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 – WORKSHOPS

These workshops are practical and participatory focus groups that support the survey in collecting the requirements of the CAMPO digital platform.

The survey allows you to collect structured data on the opinions, interests and preferences of the participants. The workshop, on the other hand, aims to go beyond the answers to the questionnaires, involving participants in an active discussion and in small practical activities to understand if the themes, contents and the very idea of the platform can be really useful in their context.

During the workshops, we reflect together on concrete needs, methods of use and expectations, imagining real situations of use of the platform.

Workshops and surveys are complementary tools that, when used together, allow the collection of qualitative and quantitative information useful for defining the functional, content and usability requirements of the platform during the design phase.

The following guidelines are designed to allow children, teachers and coaches to carry out the workshop independently.

To ensure that what emerged during the workshop is collected in a clear and usable way, the presence of the following is recommended:

- a facilitator, who guides the discussion, asks questions and stimulates discussion;
- a secretary, who has the task of taking note of the main contributions that have emerged.

The secretary draws up a sort of minutes of the workshop, noting:

- the recurring needs and problems mentioned by the participants;
- the features and content considered most useful;
- any obstacles or critical issues highlighted;
- the final observations considered most significant by the group.

The minutes are a reasoned summary of the key points that emerged during the discussion. This document, together with the results of the survey, forms a fundamental basis for the analysis of the data and for the definition of the requirements of the CAMPO platform.

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WORKSHOPS FOR TEACHERS AND COACHES

Objective
Understanding if and how a digital platform like CAMPO could concretely support daily educational and sports work, identifying real needs, useful content and usage requirements.

Recommended duration
30-45 minutes.

Start of the workshop
A facilitator opens the meeting by explaining that it is a moment of practical discussion.

It is important to clarify that there are no right or wrong answers and that the goal is to collect realistic points of view, related to everyday experience.

You can start by asking participants to introduce themselves briefly.

Phase 1 – Real needs

The facilitator invites the group to reflect on this question:

"Thinking about your daily work with your students/athletes, at what times do you feel that a digital tool could really help you?"

Space is left for iberian interventions, encouraging concrete examples: preparation of activities, group management, work on soft skills, motivation, inclusion, monitoring of progress, lack of time or materials.

The aim is not to find solutions but to bring out real problems and needs.

Phase 2 – Practical test: imagining a CAMPO activity

At this point the workshop becomes more practical.

The facilitator proposes one or two key themes suggested in the survey

- **Sport and Football**
  - Football as a school of life
  - Rules, fair play and respect

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- 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

- **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

and asks:

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"Imagine having to work on this issue with the kids. If you had a platform like CAMPO, what kind of concrete activity would really help you?"

The group is invited to describe orally:

- what kind of activities they would do,
- How long should it last
- what kind of digital support would be needed (videos, quizzes, examples, assessment tools)

This phase is to understand what the platform should allow you to do, not how it should look graphically.

Phase 3 – Useful features and priorities

The facilitator leads a collective reflection by asking questions such as:

- *"What features would make the platform really useful in your work?"*
- *"What should be there from the beginning?"*
- *"What would be useful but not indispensable?"*

Through the discussion, priorities naturally emerge: ready-made materials, guided paths, monitoring tools, spaces for sharing, flexibility of use.

The facilitator can summarize the functions considered most important by the group.

Phase 4 – Usability and obstacles

We then move on to reflect on the practical aspects of use, asking:

"What could make it difficult to use a platform like CAMPO in your reality?"

The group discusses topics such as available time, digital skills, language, connection, initial support.

Immediately after, he asks:

"What would have to be simple or immediate for the platform to really be used?

This phase is essential to define usability requirements, often more important than the functions themselves.

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WORKSHOPS FOR STUDENTS AND ATHLETES

Objective
Understand what would make a platform like CAMPO interesting, useful and easy to use for students and athletes, informally testing themes and learning methods.

Recommended duration
20-30 minutes.

Start of the workshop
The facilitator explains that the meeting is a guided chat to design something designed for them.

It is important to use simple and direct language, making it clear that their personal opinion counts.

Step 1 – What works and what does not

Start by asking:

- *"When you learn something through sports or online, what do you really like?"*
- *"When do you get bored and stop using a platform?"*

The group responds freely. The facilitator listens and relaunches, without judging.

Phase 2 – Practical test: let's invent a "mission"

The facilitator proposes one or two key themes suggested in the survey

- **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

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- 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
- **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

and asks:

"If there was a platform, which we call CAMPO, what kind of activity or challenge would you like to find on this theme?"

The group is invited to describe orally:

- What they should do
- Whether they prefer videos, texts, quizzes, games or challenges
- Whether alone or in a group

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- What would motivate them (points, levels, feedback)

This phase is to understand how they want to learn.

Step 3 – What Needs to Be Simple

It then asks:

"To really use a platform like CAMPO, what should be simple?

Aspects related to language (e.g., English), speed, clarity of content, type of interaction may emerge.

Step 4 – Closure

Final question:

"What would make this platform really useful or interesting for you?"

The facilitator thanks and explains that their ideas will be used to build the platform.

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FORMAT OF THE WORKSHOP MINUTES

(for the secretary)

Date: _____

Location: _____

Type of participants:

- ☐ Students
- ☐ Athletes
- ☐ Teachers
- ☐ Coaches

Number of participants: _____

Age range: _____

Duration of the workshop: _____

Purpose of the workshop: the workshop aimed to collect qualitative and practical feedback, complementary to the survey, to identify needs, expectations and requirements useful for the design of the CAMPO digital platform.

Main elements that emerged

During the meeting, the following key points emerged:

1. Main needs and problems:

_____

_____

_____

_____

_____

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_____

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2. Perceived usefulness of the platform

3. Content and topics considered most relevant

4. Features that are important

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5. Usability aspects and possible critical issues

Remarks:

(e.g. climate, group point of view, impressions, significant phrases or considerations)

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