



EcoNEETS@WORK

EcoNEETS@Work e-Tools for young job seekers

Task 2.2 Functional requirements & User Interface



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(*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

REFERENCED DOCUMENTS

ID	Reference	Title
1	2022-1-CY02-KA210-YOU-000083292	EcoNEETS@Work Proposal
2		

APPLICABLE DOCUMENTS

ID	Reference	Title
1		
2		





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1. Introduction

1.1 The project scope

EcoNEETS@work aims at strengthening young NEETs' employability in a changing world that demands digital readiness and cries for greener practices and more inclusive workforces.

Its concrete objectives include:

- Motivating disengaged young people to re-enter the labor market and keep up with its digital transformation;
- Supporting young rural NEETs in the acquisition of ecopreneurial skills and mindset;
- Providing a skills-retention service for sustainable development;
- Establishing a community of NEETs for peer support;
- Facilitating the connection between young job seekers and employers.

To that end, the project will develop and promote the following tangible results:

- **Result 1: Eco-Preneurship Training**
- **Result 2: EcoNEETS @ Work e-Tools for young job seekers**
- **Result 3: Eco-NEETs @ Work Eco-prenethon Phase**

1.2 The target groups

EcoNEETS@work aims at supporting **young NEETs** -namely aged 18-24- and creating the tools that will help them increase their chances for inclusion in a harsh labour market. However, EcoNEETS@work wishes to broaden the age margins for its target groups, with the scope to include more people as its beneficiaries.

The project also targets any young people aspiring to become entrepreneurs, young job seekers, as well as employers looking to expand their workforce.

Indirectly, the project also targets SMEs, HR departments, youth workers and youth trainers that aspire to more inclusive workforces; furthermore, EcoNEETS@work can appeal to business consulting organizations, businesses willing to embrace green practices and support diversity and inclusion, environmental organizations, NGOs, digital agencies, as well as youth policy makers primarily focused on social change.

1.3 The purpose of the document

The current document aims to define the specs and features for the environment where all the e-tools for young job seekers will be available. The functional specifications for the online environment are elaborated and supported by static user interface (UI) towards a clear visualization of the platform.



2. The online environment

2.1 Description of the environment

As the final output of the second activity, a dedicated online space will be configured comprising a Learning Motivation Environment where all materials from the previous result will be available and freely accessible, including the following tools:

- Peer learning activities (PLA) to avoid dropouts: Badges as a reward system, leaderboard for engagement, feedback, problem-based assignments, case studies, tips, communication portal among peers and experts
- Real-time monitoring: Activity reports, course completion, knowledge assessment
- Development of online profiles (with respect to data protection and GDPR requirements)
- Interactive activities standing for the E & T materials dedicated to upskilling
- Matching area for potential employers to create and publish job opportunities and contact information

2.2 Purpose of the environment

The goal of the dedicated platform is fully aligned with the project objectives and refers to the provision of upskilling courses for young people in conjunction with a series of useful tools to re-enter the labour market as employees or even as entrepreneurs.

The environment aims not only to motivate young individuals categorized as NEETs and equip them with the knowledge and skills required by the market but also to provide them a direct and accessible channel to future opportunities.

2.3 Development and implementation steps

A Moodle-based LMS will be developed for the purposes of the project in order to achieve (Hurix, 2019):

- User-friendly interface
- Ease of Integration
- SCORM and Tin Can/xAPI compliant Content Management System
- Blended learning features
- Easy-to-use assessment tools, feedback and testing
- Efficient reporting and monitoring



- Security
- Additional plugins

In particular, the Moodle LMS is ideal for:

- Compliance training
- Online course development
- Competency-based training and management
- Onboarding training
- Workplace safety training
- Service launches

STEPS

The first version of the platform (Version 1) includes the design of the wireframe as stated below. The backend development will start upon approval of the current document. This version will contain the main functionalities and structure of the portal that will be developed in the backend. The content in English will be integrated towards the pilot release.

The second version of the platform (Version 2) starts with a piloting session among partners. All features integrated in the first version will be tested so as to ensure the efficiency, user-friendliness and applicability of the courses. After the implementation of improvements in the English version, the multilingual courses will be integrated.

The final launch (Release version) of the platform starts with a piloting session involving participants from the project target groups in the context of Ecoprenethon Phase (Activity 3). All features and content integrated in the previous versions will be tested so as to ensure the efficiency, user-friendliness and applicability of the course. After the implementation of improvements in the national language versions, the platform will be released and linked to the project website.

2.4 Architecture

Moodle is an open-source web application written in PHP, while a Moodle installation comprises the code executing in a PHP-capable web server; a database managed by MySQL, PostgreSQL, Microsoft SQL Server, MariaDB, or Oracle; and a file store for uploaded and generated files (the moodledata folder).

Moodle is developed as an app core supported by a series of plugins dedicated to specific functionalities. A plugin is a folder of PHP, JavaScript or CSS scripts that communicate with the main core to execute those functionalities.

The core consists of the following facilities:



- Courses and activities
- Users and user profiles
- Course enrolment and access cohort
- Roles and permissions
- Groups and cohorts
- JavaScript library
- Logs and statistics

The database is an aggregate of the core tables and the tables of each plugin. The structure is defined in **install.xml** files in the database folder in each plugin (Moodle docs, 2018).

The plugins to be used in EcoNEETS@Work Moodle-based platform are:

- **Language pack** to provide the multilingual functionality of the platform
- **Course format** to control the structure of the course and provide an intriguing layout
- **Themes** to create a visually appealing style of the environment
- **Certification** as a gamification element issuing a completion certificate to users
- **Reminder** as e-mail notification
- **Game block** as a motivational element for user engagement

2.5 Upskilling course structure

The online environment will consist of three key upskilling modules:

- **Learn about financials:** The module touches the main financial aspects of a business and the key information that a job seeker should acquire in order to become a competitive candidate for a job or an ambitious entrepreneur. The module aims to increase the financial literacy of the participants.
- **Become a digital guru:** The module includes information about tools and key technologies according to the current state of the labor market. The module aims to increase the digital literacy of the participants.
- **Be the next top entrepreneur:** The module focused on the ecopreneurial (green, eco and entrepreneurial) skills of young people with a view of generating awareness of what businesses need. The module aims to equip participants with the knowledge and skills required to become ecopreneurs.

Each of the modules has a series of interactive learning activities aiming not only to generate awareness and increase skills but also to trigger user engagement and motivation to actively participate in the learning process. Those activities include:





- An introductory video to the module defining the learning objectives
- A booklet with useful information including tip & tricks as well as case studies and hands-on examples
- An interactive quiz aimed at assessing the knowledge required from the booklet
- A real-life scenario in the form of an assignment stimulating critical thinking, decision and problem-solving and establishing the level of understanding
- A feedback survey for participants to self-reflect on their overall experience with the module

Together with the upskilling modules, the online environment will also include the following features:

- A **communication portal**, where peers, mentors and experts can get in direct contact or express their opinions and share ideas
- A **tool bank**, where participants can find additional materials for further reading and better understanding
- A **glossary**, with terms and concepts that are difficult to understand
- A **matching tool**, where employers can create and publish job opportunities for young job seekers

The visual wireframe of the structure is displayed in the Annex.

2.6 Key features

Components, characteristics and functionalities of the online environment:

1. **Profiles:** Users will have to create their profiles. For completing their profile, they will give consent about the privacy policy and confirm that they are over 18 years old.
2. **Roles:** The default role for new users is the one of '*Student*'. All students will be able to see and go through the materials and activities, while they can participate in the communication portal. Users assigned as 'Editing Teachers' from the consortium members will be able to add, edit, delete activities, and export activity reports to monitor the performance and behavior of the students. The creator of the environment has the default role of 'Administrator'. The administrator can take on all other roles and additionally have the possibility to manage the backend of the portal.
3. **Course enrollment:** Users will be able to select the relevant course based on the preferred language. Manual enrollment will be available in all courses (EN, GR, PL).

4. **Grading:** Dedicated questionnaires will be created to monitor and assess the level of understanding of the users. Participants will be able to monitor their performance through a *Gradebook* that includes the results from all questionnaires.
5. **Reports:** The administrator as well as the assigned teachers will be able to see and export the activity, progress, participation and completion reports of their students so as to monitor and evaluate their performance.
6. **Chat:** All students will be able to initiate private chats with the teachers, administrator and other students or even create group chats in the environment.
7. **Notifications:** Users receive notification for any updates, including receiving the badge for completion, submitting quizzes and assignments, upcoming events, manual grading of their assignments. The notifications appear both in the environment, while users will also receive a relevant email.
8. **Multilingual:** All materials will be available in English, Greek and Polish. The relevant language packs will be installed for the main menu to be automatically translated.
9. **Gamification elements:** To increase user engagement, several motivational workflows will be applied in the environment. Those include: Triggering videos, quizzes, badges, ranking and leaderboard, feedback, progress bar, social networking through the communication portal and chat.
10. **Responsiveness/Mobile app:** The overall layout of the environment will be responsive to different screen sizes. For users who wish to login through their smartphones, they will be able to download the relevant mobile app. The link will be available in the platform.

2.7 Navigation menu

The navigation bar in the platform will be displayed in two ways; as a row of links at the top left of the site and as a block with links depicting also the current place in the site.

The menu will comprise the following links:

- Dashboard
 1. Site home
 2. My courses
 - Participants
 - Badges
 - Grades

Dashboard: It is the page displaying the overview of the courses the user has enrolled in and the history of latest activities. Course percentages are displayed to monitor activity completion.

Site home: It is the main page of any course, where the list of resources and activities are displayed.



My courses: The list of courses a user has enrolled in. All sections within a course are displayed in a drop-down menu.

Participants: It refers to a specific course and displays the list of participants enrolled in the course. This can be restricted to protect user data, or it can be visible allowing the *chat* feature.

Badges: They are used as a gamification element to celebrate achievement and show progress. A series of pre-defined criteria will be associated with the issuing of badges [completion of quizzes, completion of courses, etc.]. Badges are displayed in user's profile or pushed to their Badgr backpack.

Grades: An aggregation of scores and feedback from assignments, activities and quizzes related to the course. Users can see their own grades in personalized reports to protect users' privacy.

2.8 Integration of Open Badges

Badges are used as a means for rewarding achievement and monitoring progress. Badges can be issues according to a variety of pre-defined criteria, while users will get a notification once awarded.

Open badges refer to the format for digital badges. So, it an open badge is a digital badge that is verifiable, portable, and packed with information about specific skills and achievements. Open badges can potentially build new credentialing methods with a view to identify, recognise and validate associated learning outcomes. As such, they are:

- Open and free
- Transferable
- Stackable
- Evidence-based

The rationale of using open badges is to motivate users driving the acquisition of knowledge and skills by triggering users to constantly engage with the training materials and activities, while providing a sort of credentials demonstrating authentic evidence of knowledge and achievements (UNESCO IITE, 2020).

Content owner	Technical owner	Visual owner	Badge name	Category	Purpose	Description	Criteria	Notifications	Issuing technology
PROJECT TEAM	DIGICULT	DIGICULT	Top Ecopreneur	Learning skill	The badge implies that the user has completed all activities of the course gaining adequate skills to re-enter the labor market	Having evaluated your skills in the course, this badge ensures that you have acquired an overall knowledge of the key demands to become ecopreneur.	You have successfully completed all the activities of the course.	Moodle notification	Moodle badges





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[lms.com/knowledge-center/lms-knowledge-center/why-use-a-learning-management-system/item10131](https://www.easy-lms.com/knowledge-center/lms-knowledge-center/why-use-a-learning-management-system/item10131)

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<https://iite.unesco.org/highlights/open-badges-new-opportunities-to-recognize-and-validate-achievements-digitally/>





Annex

Visual wireframes of the platform

Landing page

The wireframe depicts a landing page layout within a browser window titled "Site Title". At the top left is a square placeholder for a "Project logo". At the top right are two rectangular buttons labeled "Language" and "Login". Below these is a large horizontal section titled "TITLE OF THE PLATFORM" containing a long horizontal line with three circular markers. A grey bar below this section is titled "List of available courses". Underneath are three course cards, each with a square placeholder and labels: "Course in English", "Course in Language 1", and "Course in Language 2". The bottom section is a "Footer section" containing "Project information" on the left, social media icons for Facebook, Twitter, Instagram, and Google+ in the center, and "Get the mobile app" on the right. On the far right of the footer are links for "Data retention" and "Privacy policy".



Login page

Site Title

Project logo

Language Login

Login

Create new account

username/email

password

Sign in

First name

Last name

email

username/email

password

Sign up

Footer section

Project information

Get the mobile app

Data retention

Privacy policy





Course page

Site Title

Language User profile

Project logo Course Course title

Course title Introductory text/video, etc. Block 1: Game

Communication Tool bank Glossary Matching tool

Module 1 Module 2 Module 3

Navigation Menu
Course
Module 1
Module 2
Module 3
Course administration
Unenroll me

January 2017

Mo	Tu	We	Th	Fr	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Footer section Project information Data retention Privacy policy

f t i G+ Get the mobile app





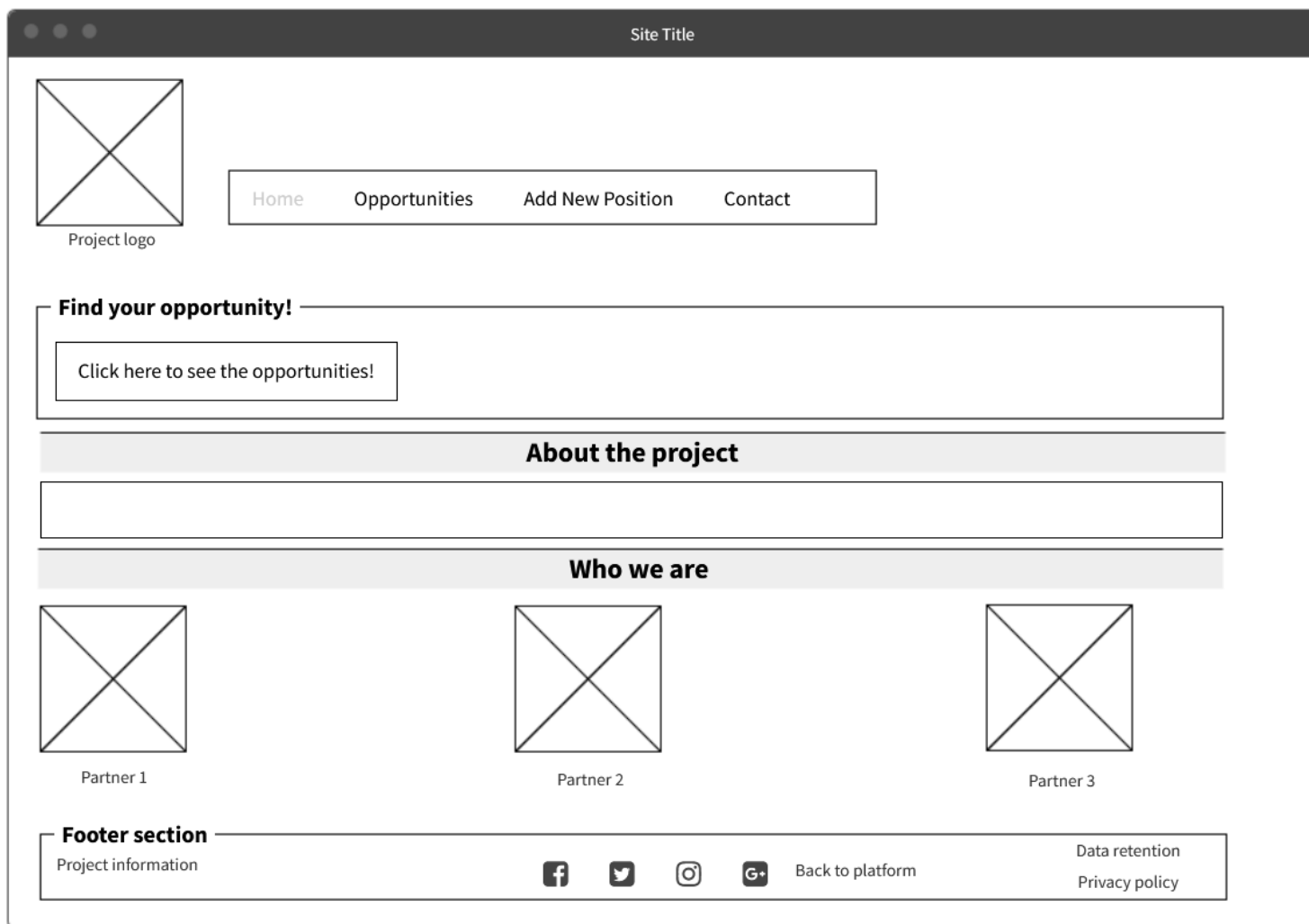
Training module page

The screenshot shows a web browser window with a dark header bar containing the text "Site Title". The main content area is divided into several sections. On the left, there is a "Project logo" placeholder (a square with an 'X') and a breadcrumb trail: "Course > Course title > Module 1". Below the breadcrumb is a "Course title" section containing "Introductory text/video, etc.". To the right of this is a "Block 1: Game" box. Below the introductory text is a "Module 1" section with a progress bar labeled "X %". This section is linked to a list of content items: "Intro video", "Training content", "Knowledge assessment", "Skills assessment", and "Feedback". On the right side of the page, there is a dark navigation menu with items: "Navigation Menu", "Course", "Module 1", "Participants", "Grades", "Badges", "Course administration", and "Unenroll me". Below the menu is a calendar for "January 2017" with days of the week (Mo, Tu, We, Th, Fr, Sa, Su) and dates (1-31). At the bottom, a "Footer section" contains "Project information", social media icons for Facebook, Twitter, Instagram, and Google+, a "Get the mobile app" button, and links for "Data retention" and "Privacy policy".



Visual wireframes of the matching tool

Landing page





Opportunities page

Site Title

Project logo

Home Opportunities Add New Position Contact

Search an opportunity

Search by title

Opportunity type
Any

Industry
Any

Country
Any





Language
Any

Title: Business administration
Opportunity type: Full time employment
Industry: Information Technology / Programmers
Country: Cyprus
Language: English

Title: XXX
Opportunity type: XXX
Industry: XXX
Country: XXX
Language: XXX

Footer section

Project information

    Back to platform


Data retention
Privacy policy



Add New Position Page

Step 1

Site Title



Project logo





[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Add position name*

Footer section

Project information

    [Back to platform](#) [Data retention](#)
[Privacy policy](#)



Step 2

Site Title

Home Opportunities Add New Position Contact

1

2

3

4

5

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13

14

Select the type of opportunity*

- Internship
- Training
- Full-time permanent employment
- Full-time fixed-term contract
- Part-time permanent employment
- Part-time fixed-term contract
- Project-based
- Voluntary

Next >

Footer section

Project informationBack to platform

Data retention
Privacy policy

19 | Page



Step 3

Site Title

[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

1234567891011121314

Select industry for this position*

- Tourism & HORECA
- Education & Training
- Business Administration
- Logistics
- NGO
- Arts
- IT / ICT / Programming
- Management / Consultancy
- Maritime
- Engineering / Mechanics / Automation
- Retail / Sales
- Logistics Warehouse Transportation
- Other

Next >

Footer section

Project information

[Back to platform](#)

[Data retention](#)
[Privacy policy](#)



Step 4

Site Title

[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Job description*

Please write down the main tasks and responsibilities

Next >

Footer section

Project information

[Back to platform](#)

[Data retention](#)
[Privacy policy](#)



Step 5

Site Title

Project logo

Home Opportunities Add New Position Contact

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Job requirements*

Next >

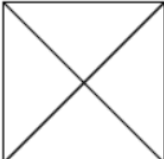
Footer section

Project information Back to platform Data retention Privacy policy



Step 6

Site Title

 Project logo

Home Opportunities Add New Position Contact





1 2 3 4 5 6 7 8 9 10 11 12 13 14

Select country of opportunity*

<input checked="" type="radio"/> Cyprus	<input type="radio"/> Italy
<input type="radio"/> Austria	<input type="radio"/> Latvia
<input type="radio"/> Belgium	<input type="radio"/> Lithuania
<input type="radio"/> Bulgaria	<input type="radio"/> Luxembourg
<input type="radio"/> Croatia	<input type="radio"/> Malta
<input type="radio"/> Czech Republic	<input type="radio"/> Netherlands
<input type="radio"/> Denmark	<input type="radio"/> Poland
<input type="radio"/> Estonia	<input type="radio"/> Portugal
<input type="radio"/> Finland	<input type="radio"/> Romania
<input type="radio"/> France	<input type="radio"/> Slovakia
<input type="radio"/> Germany	<input type="radio"/> Slovenia
<input type="radio"/> Greece	<input type="radio"/> Spain
<input type="radio"/> Hungary	<input type="radio"/> Sweden

Next >

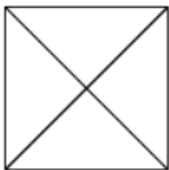
Footer section

Project information     Back to platform Data retention Privacy policy



Step 7

Site Title



Project logo





[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

- 1
- 2
- 3
- 4
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- 8
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- 11
- 12
- 13
- 14

Upload job image

One file only. Allowed types: gif, jpg, jpeg, png.

Footer section

Project information     [Back to platform](#) [Data retention](#)
[Privacy policy](#)



Step 8

Site Title

Home Opportunities Add New Position Contact

1234567891011121314

Organization Name*

Next >

Footer section

Project informationBack to platform

Data retention
Privacy policy



Step 9

Site Title

Project logo

Home Opportunities Add New Position Contact

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Starting date*

January 2017						
Mo	Tu	We	Th	Fr	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Next >

Footer section

Project information


Back to platform

Data retention
Privacy policy



Step 10

Site Title



Home Opportunities Add New Position Contact

1 2 3 4 5 6 7 8 9 10 11 12 13 14





Language of position*

- English
- Greek
- Polish
- French
- German
- Spanish
- Portuguese
- Other

Next >

Footer section

Project information

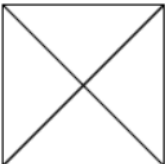
Back to platform

Data retention
Privacy policy



Step 11

Site Title



[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

1234567891011121314





Please insert the location of the position*

City, Area

Next >

Footer section

Project information



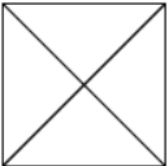
Back to platform

[Data retention](#)
[Privacy policy](#)



Step 12

Site Title



Project logo

[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)





- 1
- 2
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- 14

Please get in contact with the participants in case you need more information, such as why they want to participate, previous experience, etc.

[Next >](#)

Footer section

Project information

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[Privacy policy](#)



Step 13

Site Title

[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

1234567891011121314

Leave your contact details here*

email, phone, LinkedIn, link to contact form, etc.

Your details will be visible for those who wish to apply for the current position.

Next >

Footer section

Project information

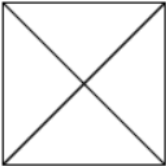
[Back to platform](#)

[Data retention](#)
[Privacy policy](#)



Step 14

Site Title



Project logo





[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

- 1
- 2
- 3
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- 13
- 14

Congratulations!
You created a new position! You can find it back in Opportunities menu!

[Back to the form](#)

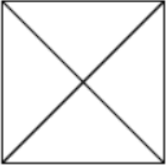
Footer section

[Project information](#)     [Back to platform](#) [Data retention](#)
[Privacy policy](#)



Contact page

Site Title



Project logo

[Home](#) [Opportunities](#) [Add New Position](#) [Contact](#)

Contact with the project team!

Title*

Mr.
 Mrs.
 Ms.





Name & Surname*

email*

Subject*

Message*

Footer section

Project information     [Back to platform](#) [Data retention](#)
[Privacy policy](#)