# CLP Tool Adoption: Use Case Collection Summary/Analysis

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This analysis focuses on evaluating a set of documents (n = 7) submitted by various organizations, each of which has completed the "CLP Tool Adoption: Use Case Collection Template." The template was designed to systematically capture detailed use cases for adopting the Custom Learning Planner (CLP) Tool in organizational contexts, with an emphasis on personalized e-Learning. As part of the EU Erasmus+ project "Young Refugees AI Student Empowerment Program", CLP Tool Originally developed to create tailored learning plans for participants in the e-VELP online course, is now being explored for wider applications, particularly in large and complex online learning environments that require customization based on user data and experience.

The analysis examines how different organizations plan to implement the CLP Tool, highlighting the specific needs, challenges, and opportunities they identify. By reviewing these diverse use cases, the goal is to uncover recurring themes, innovative approaches, and insights that can contribute to optimizing the CLP Tool's broader adoption across various educational and training settings.

All data will be analyzed anonymously, and no names of organizations or individuals will be published, ensuring confidentiality.

## Use Case Type

Four main categories of use cases were identified:

1. **Personalized Learning Plans:** This category involves creating custom learning plans tailored to learners' experiences and expectations. For example, one document describes an initiative where explainable Artificial Intelligence (AI) is used to match user interests with available content on the organization's digital platform. Another document emphasizes the potential of the CLP Tool to help teachers align their lesson planning with platform courses, ensuring a more cohesive learning experience.

2. **Database of Articles and Blogs:** In this use case, personalized content is delivered based on user preferences, such as a newsfeed that categorizes articles, program calls, and other content to target specific user groups. One organization has already implemented this feature on its platform, using labels to direct content to the intended audience.

3. **Large Online Tutorials:** This category focuses on personalized tutorials based on user needs and experiences. Although the organizations have not yet implemented

this functionality, one document outlines plans to integrate tutorials supported by gamification elements in the future.

4. **General Use Case:** This category addresses the challenge of personalizing large and complex content that may otherwise overwhelm users. For instance, one organization has made efforts to simplify and make their digital courses more accessible by using easy language and content, particularly for self-learning modules.

Additional insights were found in the "Other Use Cases" section. The organization plans to use the tool for better lesson planning: Teachers could use the CLP Tool to plan their lessons more effectively by aligning them with the platform's courses. This would make it easier to integrate the online learning materials into their in-class activities, ensuring a cohesive learning experience for students.

Each document reflects varying levels of progress and focus across these categories, providing a diverse set of approaches for adopting the CLP Tool.

## Detailed Description

| The organization… | Target group |
|---|---|
| offers a free technology club for state schools and high schools in Romania, focusing on introducing coding to children through an e-Learning platform. Teachers can create accounts, enroll students, and provide access to recorded coding lessons, allowing for flexible learning both in class and at home. | - Teachers who are looking to integrate coding in their curriculum<br>- Students wo enrolled in these schools who are interested in learning coding and digital skills. |
| develops an app designed to enhance personal safety during nightlife, targeting both individuals (B2C) and businesses (B2B). The app also provides features such as emergency contact access and venue listings for secure spaces, with plans to expand through a structured e-Learning program. | - Business perspective (bars, clubs, cafes, event organizers)<br>- Customers (individuals, especially women and vulnerable groups who frequent nightlife venues like bars, …) |
| focuses on empowering young entrepreneurs and youth workers through a training program and methodology aimed teachers<br>at fostering entrepreneurship and regeneration projects. These resources are accessible on an online platform, supporting capacity-building for youth empowerment. | - Young adults<br> - adult educators and |
| aims to enhance adult education by developing soft skills critical to professional and social integration. The program involves training educators in using cultural activities, particularly live performances, to support vulnerable learners. Focus areas include communication, teamwork, | - Young adults who want to transform their ideas into successful ventures. |

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| and leadership, with tools like storytelling and intergenerational projects to foster self-awareness and technical skill development. | |
| offers a range of online courses in digital skills, career orientation, and personal development, alongside self-learning content. Courses are delivered as voluntary two-hour workshops, while self-learning content is currently less interactive, requiring the downloading of PDFs. The platform is continuously updated, providing users with a wide variety of learning opportunities. | - Young adults aged 14-20 with a migration background |
| undertakes extensive research in pedagogical methodologies, focusing on improving learning outcomes in higher education institutions (HEIs). By integrating adaptive learning platforms, mobile apps, and other technologies, the project aims to create personalized and inclusive learning environments tailored to diverse student needs across various academic disciplines. | - HEIs<br>  - Learners |
| provides foundational courses on visual impairment and blindness, including medical basics of eye health, training for visually impaired individuals, and general awareness about blindness and low vision. These courses aim to raise awareness and provide practical training on supporting individuals with visual impairments. | - Administrative staff<br>- Nurses<br>- Leaders<br>With different ages and nations |

## Challenges

The analysis reveals several key challenges across the different organizations, many of which focus on the personalization and scalability of learning experiences. These challenges include:

- **Access and Personalization of Learning**: A lack of personalized course recommendations is a major challenge, as access to courses is currently controlled solely by teachers, without automated suggestions based on student knowledge.
  The CLP Tool could help by o0ering personalized learning paths that challenge students appropriately.

- **Understanding and Addressing Individual Needs**: Tailoring content to individual learner goals, learning styles, and skill levels poses difficulties, particularly at scale. Ensuring content relevance, maintaining engagement, and offering continuous assessment and feedback are all challenges in delivering personalized learning experiences to large, diverse groups.
  The CLP Tool could address these through dynamic content delivery, scalable personalization, and real-time feedback.

- **Differentiated Learning for Varied Experience Levels**: A challenge arises from the need to customize training paths for experienced and new individuals. The CLP Tool could solve this by o0ering pre-assessment options and tailoring learning content based on existing knowledge, ensuring a more engaging experience.
- **Diverse Learner Backgrounds and Content Complexity**: Customizing content for distinct audiences with varied backgrounds, such as young entrepreneurs and youth workers, is a challenge. The complexity of concepts like entrepreneurship or the application of new methodologies can overwhelm learners, making it difficult to ensure real-world relevance. User engagement and retention are also concerns, especially if learners feel disconnected from the content.
- **Data Collection and Overwhelm**: The lack of detailed data from learners makes it challenging to refine offerings. Sporadic surveys are not always completed by users, limiting insight into their needs. Additionally, some users feel overwhelmed by the broad range of available content. The CLP Tool could help them navigate their strengths and weaknesses, encouraging greater participation.
- **Digital Inequality and Inclusion**: The pandemic highlighted inequalities in access to digital learning, particularly for those without internet or devices. This issue is exacerbated by the inability of some teachers and students with special needs to participate in distance learning. Ensuring inclusion in digital learning environments remains a major challenge.
- **Scalability and Content Adaptation**: Creating and adapting personalized content for large groups is time-consuming. Keeping up with changing learner needs and adjusting content in real-time is a persistent challenge. The CLP Tool could monitor learner progress and adapt content accordingly, suggesting more di0icult tasks or reinforcing basic concepts as needed.

## Feature Requests and Suggestions

- **Authentic Task Creation:** Develop tasks requiring teams to collaboratively investigate and solve problems using online resources. This should foster communication, team-building, and appreciation of cross-cultural insights, contributing to the internationalization of the curriculum.
- **Multilingual Access:** Ensure the CLP Tool is available in multiple languages, specifically including simplified German to meet the needs of young learners with limited language proficiency.
- **Collaboration and Networking Tools**: Introduce features to facilitate collaboration, such as discussion forums, group workspaces for project-based learning, and mentorship matching within the platform.

- **Application to EU-Funded Projects**: The CLP Tool is seen as well-developed but could be expanded to apply its methodology to EU-funded educational projects, potentially saving time and resources for participants.
- **Progress Tracking**: Incorporate automatic tracking of user progress through courses, providing trainers with detailed reports on participant performance, including lesson completion, time spent on modules, and areas of struggle.