Test & Validation in the making

After finishing the development of the training and the GENIE board and online game all project partners are now starting to deliver the training and game in the validation activities to involve at least 150 beneficiaries until October 2023. The target group of the test & validation are microentrepreneurs, leaders of micro and small enterprises as well as their employees.

The aim of the test & validation phase within the GENIE project is to ensure the quality, reliability, and correctness of the training and the game. It is a crucial step in the development lifecycle that involves verifying that the product meets the specified requirements and performs as expected.

The primary goals of the testing and validation include:

- ✓ Detecting defects as it helps
- ✓ Ensuring functionality
- ✓ Verifying reliability
- ✓ Enhancing quality
- ✓ Validating user expectations
- ✓ Compliance and standards
- ✓ Risk mitigation

Ultimately, the aim of testing and validation is to deliver a reliable, high-quality product or system that meets the needs and expectations of its users while minimizing risks and ensuring compliance with relevant standards. This is the real-operational environment testing of the results aimed at collecting feedback from users on content, delivery means, depth and relevance of the modules, user friendliness of the boardgame, functionalities of the OER Platform, etc.

Users who are interested in the training and the online game can access the platform without login requirements: https://genieproject.eu/training.php?lang=EN. At completion of the course, they can use a feedback form to provide information on the user friendliness of the training course. Upon completing the training course and the quiz at the end they can also prompt the OER Platform to develop an attendance certificate.