Ecosystem infrastructure for smart and personalised inclusion and PROSPERITY for ALL stakeholders

D502.4 (update) Training courses on DeveloperSpace

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Abstract

This document is an addition of the deliverable D502.4 and provides detailed descriptions of the training courses of SP2 components, including the evaluations of the training materials, with complete sets of information to be used by the people who will populate the Prosperity4All DeveloperSpace after the end of the project.

Training activities range from remote to face-to-face meetings, workshops, webinars, and e-learning courses available on Developer Space (https://ds.gpii.net/learn/tutorials). Further information is available at: http://www.prosperity4all.eu/.

Keyword List

Training courses, developers, end users, Developer Space, Tutorials.
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<td>Assistance on Demand</td>
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<td>AT</td>
<td>Assistive Technology</td>
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<td>D</td>
<td>Deliverable</td>
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<td>DoW</td>
<td>Description of Work</td>
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<td>DSpace</td>
<td>DeveloperSpace</td>
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<td>Global Public Inclusive Infrastructure</td>
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<td>Prosperity4All</td>
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Executive Summary

This document is an addition to the deliverable D502.4 and provides detailed descriptions of the training courses, including the evaluations of the training materials, with complete sets of information to be used by the people who will populate the Prosperity4All DeveloperSpace after the end of the project.

This document describes the materials developed for training developers who wish to use SP2 components within the Prosperity4All project, which is aiming to create training for the developers/implementers, whilst creating the Prosperity4All infrastructure and its various parts.

The main objectives of this additional report are provided in the introductory Chapter 1. The appropriate methodology and techniques are discussed in Chapter 2. The developed training courses are presented in Chapter 3.

The report concludes with Chapter 4.
1 Introduction

Training within the Prosperity4All project aimed to provide adequate and necessary information, materials and support to involved developers about the SP2 components. Training within Prosperity4All offers skill-based training to developers and implementers for integrating components to existing applications and services, aiming to offer customised/customisable solutions. Training is important for rendering implementers able to carry out their development work and looping back to the creators of the training materials and the respective developments.

1.1 Objectives

Training within Prosperity4All aims to:

- Allow access to training/information about the elements, characteristics and capabilities of the components they can use (internal and external developers and implementers);
- Train end-users and stakeholders in using the enhanced/added functionalities of Unified listing and Developer Space.
2 Methodology

A trainee can be anybody who wants to interact with the infrastructure momentarily (e.g. find documentation and download it), to complete a task (e.g. find a component and start implementation), and for a longer period of time (e.g. search for customised solutions in an autopersonalised and autoconfigured environment).

The overall aim is to meet the user training needs and requirements on professional level (implementers) starting from generic examples created during the building up of the infrastructure and aiming to offer personalised training services for professionals after the deployment of the ecosystem through DeveloperSpace (the place where developers, and other interested parties can find components to use and integrate to their products, search for documentation, talk with other professionals, find users, ask for expert help and guidance, etc).

In the context of activity T5.2 “Training Activities”, we developed 12 training courses with 30 separate training videos. The courses that were developed are available on DeveloperSpace (https://ds.gpii.net/learn/tutorials).

The courses that were developed can be summarized as following:

- Install a SocketBuilder and create a new socket
- Use of AoD platform from different users
- HapticTouch IO Modules
- HapticTouch IO Modules (T202.3 Android)
- Affect Sensing Module
- Fall Detection Module
- Social Network Interaction Module
- Adaptation framework MyUI_ Developer Toolkit
- Asterics-REST API_AsTeRICS AT Modules_Adaptation and integration of the AsTeRICS Runtime Environment&IRE
- Asterics-Web ACS
- Asterics_ Integration of Alternative Input Modalities
- Prosperity4All_Accessible user feedback tools
The titles and links of the 30 training videos of these 12 training courses can be found in Table 1.

During this task were realized face-to-face training meetings during the Prosperity 4All Open Days (D405.3 Prosperity4All Events, Workshop and Open Days Website and Proceedings) and conducted 8 online training webinars that attended by many external developers and implementers (http://www.prosperity4all.eu/outcomes/training/webinars/).
3  Overall approach

3.1  Training material

Material is categorised in training material, supporting documentation, and training evaluation forms and questionnaires.

Training courses (based on general use/implementation instructions and steps), incorporate the material of the SP2 developments.

The questionnaires and forms used to evaluate the training courses that have already developed with regards to its structure, layout, content, usefulness and use (Annex A).

3.2  Structure of courses

In the context of the preparation of Training Courses within T502.4 “Training Activities” a series of various courses were uploaded on the DeveloperSpace at the following link: https://ds.gpii.net/learn/tutorials.

The training courses are dedicated to educating developers how to use SP2 components in the context of Prosperity4All.

The training scheme comprises three parts: a) the introduction to training course and its objectives, b) the overview of the each course, and c) the summary at the end of its course.

Each Course has a number of short training videos and is accompanied by a user manual and examples of implementation within Prosperity4All project. The upper level structure for the training courses was:

1. Introduction (paragraph text)
2. Course broken down in to sequential short and independent videos (2 to 3 minutes)
3. Example of use/implementation of each SP2 component
4. Summary (paragraph text, bullets)
5. Q&A (if possible)

Requirements

1) For each video we added transcripts and captions for accessibility purposes.
2) Each training course is accompanied by a manual with visuals and steps.

This structure ensures homogeneity accross subjects and used material; making transition from one course to the next easier and comforting for trainees.
The aim of designing the course was to meet its desired learning objectives for each addressed user group. The courses’ objectives include the criteria for evaluation for each course.

The courses that were developed within Prosperity4All are short and easy to follow and understand.

### 3.3 Training Courses

The developed training courses serve mainly the following purposes:

- provide generic training material for implementations for external implementers, stakeholders, freelancers, and other professionals;
- include online training manuals as factsheets.

At the following table are presented the training courses that were developed in the context of task T502.4 “Training Activities”.
Table 1. Overview of developed training courses available on Developer Space

<table>
<thead>
<tr>
<th>Title of Course</th>
<th>Titles of videos</th>
<th>Partners involved (SP2)</th>
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</thead>
</table>
| Install a SocketBuilder and create a new socket | • How to install the SocketBuilder  
• Installing the UCH  
• Creating a Socket-PartA  
• Creating a Socket-PartB | HdM                      |
| Use of AoD platform from different users | • AoD Community Support for Available Services  
• Service Consumers, Acquire a Service  
• Service Providers, Register a Service  
• AoD How to Publish your Task in Microlabora  
• AoD Community Support for Available Services | SILO                     |
| HapticTouch IO Modules                   | • Prosperity4All Web Haptic Module Part A  
• Prosperity4All Web Haptic Module Part B | CERTH/ITI                |

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<table>
<thead>
<tr>
<th>Title of Course</th>
<th>Titles of videos</th>
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<td>CERTH/ITI</td>
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<td>Affect Sensing Module (T202.5 Real-Time User Monitoring Modules [Affect Sensing Modules])</td>
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4 Extensive Description of Training Courses

Install a SocketBuilder and create a new socket

Objective of the Course

The objective of this course is to learn how to install the SocketBuilder and then how to create a new socket description with the socketbuilder.

The Socket Builder is an open-source Java implementation for creating and editing user interface socket descriptions, target descriptions, resource sheets and grouping sheets for a target.

This Course contains four training videos that are described at the following section.

Figure 1. Install a SocketBuilder and create a new socket.

Components: URC Socket Modules

Technology: Java, URC

License: Open-Source

Links:

Oracle.com (link is external), for downloading the Java JDK.

Download Socket Builder 1.2 (link is external) from Sourceforge.

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1st Training video: How to install the SocketBuilder, (Duration: 1min: 48sec).

This first video of the 'Install a Socket Builder and Create a New Socket' explains how to install the Socket Builder.

- Through socket builder you are able to create and manage all files that are related to a socket.
- Make sure that a JDK is available on your system.
- In order to be able to test sockets or if we want to connect it to a real target we also need to install the UCH.

Figure 2. 1st Training video: How to install the SocketBuilder.

The installation file of the Socket builder is available in the Tools section on openurc.org/Tools and links you to source forge where you can download the installer.

2nd Training video: Installing the UCH, (Duration: 1min: 00sec).

UCH is an open-source Java reference implementation of the Universal Control Hub (UCH) 1.0 specification (link is external). It is partially conforming to ISO/IEC 24752:2013. This software is intended for developers and researchers of remote user interfaces, and manufacturers of appliances, controllers and home control gateways. This second video of the 'Install Socket Builder and create a new socket' tutorial describes how to install the UCH in order to be able to test sockets or if you want to connect it to a real target.

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Installing the latest versions of the UCH is pretty easy. The older versions made it necessary to setup a Tomcat server. From version 4.0 on this is no more necessary. You can download the latest version from source forge [https://sourceforge.net/projects/traceurcsdk/files/UCHj/]


The third video of the tutorial series 'Install Socket Builder and create a new socket' explains the first four steps that you need to take in order to learn how to create a socket for a very simple to-do service.

This video describes the final three steps that you have to take in order to learn how to create a socket for a very simple to do-Service. The Socket is created with the SocketBuilder step by step and then deploy it on a local UCH instance for testing purposes. While creating the Socket, it will be explained the three types of Socket Elements which are variables, commands and notifications.

Figure 5. 4th Training video: Creating a Socket, PartB.
Assistance on Demand Service Platform

Objective of the Course

The Assistance on Demand service platform aims to ease people with disabilities search and find the service that better fits their needs. Through this course it will be presented the use of AoD platform form different users.

Technology: Python, Javascript

License: Apache License 2.0

Links: [http://www.prosperity4all.eu/assistance-on-demand-service-platform/](http://www.prosperity4all.eu/assistance-on-demand-service-platform/)
[https://wiki.gpii.net/w/AOD_-_Assistance_on_Demand_Infrastructure#Technologies](https://wiki.gpii.net/w/AOD_-_Assistance_on_Demand_Infrastructure#Technologies)
[https://ds.gpii.net/develop/components/aod](https://ds.gpii.net/develop/components/aod)

Figure 6. Prosperity4ALL’s Assistance on Demand Service Platform main page.

Users / Actors

The users of the Assistance on Demand can be organized in the following groups:

- **Service providers / service developers** who want to offer services, either human or web based (also called machine based), through the AoD platform.
- **Service consumers (end-users)** including people with disabilities, older people, employees with different skills and expectations as well as third parties that are interested in using a service.
- **Care givers** who are interested in setting up a network of services for those that they provide care for (after completing an authorization process).
- **Public or private organisation**, association or community that decides to use the Assistance on Demand platform and/or open source s/w to create its own AoD instance, towards offering a variety of services. This could be, for instance, an association of people with disabilities in a given country, or a given community offering services to a group of people.
- **Administrator** is a special user with technical background (probably a system administrator) who is responsible for the installation and maintenance of the platform, as well as the monitoring of the normal operation of the platform.

**Supported Functionality**

The Assistance on Demand (AoD), once set up and properly configured by an organization or company, offers a set of unique features.

- It allows individuals who seek assistance to search in an organized manner in a set of predefined sources based on the type of need, the type (human or machine based) and quality of the required service, and other personal preferences.
- It allows application developers and service providers to easily register the services that they offer (or set up new ones), which can be of any type e.g. machine, human, crowd-based assistance services, etc. In this way, they can promote and sell their services bringing them closer to large audiences.
- It supports multiple charging models and enables payment for all services through the associated Prosperity4All payment system, including the support of micropayment and micro-funding schemes. In this way, the AoD relieves service providers from developing/deploying their own charging/payment infrastructures. This does not exclude the possibility for service providers to use their own payment system, if they wish.
- It enables the offering of multiple services to one (or more users), i.e. it allows an individual in need of care or their carer to define a network of assistance services.
- It supports the set up and offering of multi-modal technical support offered by humans or automatic systems.
- It offers zero/default configuration mode options for efficiently supporting users with low digital literacy in setting up AoD services.
- It may include crowd-funding functionality for new services, thus it can help service providers to discover new user needs and undertake the development of new services.

**1st Training video:** [How to register a new Service](#), (Duration: 2min:40sec)

Through this video, a service provider will have the opportunity to learn, how to register a new service on AoD service platform.
Figure 7. 1st Training video: How to register a new Service.

Through this video, a service consumer will have the opportunity to learn how he/she can acquire a new service from the Assistance on Demand Service Platform.

Figure 8. 2nd Training video: How a Service Consumer can acquire a Service.

Through this video, a service provider will have the opportunity to learn how to register a new service on the Assistance on Demand Service Platform.

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3rd Training video: **Community Support for Available Services**, (Duration: 2min:07sec)

Through this video, it will be presented the community support for available services.

**Figure 9. 3rd Training video: Community Support for Available Services**

4th Training video: **How to Publish your Task in Microlabora**, (Duration: 00min:58 sec).

Through this video, it will be presented how to find a Service provider on the Microlabora platform.

**Figure 10. 4th Training video: How to Publish your Task in Microlabora.**
5th Training video: **Review a service, use the QoS and Cost Aware filtering Mechanism** (Duration: 00min:50 sec)

Through this video, a service consumer could learn how to review a service and how he/she could use the QoS and Cost Aware Filtering Mechanism of AoD platform.

**Figure 11. Review a service, use the QoS and Cost Aware Filtering Mechanism.**
**HapticTouch IO Modules**

**Objective of the Course**

The objective of this course is to learn how to add haptic feedback in web & Java stand-alone applications.

Prosperity4All WebHapticModule aims at simplifying the whole process of adding haptic feedback to web & Java stand-alone applications, towards improving web content’s accessibility and also enhancing end-user’s cognitive capabilities. It also makes web content exploration more entertaining.

*Figure 12. Prosperity4All WebHapticModule.*

Components: WebHapticModule.

Technology: C++

License: BSD 3-clause "New" or "Revised" License

Links: https://github.com/P4ALLcerthiti/WebHapticModule
1st Training video: **P4All Web Haptic Module-Add Haptic Feedback in web and standalone Java applications**, (Duration: 3min:58 sec).

Through this video it will be explained how to add Haptic Feedback in web and standalone Java applications.

Figure 13. P4All Web Haptic Module-Add Haptic Feedback in web and standalone Java applications.

2nd Training video: **P4All Web Haptic Module-Haptic Explore of a 3D-Scene with the use of a Haptic Device**, (Duration: 3min:18 sec).

Through this video is described how to explore haptically a 3D Scene with the use of a Haptic Device.

Figure 14. P4All Web Haptic Module-Haptic Explore of a 3D-Scene with the use of a Haptic Device.

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**HapticTouch IO Modules (T202.3 Android)**

**Objective of the Course**

The objective of this course is to learn how to use the Android Vibration Module, which is an Android Library that offers a mechanism for easily adding vibration feedback to Android applications.

**Training video:** HapticTouch IO Modules- Android Vibration Module, (Duration: 4min:14 sec)

**Figure 15. Android Vibration Module**

Components: Android Vibration Module

Technology: Java

License: BSD 3-clause "New" or "Revised" License

Links:
https://github.com/P4ALLcerthiti/AndroidVibrationModule/tree/master/P4A_VibrationModule

https://github.com/P4ALLcerthiti/AndroidVibrationModule/tree/master/MyTestApp
Prosperity4All Android Vibration Module is an Android Library that offers a mechanism for easily adding vibration feedback to Android applications. Even if it is based on the native Android vibration framework, however, it offers greater simplicity compared to the native framework.

Main features

The main features of the Prosperity4All Android Vibration Module include the following:

- A set of predefined vibration patterns
- Vibration feedback when different events are fired: ON_CLICK, ON_LONG_CLICK, ON_FOCUS_CHANGE, ON_KEY, ON_TOUCH, ON_MENU_ITEM_CLICK, ON_CREATE_CONTEXT_MENU, ON_DRAG
- Offering various functions for starting vibration, stopping vibration, examining if device supports vibration, etc
**Objective of the Course**

The objective of this course is to learn about Prosperity4All Affect Sensing Module, which offers a way to detect stress of individuals based on the features extracted by emphatical sensors.

**Training video:** [P4All Affect Sensing Module](#), (Duration: 2min:47 sec)

**Figure 16. Prosperity4All Affect Sensing Module**

Prosperity4All Affect Sensing Module is a module that enables stress detection through features extracted by Emphatical Sensors. The Final Version is assessed and validated by the data produced by the ProComp5 Infiniti Hardware paired with the SA9309M skin conductance sensor and the EKG™ Sensor - T9306M.

The module is offered as a stand-alone desktop application, source code for easy integration and its main functions as web services.

**Components:** Affect Sensing Module

**Technology:** C++
License: BSD 3-clause "New" or "Revised" License

Links: https://github.com/P4ALLcerthiti/P4ALL-Affect-Sensing-Module
https://github.com/P4ALLcerthiti/P4ALL-Affect-Sensing
Module/tree/master/Test%20Application
Fall Detection Module

Training video: Fall Detection Module, (Duration: 4min:43sec)

Objective of the Course

The objective of this course is to learn about the Prosperity4All Fall Detection Module which offers a mechanism for detecting falls, based on the activity-related recordings of accelerometers. ((T202.5 Real-Time User Monitoring Modules).

Prosperity4All Fall Detection Module is a module that detects falls (and/or potentially other human locomotion activities) based on the activity-related recordings of accelerometers. The core algorithm of the module has been built upon a neuro-fuzzy approach.

The Prosperity4All Fall Detection Module is provided as a standalone application, as well as RESTful Web Services. Usage instructions for the standalone application can be found at github.com/Prosperity4Allcerthiti/Prosperity4All_FallDetection#usage-instructions, while usage instructions and example for calling the Web Services can be found at github.com/Prosperity4Allcerthiti/Prosperity4All_Fall_Detection_Web_Services.

Components: Fall Detection Module

Technology: C++, Windows, OpenCV

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Links: Usage Instructions(link is external), Example case: calling the Web Services
https://github.com/P4ALLcerthiti/P4ALL_FallDetection
Social Network Interaction Module

Objective of the Course

The objective of this course is to learn how to use the Social Network Interaction Module, which is a module for clustering large numbers of social networks’ data based on their common features.

Figure 18. Social Network Interaction Module.

Prosperity4All Social Network Interaction Module is a module for clustering large number of social networks’ data based on their common features. By encoding the activities of the entities within the network as multi-modal and/or multi-parametric objects (the object-user may have many attributes), and by modelling the social network data into k-partite graphs we manage to efficiently categorize the entities into certain behavioral groups – provided that the positioning of the objects over the graph is based on the relevance of their attributes.

The Prosperity4All Social Network Interaction Module is provided as a standalone application, as well as RESTful Web Services. Usage instructions for the standalone application can be found at: github.com/Prosperity4Allcerthiti/Prosperity4All_Social_Network_Interaction#p4a---social-
network-interaction, while usage instructions and example for calling the Web Services can be found at:

github.com/Prosperity4Allcerthiti/Prosperity4All_Social_Network_Interaction_Web_Services

**Components:** Social Network Interaction Module  
**Technology:** C++  
**License:** BSD 3-clause "New" or "Revised" License  
**Links:** https://github.com/P4ALLcerthiti/P4ALL_Social_Network_Interaction  
https://ds.gpii.net/develop/components/p4allsocialnetworkinteraction

**1st Training video:** [Prosperity4All Social Network Interaction Module Part A](https://www.youtube.com/watch?v=example_video_id) (Duration: 4min:07sec)

This video is the first part of the training course Prosperity4All Social Network Interaction Module, which is a module for clustering large numbers of social networks' data based on their common features.

**Figure 19. Prosperity4All Social Network Interaction Module Part A**
2nd Training video: Prosperity4All Social Network Interaction Module Part B, (Duration: 4min:09sec)

This video is the second part of the training course Prosperity4All Social Network Interaction Module, which is a module for clustering large numbers of social networks’ data based on their common features.

Figure 20. Prosperity4All Social Network Interaction Module Part B
Adaptation framework MyUI_ Developer Toolkit

Objective of the Course

MyUI aims at providing individualized user interfaces which are accessible to a broad range of end users. Self-learning user interfaces support the adaptation to changing individual needs and context with minimal configuration effort for the user. In particular, MyUI addresses accessibility problems typically associated with aging and stroke. Therefore, MyUI user profiles cover perceptual, cognitive and motor characteristics and impairments of individual users.

The MyUI Development Toolkit is developed as Eclipse plugin to support the easy integration into current industrial developer setting. The MyUI Development Toolkit is used for creating MyUI applications with adaptive user interfaces.

Technology: Javascript

License: BSD 3-clause Clear License

Links: http://www.myui.eu/

Training video: Adaptation framework MyUI Developer Toolkit, (Duration: 5min: 36sec)

The MyUI Development Toolkit supports designers and developers in easily creating self adaptive user interfaces and provides information about accessible design. The MIUI development toolkit is based on the Eclipse framework using its plug-in approach. Extensive programming experience is not required. A graphical surface is provided allowing the user to create a state model for the application. To setup a new email application we use the MIUI new project wizard.

First we add the name for the application we then specify another state called email inbox on completion the wizard the code tree for the email application is automatically generated. To view the state model of the email application within the MIUI editor we open the main controller file and switch to the state viewer tab there we can see the two existing states of the application state model.
Next we add a third state read email to the email application source code and state model are automatically synchronized each time a state is added the source code is updated. Changing the source code the name of a state main to main menu also leads to an automated update of the state model for the email application. Now we can specify for each state what interaction options should be provided to the end-user. We browse the
selection list and open the documentation on the selected item for more information after checking the details we decide to use the main menu. We then add a triggered function to the state main menu for content acquisition from the data model and we also add a transition for modeling the call of the email application from the main menu in a similar way we now connect and further specify the other two states. For the email INBOX a list with attributes is selected the emails to be listed are linked by a triggered function and a transition to the read email state is added to enable the selection of a certain email from the list for displaying a certain email an item with attributes is selected and the content for this email loaded from the email server by another triggered function.
**AsTeRICS Runtime Environment IRE**

**Objective of the Course**

The main goal of the course is to explain how to install and test the Integrated Runtime Environment – IRE of the Prosperity4All EU project.

The main objective of the Runtime Environment Prototype, is to achieve a scalable and extensible integration of the three platforms (AsTeRICS ARE, URC, MyUI) in order to produce a multiplatform environment which will ‘harvest’ the benefits of each platform. To fully understand the added value of the resulting solution, a basic knowledge of each platform is required. A brief description of AsTeRICS, URC and MyUI can be found below:

- **AsTeRICS: Assistive Technology Rapid Integration & Construction Set**
  The “Assistive Technology Rapid Integration and Construction Set” (AsTeRICS) offers a flexible framework for Assistive Technologies (AT), which can be adapted to the motor abilities of users.

- **URC: Universal Remote Console**
  The overall purpose of the URC framework (standardized in ISO/IEC 24752) is to provide a mechanism, enabling users to control any target with any controller devices fitting best the user’s needs

- **MyUI: Framework for model-based adaptive user interfaces**
  MyUI provides an environment to render and adapt a user interface to the user context during runtime.

Furthermore, the GPII framework was used as the basic infrastructure for better and centralized coordination of the three platforms through the identification of the users via NFC (Near Field Communication) technology and adaptation to their needs and preferences.
Figure 23. Installing and testing of the Integrated Runtime Environment – IRE.

**Technology:** HTML/Javascript, Java, XML

**License:** Open-Source

**Links:** [Prosperity4All D203.1: Runtime Environment Final Prototype](#)

**1st Training Video:** Installation & Testing IRE, part 1, (Duration:3min:20sec)

This is the part 1 of a video for Installing and testing the Integrated Runtime Environment – IRE of the Prosperity4All EU project.

Figure 24. 1st Training Video: Installation & Testing IRE, part 1

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2nd Training: Video: Installation & Testing IRE, part 2 , (Duration: 2min:26sec)

This is part 2 of the video for Installing and testing the Integrated Runtime Environment – IRE of the Prosperity4All EU project.

Figure 25. 2nd Training Video: Installation & Testing IRE, part 2

3rd Training Video: Installation & Testing IRE part 3 (scenario) , (Duration: 7min:30sec)

This is part 3 of the video for Installing and testing the Integrated Runtime Environment – IRE of the Prosperity4All EU project. In particular, this video shows how to run the scenario head-colored-light-bulb scenario.

Figure 26. 3rd Training Video: Installation & Testing IRE part 3 (scenario)
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AsTeRICS -Web ACS

Objective of the Course

AsTeRICS Configuration Suite is a graphical editor for easy building and adapting “Assistive Technologies”.
For this purpose you use sensors, actuators and processors, which are included in the software. You can connect these elements and build your own individual setup (also called a “model”), which is specially adapted for your needs, easily and fast.

The WebACS is a fully accessible and platform independent web application, optimised for usage with Mozilla Firefox, version 35.0.1 or higher. The AsTeRICS suite for Windows also contains the old version of the ACS, which is platform dependent and not accessible, but can of course also be used.

The WebACS needs no dedicated installation. All that has to be done is to download the files and place them in a folder. You can download the WebACS directly from the Github repository. To do so, find the button “Clone or Download”:

Click that button and then click “Download ZIP”, which will download the WebACS as ZIP-archive. On your computer create a folder “WebACS” and extract the contents of the archive there.

To start the WebACS, open the file “WebACS.html” in Mozilla Firefox.

Figure 27. AsTeRICS-WebACS
Components: WebACS, AsTeRICS

Technology: AsTeRICS, C

License: CC-BY 4.0

Techniques:

- Allow input by Gesture
- Support head, any body part - tracking input
- Eye-tracking input

Links: AsTeRICs WebACS - Quickstart Guide
**AsTeRICS _ Integration of Alternative Input Modalities**

**Objective of the Course**

AsTeRICS is a free and Open-Source construction set for assistive technologies (AT). It allows the creation of flexible solutions for people with disabilities using a large set of sensors and actuators.

**Possible applications are**

- Computer input (mouse, keyboard, joystick)
- Environmental Control (KNX, FS20, IR)
- Toys and Games (Playstation 3, computer games ...)
- Brain/Neural computer interfaces (Enobio, OpenVIBE, OpenEEG)
- Android Phone support (SMS, calls)

AsTeRICS provides a flexible and affordable construction set for developing user driven AT by combining emerging sensor techniques like Brain-Computer Interfaces and computer vision with basic actuators. People with reduced motor capabilities will get a flexible and adaptable technology at hand which enables them to access the Human-Machine-Interfaces (HMI) at the standard desktop but also of embedded systems like mobile phones or smart home devices.

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AsTeRICS implements a set of building blocks for the realisation of AT:

Sensors which allow the individual to exploit any controllable body or mind activity for interacting with HMI

Actuators for interfacing to standard IT, to embedded systems and to interact with the environment

An Embedded Computing Platform that can be configured to combine sensors and actuators to tailored AT-solutions which support the full potential of an individual user.

The core of the software suite is provided as Open Source. This way the complete system is affordable for many people who cannot benefit from leading edge supportive tools today.

AsTeRICS revolutionises the concept of AT: AT today mostly focuses on a certain task or situation. Due to the growing importance of the PC, AT has been oriented towards standard Human-Computer (HCI) or desktop interfaces. AsTeRICS respects the strong need for flexible, adaptable AT functionalities accompanying people with disabilities away from the desktop, enabling them to interact with a diverse and fast changing set of deeply embedded devices in our modern environment.

**Components:** [AsTeRICS](#)

**Technology:** AsTeRICS, C

**License:** Open Source

**Techniques:** [Alternate Pointing Methods](#)

**Support head, any body part - tracking input**

**1st Training Video:** [AsTeRICS Introduction](#), (Duration: 6min:51sec)

This video is a brief introduction of AsTeRICS project. AsTeRICS is an international Research and Development Project which is supported by the European Commission in course of the 7th Framework Programme.
2nd Training Video: **Camera Mouse Demo**, (Duration:6min:14sec)

This video introduces the AsTeRICS demos (Camera mouse demo and Smart Home integration demo).

3rd Training Video: **How to create a Camera Mouse model**, (Duration:6min:49sec)

This video describes how to create a camera mouse model on your own.
4th Training Video: Create a standalone Camera Mouse SW package in minutes, (Duration:6min:11sec)

This video presents how a user could create a standalone Camera Mouse SW package in minutes.

5th Training Video: AsTeRICS Packaging Environment (APE), (Duration:4min:01sec)

This video presents briefly the AsTeRICS Packaging Environment (APE).

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6th Training Video: **APE command line tool and Build Infrastructure.**
(Duration: 2min:23sec)

This video presents APE command line tool and Build Infrastructure also.

Figure 34. 6th Training Video: APE command line tool and Build Infrastructure.
7th Training Video: **APE installer creation**, (Duration: 7min:12sec)

Through this video is described the APE installer creation.

**Figure 35. 7th Training Video: APE installer creation**
Prosperity4All_Accessible user feedback tools

Survey & Polling Tool

Objective of the Course

The Polls and Surveys service developed by ILUNION allows users to create fully accessible polls and surveys that can be embedded in any web page. This is the first accessible full-fledged open source survey tool able to collect information from users to understand their requirements, validate and tune ideas with them, and testing prototypes (at mid-stage) and product beta (at latter stages). This tool joins a poll and survey editor and will let you improve the communication and engagement mechanisms in place. Statistics and charts are as visually attractive as accessible. Adding logic and dependencies to a survey is now a simple task. With privacy in mind, this tool does no gather any unnecessary personal data.

Some relevant features are:

- Fully accessible in creation and fulfilment.
- Keyboard navigation.
- Surveys and polls in the same tool.
- Logic and dependencies between questions.
- Several question types: simple, scale, matrix, paragraph and many more.
- Statistics: global and per-question.
- Polls can be embedded in any website.

Figure 36. Log in page of the feedback tools
The polling tool developed under Prosperity4all is accessible and is part of a broader tool developed in T206.3: the user panel. The user panel is a tool to create surveys of different sizes, adding the logic needed to make them effective. The user panel has been developed to fulfill the needs of developers, vendors and end users in Prosperity4all. Its full description can be found in D206.3. Consumer Participatory R&D Mechanisms.

One of the advantages of merging the survey and polling tools is that it provides the possibility of creating simple polls and complex surveys inside it.

The user panel repository consists of the survey tool and the poll editor.

**Technology:** Java

**License:** Open Source


1st Training video: Polling tool in Prosperity4all, (Duration: 3min:00sec)

The prototype of the poll editor has a landing page where the main elements are explained and the sign in can be done. This is the entry point for the user panel (D206.3), which contains both the poll editor and the survey tool. Since the vocabulary, and especially the word user, can be slightly confusing in this context, we define two roles:

---


3 [https://github.com/iluaepidi/surveytool](https://github.com/iluaepidi/surveytool)
• Pollster: the person in charge of creating a poll. In the Prosperity4all context, it will usually be a developer, owner, vendor or marketing manager.
• Respondent: the person that responds to the poll.

After signing in, the pollster can select either the survey section or the poll section and there, receive a brief introduction of what to do with this tool, check the poll list in case s/he has already created some and add a new poll.

**Figure 37. Poll selection and poll list**

![Poll selection and poll list](image)

The Create new button opens a modal with a form where the pollster can set the poll, add a project tag to help him organize large numbers of polls.

**Figure 38. New poll form**

![New poll form](image)
Then, the pollster obtains a code snippet than can be embedded easily in any website, the same as tweets or YouTube videos.

Once the respondent has voted, the results are displayed together with the message that should be used to re-direct traffic to other places of interest in Prosperity4All.

Figure 39. Poll results

**Survey tool in Prosperity4all**

2nd Training video: Survey tool in Prosperity4all, (Duration: 4min: 32sec)

Figure 40. 2nd Training video: Survey tool in Prosperity4all.
Survey tool walkthrough

The survey tool can be divided into two sections: a) the part related to the creation process and b) the part related to the visualization of the resulting survey, which is to be accessed by the survey respondent.

Question types

The survey tools currently let user select six different question types:

- Form fields
- Paragraphs
- Simple questions
- Multiple answer
- Matrix questions
- Likert scales show a scale to introduce rating.

Through Survey tool you are able also to:

- Add questions and sections
- Add response quotas
- Extract Statistics
5 Evaluation of training activities

Evaluation of training activities entails the evaluation of the content, the structure, layout of developed courses other training actions. A short training evaluation questionnaire has already been added (Annex A). However, this is a short overall evaluation form, aimed to be used to evaluate the whole experience. Each course was evaluated through training evaluation questionnaires. A short informed consent form (based on the D401.1 template) was completed by all.

The evaluation questionnaires were completed by 29 end users, during face to face training meetings that were conducted in the context of Prosperity4All OpenDays (more information at D405.3 Prosperity4All Events, Workshop and Open Days Website and Proceedings).

Hereafter a description of end users that completed the evaluation questionnaires:

- 18 developers and
- 11 end users with different access needs and more specifically:
  - 8 cognitive impaired users;
  - 1 hearing impaired;
  - 2 users with motor impairment.

End users during face to face training meetings took the following courses:

- 9 developers took courses regarding AsTeRICS components,
- 5 developers took the courses that are concerned with the components that were developed from partner CERTH/ITI (HapticTouch IO Modules, Android vibration modules, Affect Sensing Module, Fall Detection Module and Social Network Interaction Module).
- 4 developers took the course to learn how to use “Accessible user feedback tools” that were developed by the partner ILUNION and
- Finally, 11 Users with different access needs took the course “Use of AoD platform from different users”.

The main outcomes that occurred are the following:

- The majority of the users were interested in attending answered that they were interested in courses explaining how to use Prosperity4All SP2 components in order to be able to use them in the development their own Assistive products.
- Users said that they found the short training videos useful, very explanatory and characterized them as very effective that were provided in the context of each training course.
- They appreciated the fact captions were in place for each training video.
The fact that each separate video was between 3 to 5 minutes, was helpful in maintaining their interest without becoming cumbersome.

They did not report issues about the training courses they attended.

At the following graphs are presented the results regarding the evaluation questions that were answered by 29 end users.

**Figure 41. Training overall assessment.**

It is obvious that the overall assessment of the training was rated as “excellent” and “good” in most of the cases.

At the following graph is depicted if the training courses were well organised. Most users agree that the courses were well organised, short and very informative.
More than 60% found the courses well organised, with detailed material.

The following graph depicts if the training met its training objectives.

It is obvious that the majority of the users found that the courses met their training objectives.
The following pie chart presents the results about the transferability of the gained knowledge. It is obvious that more than 70% of the users felt that they would be able to apply the knowledge that they have learned during the lessons.

**Figure 44. Transferability of knowledge**

The following graph is depicted if the length of the sessions were adequate. Most of the users mentioned that due to the fact that each separate video was between 3 to 5 minutes maintained the pace of their interest very high and the training result was characterized as very effective.

**Figure 45. Adequate length of training courses.**
The following pie chart depicts if the training material was pertinent and useful.

It is obvious that more than 60% of the users found the training material pertinent and useful. The information that was provided to them was very viable and were given to them in an effective way.

Figure 46. Usefulness and pertinence of training material.

Finally, they were asked if they were able to find the content that they needed. More than 60% of the users said that they were able to found the information that they needed in order to learn how to use SP2 Prosperity4All implementations.

Figure 47. Easiness to find/locate content.
6 Conclusion

In the context of activity T5.2 “Training Activities” 12 training courses were developed with 30 separate training videos. The courses that were developed are available on DeveloperSpace (https://ds.gpii.net/learn/tutorials ). During this task were realized face to face training meetings during the Prosperity 4All Open Days and were conducted 8 online training Webinars that were attended by more than 30 external developers and implementers(http://www.prosperity4all.eu/outcomes/training/webinars/ ).

Through Training Activities many people with different access needs, developers and implementers had the chance to be trained how to use SP2 components and Prosperity4All implementations in general.

The Courses are available on the Developer Space for those who wish to learn about Prosperity4All’s implementations and techniques for using Assistive Technologies and/or any of the components and solutions available in the DeveloperSpace.
Annex A. Training activity evaluation form

The following short evaluation form was used to evaluate the overall training experience.

Training evaluation short questionnaire

Please help us improve the P4A training platform and content by completing this short questionnaire. Please check only one box.

1. What courses and tutorials you were searching for?

2. What is your overall assessment for the training?

<table>
<thead>
<tr>
<th></th>
<th>Excellent</th>
<th>Good</th>
<th>Average</th>
<th>Poor</th>
<th>Very poor</th>
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<tbody>
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<table>
<thead>
<tr>
<th>Statement</th>
<th>Strongly Agree</th>
<th>Agree</th>
<th>Neutral</th>
<th>Disagree</th>
<th>Strongly Disagree</th>
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</thead>
<tbody>
<tr>
<td>The training course was well organized.</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>The training met the training objectives.</td>
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<tr>
<td>I will be able to apply the knowledge learned.</td>
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<tr>
<td>The learning platform made available to implementers was adequate.</td>
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<tr>
<td>The materials available on the learning platform are pertinent and useful.</td>
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<tr>
<td>The length of the sessions was adequate.</td>
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<tr>
<td>I found the content I needed.</td>
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<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>The content was well organized and easy to follow.</td>
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</tbody>
</table>
3. What aspects of the training sessions did you find most useful?

4. What aspects of the training sessions did you find least useful?

5. Is there anything that was not covered but should have been? If so, please list.

6. Is there any further material that should be made available on the training platform? If so, please list.

Further suggestions:
Annex B. Online course creation template

This template was circulated to partners when their SP2 developments are stable and robust for developing the courses based on the information to be added in the following template. This template is only relevant to Prosperity4All training courses and not any other training activities that might take place (e.g. face-to-face meetings).

<table>
<thead>
<tr>
<th>COURSE CREATION TEMPLATE</th>
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<tr>
<td></td>
</tr>
<tr>
<td>Course Title</td>
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<tr>
<td></td>
</tr>
<tr>
<td>Course creator (partner, teams involved)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Existing /created (improved) within Prosperity4All?</td>
</tr>
<tr>
<td>Yes/No (brief statement)</td>
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</table>
## Audience(s)

<table>
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## Application areas

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## Learning objectives

<table>
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## Course chapters and techniques (instructions, step-step tutorial, video) with any required links

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Title</th>
<th>Content</th>
<th>Techniques</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chapter 1</td>
<td></td>
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<tr>
<td>Chapter 2</td>
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<td>Chapter 3</td>
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<td>Chapter n</td>
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</tbody>
</table>

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### COURSE CREATION TEMPLATE

### Other relevant training content

(external/GPII wiki/Github/company product webpage, etc.; please provide updated links OR attach documents not available online)

### Dependencies & Limitations

1) Restricted or public access?  
   Yes, No  
   Please, elaborate:

2) Dependencies in setting-up the course (s/w, h/w, or other)?  
   Yes, No  
   Please, elaborate:

3) User group related limitations?  
   Yes, No  
   Please, elaborate:

4) Training course is available for a specific time period?  
   Yes, No  
   Please, elaborate:
<table>
<thead>
<tr>
<th>COURSE CREATION TEMPLATE</th>
</tr>
</thead>
</table>

Additional information not requested
(that you believe is necessary for the course creation)

<table>
<thead>
<tr>
<th>Timeplan (when the course will be ready)</th>
</tr>
</thead>
</table>