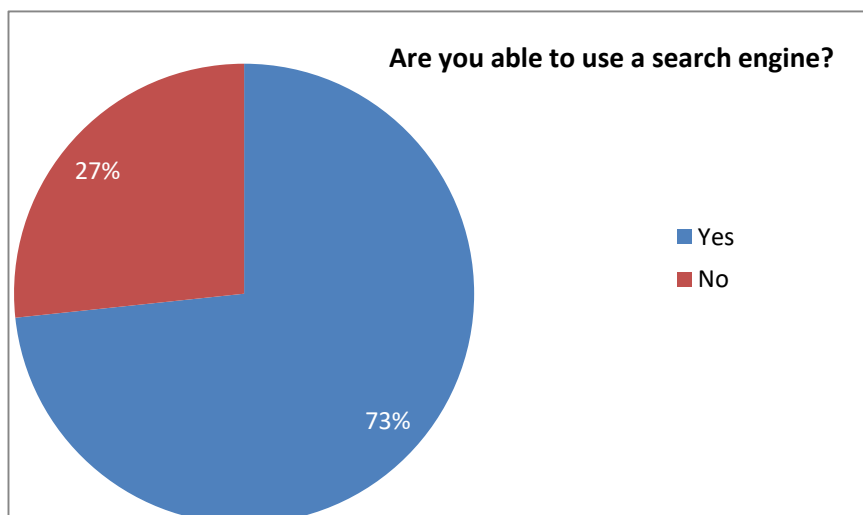
- 30% every day
- 23% 4-6 times a week
- 40% rarely
- 7% once a week

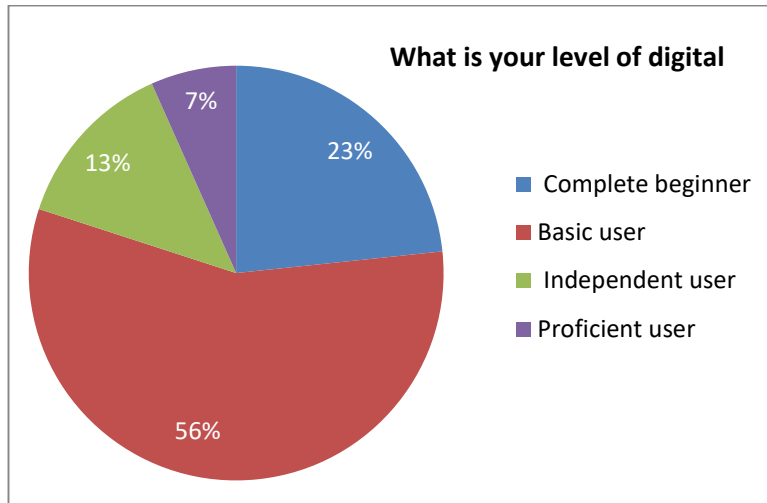


The use of smartphone/tablet is:

- 7% every day about 2 hours or more
- 37% every day, about 1 -2 hours
- 27% every day about 0.5-1h
- 17% every day less than 0.5h
- 13% very rarely

The most of respondents declared to be able to use a search engine (73%)



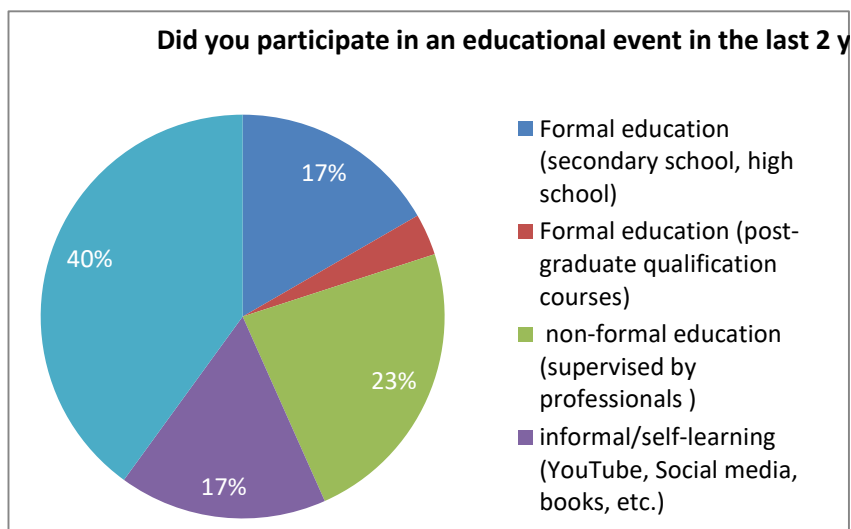


The level of digital literacy of respondents results:

- 56% basic user
- 23% complete beginner
- 13% independent user
- 7% proficient user

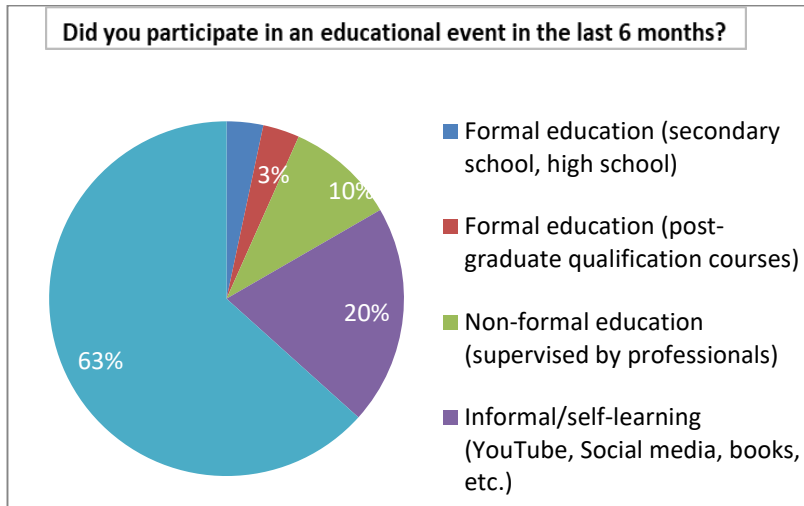
4. Participation in Educational process

The most of respondents (40%) affirmed that they didn't learn anything right now. However, 23% attended non formal education programs, 17% participated in formal education events, and 17% performed self-learning activities.



The most of respondents (63%) didn't participate in an educational event in the last 6 months.

20% of respondents attended informal/self-learning, 3% attended formal education events, and 3% post graduate qualification courses.

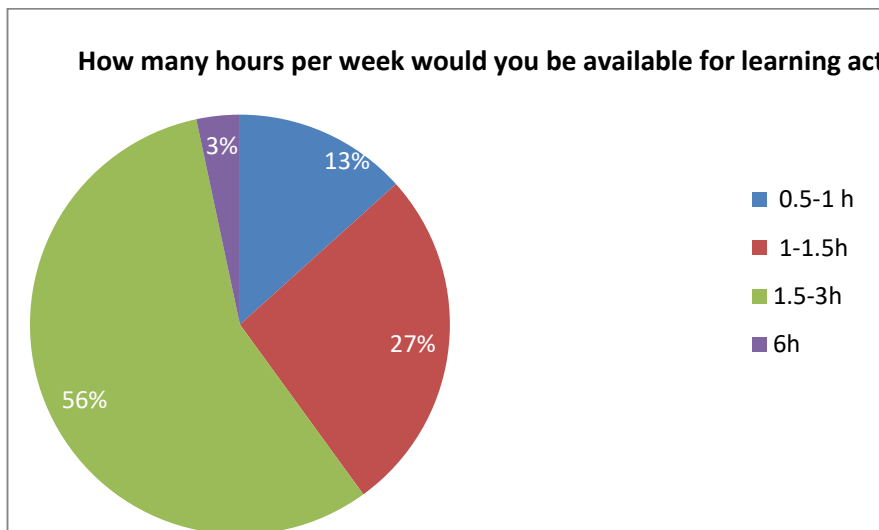


5. Interest in engaging in training activities: methods and tools

All respondents declared to be interested in leaning activities.

Their availailability per week for learning activities was:

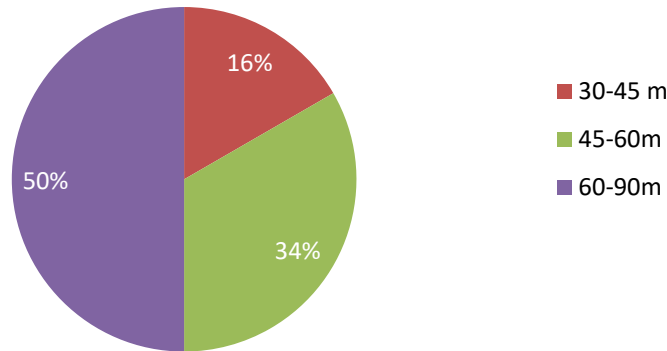
- 56% 1.5-3h
- 27% 1-1.5h
- 13% 0.5-1h
- 3% 6h



Respondents were available to attend learning activity every day as follows:

- 50% 60-90 m
- 34% 45-60 m
- 16% 30-45 m

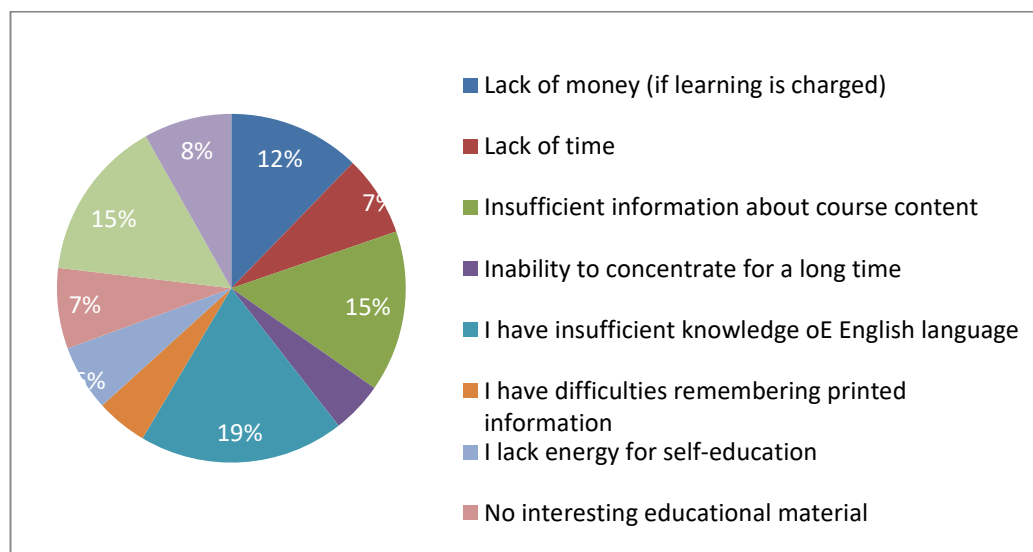
How much time would you be willing to devote to available



6. What are the barriers to acquire new knowledge?

The survey analyzed the barriers to acquire new knowledge. They resulted:

- 12% lack of money (if learning is charged)
- 7% lack of time
- 15% insufficient information about course content
- 5% inability to concentrate for a long time
- 19% insufficient knowledge of theE English language
- 5% difficulties in remembering printed information
- 6% lack of energy for self-education
- 7% no interest in education materials
- 15% insufficient information on self-education opportunities
- 8% scart confidence in acquiring new knowledge

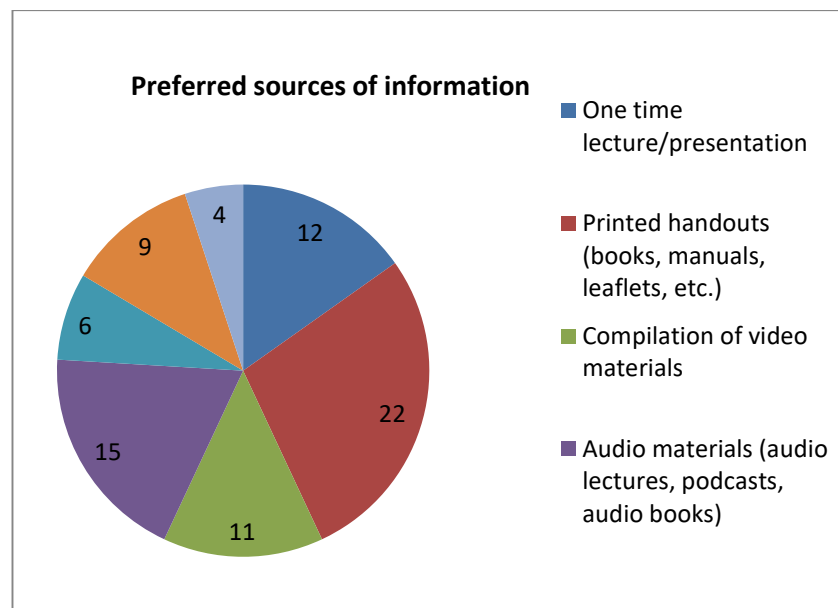




7. Preferred ways of learning

Respondents declared that their preferred forms of learning were:

- 15% one time lecture/presentation
- 28% printed handouts (books, manuals, leaflets, etc.)
- 14% compilation of video materials
- 19% audio materials (audio lectures, podcasts, audio books)
- 8% educational course with a certain number of lectures
- 11% practical workshops with experts
- 5% individual expert consultation



8. Conclusion

The objective of this survey was to contribute to realize the Intellectual Output 1. Its objective was to build an operative model for teaching- learning low qualified adults in an online environment.

The main factors emerged from our surveys are:

- all respondents are interested to attend learning programs;
- the barriers to participate in learning programs are costs and lack of time;
- limited knowledge of digital technology.

