



Methodology for Piloting FuTour Course Design – Project Result 1: Training Kit for Professionals





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Overview

FuTour aims to foster sustainable and digital tourism by providing VET providers with a comprehensive toolkit that encompasses the latest trends, practices, and technologies in the industry. By enhancing digital literacy and competencies, we seek to prepare educators and learners for the evolving demands of the tourism sector.

The piloting phase aims to test and refine the FuTour Course Design (PR1), ensuring its effectiveness and usability before full implementation. This phase will involve a series of structured activities conducted over 4 days, with each day comprising 5 hours of dedicated piloting sessions.

Objectives

- Evaluate the content and structure of the FuTour Course Design.
- Gather feedback from participating trainers to refine the course materials.
- Ensure the curriculum meets the needs of VET providers and aligns with digital tourism goals.

Event Duration and Structure

- **Total Duration: 4 Days**
- **Daily Duration: 5 Hours**
- **Total Hours: 20 Hours**
- **Number of Trainers: 20-40 per institution**
- **Sessions per Day: 3**

Preparation

- Identify and invite 20-40 trainers from each participating institution. Trainers from each participating institution with experience in tourism, hospitality, or digital education will be engaged in getting trained.
- Ensure all course materials, including digital resources and printed handouts, are ready.
- Arrange for necessary equipment such as computers, projectors, and internet access.
- Secure a suitable location for in-person sessions, ensuring it is equipped with the required technology.



Implementation: Day-wise Breakdown

Day 1: Introduction and Initial Units

Session 1: Introduction to FuTour Time: 9:00 AM - 10:00 AM	<ul style="list-style-type: none">• Introduction to FuTour Project.• Overview of course structure and key components.
Session 2: Unit 1 - EU Green Policy: Paving the Way to a Sustainable Future Time: 10:15 AM - 12:15 PM	<ul style="list-style-type: none">• Presentation on EU Green Policy objectives and strategies.• Discussion on environmental challenges and sustainability.
Session 3: Unit 2 - Tourism after Covid-19 Time: 1:15 PM - 3:15 PM	<ul style="list-style-type: none">• Review of tourism industry challenges post-Covid-19.• Case studies on recovery strategies.
Feedback Collection Time: 3:15 PM - 4:00 PM	<ul style="list-style-type: none">• Collect feedback through questionnaires.• Q&A session.

Day 2: Focus on Digital Strategies and Education

Session 1: Unit 3 - Digitalization Strategy for VET Providers in EU Member States Time: 9:00 AM - 11:00 AM	<ul style="list-style-type: none">• Discussion on digital transformation and strategy formulation.• Exploration of policy impacts on digital education.
Session 2: Unit 4 - Digital Education for Tourism Time: 11:15 AM - 1:15 PM	<ul style="list-style-type: none">• Examination of digital challenges in tourism.• Learning about the metaverse and digital tools.
Session 3: Unit 5 - Human Digital Skills for Tourism Unit 11 - Find and follow actual trends	<ul style="list-style-type: none">• Review of essential digital skills for tourism professionals.• Interactive skill-building exercises.





Time: 2:15 PM - 3:15 PM	<ul style="list-style-type: none">• Understand the touristic needs of different generations• How and where to find online trends
Group Discussion	<ul style="list-style-type: none">• Trainers share insights and suggestions.• Collaborative problem-solving exercises.
Time: 3:15 PM - 4:00 PM	

Day 3: Advanced Digital Education and Feedback

Session 1: Unit 6 - Digital Education for VET Providers: Case Study - Vasilis Travel Time: 9:00 AM - 11:00 AM	<ul style="list-style-type: none">• Case study analysis on digital skills and destination marketing.• Discussion on influencers and innovation in tourism.
Session 2: Unit 7 - Digital Education for Educators I: New Trends in VET Time: 11:15 AM - 1:15 PM	<ul style="list-style-type: none">• Exploration of new trends and future prospects in VET.• Workshop on motivational strategies for educators.
Session 3: Unit 8 - Digital Education for Educators II: Blended Learning in VET Time: 2:15 PM - 3:15 PM	<ul style="list-style-type: none">• Overview of blended learning benefits and strategies.• Creation of individual learning paths and class scenarios.
Feedback Collection Time: 3:15 PM - 4:00 PM	<ul style="list-style-type: none">• Gather feedback through structured surveys.• Interactive Q&A session.

Day 4: Final Units and Conclusion





Session 1: Unit 9 - Digital Education for Educators III: New Teaching Methods in VET Time: 9:00 AM - 11:00 AM	<ul style="list-style-type: none">• Comparison of project-based and problem-based learning.• Introduction to gamification and microlearning techniques.
Session 2: Unit 10 - Frameworks for Future Tourism: Teach How to Deal with a Digital Crisis Unit 12: Create your digital identity and improve your network: Time: 11:15 AM - 1:15 PM	<ul style="list-style-type: none">• Strategies for managing digital reputation and crises.• Exercises on handling negative reviews and rebranding.• Meaning and importance of Digital Marketing;• Digital presence and identity;• Social networks, tools channels
Session 3: Course Adjustments and Wrap-Up Time: 2:15 PM - 3:15 PM	<ul style="list-style-type: none">• Discuss potential adjustments based on feedback.• Summarize findings and outline next steps.
Closing Remarks Time: 3:30 PM - 4:00 PM	<ul style="list-style-type: none">• Final thoughts and acknowledgements.• Distribution of participation certificates.



Evaluation Questionnaire for FuTour Training Kit Piloting

Participant Name: _____

Institution: _____

Date: _____

Instructions: Please provide your feedback on the following aspects of the FuTour Course Design. Your input is invaluable for refining and enhancing the course. Rate each item on a scale from 1 to 5, where 1 = Strongly Disagree, 2 = Disagree, 3 = Neutral, 4 = Agree, and 5 = Strongly Agree. Provide additional comments where applicable.

Section 1: General Feedback

1. Overall Satisfaction

- The course met my expectations.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The course content was relevant and useful.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The duration of the course was appropriate.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The course materials were well-organized and easy to follow.
 - Rating: [1 2 3 4 5]
 - Comments: _____





Section 2: Unit-Specific Feedback

Unit 1: EU Green Policy: Paving the Way to a Sustainable Future

- The unit provided a clear understanding of the EU Green Policy.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The case studies were relevant and informative.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 2: Tourism after Covid-19

- The unit effectively covered the impact of Covid-19 on tourism.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The strategies for tourism recovery were practical and applicable.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 3: Digitalization Strategy for VET Providers in EU Member States

- The unit explained the digitalization strategy clearly.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The policy discussions were relevant and insightful.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 4: Digital Education for Tourism





- The unit addressed digital challenges in tourism effectively.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The concept of the metaverse was well-explained.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 5: Human Digital Skills for Tourism

- The unit provided valuable insights into essential digital skills.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The skill-building exercises were effective.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 6: Digital Education for VET Providers: Case Study - Vasilis Travel

- The case study was relevant and engaging.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The discussions on influencers and innovation were useful.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 7: Digital Education for Educators I: New Trends in VET

- The unit covered new trends in VET comprehensively.
 - Rating: [1 2 3 4 5]
 - Comments: _____





- The motivational workshops were beneficial.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 8: Digital Education for Educators II: Blended Learning in VET

- The unit provided clear insights into blended learning.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The creation of individual learning paths was helpful.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 9: Digital Education for Educators III: New Teaching Methods in VET

- The unit effectively compared different teaching methods.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The introduction to gamification and microlearning was clear.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 10: Frameworks for Future Tourism: Teach How to Deal with a Digital Crisis

- The unit provided practical strategies for managing digital crises.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The exercises on handling negative reviews and rebranding were effective.
 - Rating: [1 2 3 4 5]
 - Comments: _____





Unit 11: How to find and follow actual trends:

- The unit provided comprehensive understanding about the touristic needs of different generations.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The exercises on marketing strategy to a multigenerational audience were effective.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Unit 11: How to create your digital identity and improve your network:

- The unit provided comprehensive understanding about the Meaning and importance of Digital Marketing.
 - Rating: [1 2 3 4 5]
 - Comments: _____
- The exercises on Digital presence and identity were effective.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Section 3: Teaching Methods and Delivery

1. Effectiveness of Teaching Methods

- Rating: [1 2 3 4 5]
- Comments: _____

2. Trainer Engagement

- The trainers were knowledgeable and engaging.
 - Rating: [1 2 3 4 5]
 - Comments: _____





- The trainers effectively facilitated group discussions.
 - Rating: [1 2 3 4 5]
 - Comments: _____

Section 4: Overall Experience and Suggestions

1. Overall Experience

- I am satisfied with the overall course experience.
 - Rating: [1 2 3 4 5]
 - Comments: _____

2. Suggestions for Improvement

- Please provide any suggestions for improving the course content or delivery.
 - Comments: _____

Thank you for your valuable feedback! Your insights will be instrumental in refining the FuTour Course Design and enhancing its impact on digital tourism education.



Evaluation Report Template for FuTour Course Piloting Surveys

FuTour Training Kit Piloting Evaluation Report

Prepared by: _____

Institution: _____

Date: _____

1. Executive Summary

Overview:

- Brief summary of the evaluation results.
- Key findings and overall satisfaction levels.
- Recommendations for course improvements.

Key Statistics:

- Total number of participants: _____
- Average satisfaction rating: _____
- Percentage of positive feedback: _____%

2. Introduction

Purpose:

- Describe the objectives of the FuTour Course Piloting.

Methodology:

- Explain the evaluation methodology, including survey distribution, data collection, and analysis processes.

3. Detailed Findings

3.1 General Feedback: Overall Satisfaction:

- Summary of ratings and comments on overall course satisfaction.
 - **Average Rating:** _____
 - **Comments:**



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- Positive: _____
- Areas for Improvement: _____

Course Content:

- Evaluation of content relevance and usefulness.
 - **Average Rating:** _____
 - **Comments:**
 - Positive: _____
 - Areas for Improvement: _____

Duration and Organization:

- Feedback on course duration and material organization.
 - **Average Rating:** _____
 - **Comments:**
 - Positive: _____
 - Areas for Improvement: _____

3.3 Teaching Methods and Delivery

Effectiveness of Teaching Methods:

- **Average Rating:** _____
- **Comments:**
 - Positive: _____
 - Areas for Improvement: _____

4. Summary of Findings

- Highlight key strengths identified from the evaluation.





- Summarize common areas needing improvement.
- Summarize the overall feedback and satisfaction levels.