Gathering of CAMPO Platform Requirements

Organizing meetings, interviews and online surveys with students, teachers and coaches to identify desired features and usability needs.

PLAY, LEARN, LEAD – STUDENT SURVEY

This questionnaire is to understand what interests you, how you learn better and whether a digital platform related to football can help you grow, learn and work better with others. There are no right or wrong answers: only your opinion counts.

Estimated completion time: 8-10 minutes.

Email address

_____

1. **Age:**
   - ☐ 12
   - ☐ 13
   - ☐ 14
   - ☐ 15
   - ☐ 16
   - ☐ 17
   - ☐ 18

2. **Do you train or play football?**
   - ☐ Yes, regularly
   - ☐ Every now and then
   - ☐ No, but I'm interested in sport
   - ☐ No

3. **Do you have regular access to a phone/tablet/computer and the internet?**
   - ☐ Yes
   - ☐ No

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4. **How do you assess your digital skills?**
   - ☐ Low
   - ☐ Basic
   - ☐ Good
   - ☐ Very good

5. **How interested would you be in a multilingual digital platform that combines football with useful skills for school, sport, life and the future:**
   - ☐ Not at all
   - ☐ Little
   - ☐ Quite
   - ☐ Very
   - ☐ A lot

6. **What should such a platform help you with?**
   - ☐ Learning in a more fun way
   - ☐ Better understand how to work as a team
   - ☐ Improve as a person, not just as an athlete
   - ☐ Feeling more confident
   - ☐ Learn using videos, games, quizzes, and challenges
   - ☐ Making better use of digital

7. **In such a platform, how would you prefer the assets (content) to be presented?**
   - ☐ Video
   - ☐ Texts
   - ☐ Interactive content
   - ☐ Mixed

8. **How much would you like to use a platform where you can see the experiences of other young people, tell your experience and compare yourself with students from other countries?**
   - ☐ Not at all
   - ☐ Little
   - ☐ Quite
   - ☐ Very
   - ☐ A lot

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9. How would you most like to share or see experiences?

- ☐ Short videos
- ☐ True stories of guys like me
- ☐ Challenges or Quests
- ☐ Comments and likes
- ☐ Games and quizzes
- ☐ Hands-on activities to try

10. What do you like most to learn through sport?

- ☐ Improve as a footballer/athlete
- ☐ Work better as a team
- ☐ Be more confident
- ☐ Managing stress and errors
- ☐ Be heard in the group
- ☐ Winning and losing without giving up
- ☐ Using technology and digital
- ☐ Better preparing for the future

11. What skills would you like to develop?

- ☐ Leadership
- ☐ Teamwork
- ☐ Resilience (do not give up)
- ☐ Communication
- ☐ Inclusion and respect
- ☐ Autonomy
- ☐ Digital skills
- ☐ Emotional well-being
- ☐ Critical thinking
- ☐ Problem solving

12. Which AREAS would you like to find in the "CAMPO" platform?

- ☐ Sport and Football
- ☐ Soft Skills and Personal Development
- ☐ Inclusion, values and citizenship
- ☐ Digital and STEAM
- ☐ Physical and emotional well-being

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13. For each area, which THEMES should be developed as learning units or lessons in the platform?

Sport and Football

- ☐ Football as a school of life
- ☐ Rules, fair play and respect
- ☐ Team roles and responsibilities
- ☐ Leadership in campo
- ☐ Win, lose and improve
- ☐ Error and Loss Management

Soft Skills and Personal Development

- ☐ Positive leadership
- ☐ Teamwork and cooperation
- ☐ Effective communication
- ☐ Managing emotions
- ☐ Self-esteem and motivation
- ☐ Conflict management
- ☐ Problem solving

Inclusion, values and citizenship

- ☐ Inclusion and diversity
- ☐ Gender equality in sport
- ☐ Disability and inclusive sport
- ☐ Interculturality
- ☐ Respect for the rules and others
- ☐ Active citizenship and social responsibility

Digital and STEAM

- ☐ Conscious use of digital
- ☐ Online learning and autonomy
- ☐ Data analysis in sports
- ☐ Technology applied to football
- ☐ Digital creativity (video, storytelling, content)
- ☐ Online safety and digital citizenship

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Physical and emotional well-being

- ☐ Mental well-being in sport
- ☐ Stress management
- ☐ Balance between sports, school and personal life
- ☐ Healthy lifestyles
- ☐ Prevention of youth burnout

14. In your opinion, the selected themes should be organized as:

- ☐ Standalone modules
- ☐ Guided tours
- ☐ Both

15. The modules should be:

- ☐ Short and simple
- ☐ Score or levels
- ☐ With videos and games
- ☐ With challenges to be done alone or in a group
- ☐ With quizzes to track progress and readiness

16. If we had to start with only 4 initial MODULES, what areas and themes would you choose?

1) _____

2) _____

3) _____

4) _____

17. Are there any topics or skills that are important to you that have not been included?

_____

18. In your opinion, the "Field" platform should be:

- ☐ Used only during the project
- ☐ Support for school and sports activities
- ☐ A stable point of reference even after the project

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19. How often would you use a platform like "Campo"?

- ☐ Never
- ☐ Every now and then
- ☐ 1–2 times a month
- ☐ 1 time a week
- ☐ Several times a week

20. What could make it difficult to use the platform?

- ☐ Short time
- ☐ Too difficult
- ☐ Boring
- ☐ Technical issues
- ☐ Internet flight
- ☐ Too much theory
- ☐ Language

21. What would make the "Campo" platform really useful and interesting for you?

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Thank you for your help!

The Play, Learn, Lead team

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