

Accelerate_Survey

Questionnaire_Students

We invite you to take part in a study conducted by several art / design schools in Europe. Our aim is to understand the experience of distance learning caused by the SARS-CoV-19 pandemic.

This questionnaire is part of 'ACCELERATE: Accessible Immersive Learning for Art and Design', a two-year international project funded by the European Commission through Erasmus+. It began on 1 June 2021 and will run to 31 May 2023. There are six partner universities: Bath Spa University (UK; project lead); University of Arts London (UK); Institute of Art, Design and Technology (Ireland); SWPS University of Social Sciences and Humanities (Poland); Sumy State University (Ukraine); Chernivtsi National University (Ukraine). Our goal is to improve the teaching of art and design at higher education in a post-pandemic Europe through the development of new methodologies, tools, platforms, and resources for immersive learning (augmented reality (AR), virtual reality (VR) and other 'XR' technologies) that is also as accessible as possible. For more information, please contact accelerate@bathspa.ac.uk

The questionnaire process is being run by SWPS University of Social Sciences and Humanities (Poland). All responses are anonymous and SWPS University will keep the data until six months after the project ends, when it will then be securely deleted. SWPS University will write a report based on the data which will be shared with the partners and then published; SWPS University will not share the underlying data with any other partner or organisation. By completing this questionnaire, you are consenting to SWPS University using the data you provide. If you have any questions, please contact Filip Zagórski at fzagorski@swps.edu.pl

It will take approximately 10 minutes to complete the questionnaire.
The deadline for responses is December 20th 2021.

Thank you!

iangadd@gmail.com [Switch accounts](#)

 Not shared



* Indicates required question



1. From the perspective of your own experience, indicate the most important advantages of online learning. (Choose the 3 most important) *

- comfort of studying from home / or anywhere else (no need to commute)
- virtual learning environment, e.g. access to materials, written assignments, everything in one place, easy contact with the lecturer
- expanding digital competences
- flexible form of participation in classes
- time efficiency
- flexible time management
- possibility of performing other activities at the same time
- wider and more open access to knowledge (family members, friends could take part in the classes)
- Other:

2. From the perspective of your own experience, identify the biggest disadvantages of online learning. (Choose the 3 most important) *

- difficulties with concentration
- lack of motivation to work/study
- no direct contact with other students and with the lecturers
- difficulties with teamwork
- troubles finding the work-life balance
- poor time management / no control over time
- "zoom fatigue" resulting from excessive use of the computer and online contacts
- limited feedback from lecturers and other students
- no or limited access to specialized workshops, studios and materials
- Other:



3. Taking into account 1.5 years of experience, what education is most effective for you:

- in person
- online
- hybrid / part online, part in person

4. From the perspective of your own experience of the past 1.5 years, your expectations for online education are:

- greater in relation to traditional in person education
- the same as in traditional in person education
- lower than in traditional in person education

5. From the perspective of your own experience of the past 1.5 years, do you think that online learning:

- is more effective than in person teaching
- is just as effective as in person teaching
- is less effective than in person teaching

6. How do you rate your motivation to learn online:

- at a higher level than in the case of traditional in person education
- at the same level as in the case of traditional in person education
- at a lower level than in the case of traditional in person education



7. What challenges have you experienced with online teamwork projects?

Your answer

8. Describe which elements of your course were taught in a way that could be considered as a role model in online teaching.

Your answer

9. Which additional digital tools (i.e.: Miro, Mural, OBS, or others) did you use while studying online? What kind of support/benefits did you look for?

Your answer

10. What were the missing functionalities in the digital tools used in teaching/studying art/design online?

Your answer

11. Have you ever used immersive technologies in online teaching?

Yes

No (skip to question no.12)

12. Describe your experience with using immersive technologies?

Your answer



13. How did the lack or limited access to specialist workshops affect your projects?

- positively: it stimulated my creativity
- negatively: I could not develop the projects correctly
- both positively and negatively
- it did not make a difference

14. Name of the University *

- Bath Spa University
- University of Arts London
- Institute of Art, Design and Technology
- SWPS University
- Sumy State University
- Chernivtsi National University

15. Year of study: *

- 1
- 2
- 3
- 4



16. Level of study *

B.A.

M.A.

17. Field of study *

Your answer

18. Specialty *

Your answer

19. Age: (enter the number of years) *

Your answer

20. Sex

Your answer

21. Nationality

Your answer

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