

# Evaluation report

## Local Workshop Promotion Event

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E2 and E6

# SnailVille

**DATE**

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EUROCREA MERCHANT

Project Number: **2020-1-UK01-KA204-079017**



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## REVISION HISTORY

Version	Date	Author	Description	Action	Pages
1.0			Creation	C	TBS

(\*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

## REFERENCED DOCUMENTS

ID	Reference	Title
1	2020-1-UK01-KA204-079017	SnailVille Proposal
2		

## APPLICABLE DOCUMENTS

ID	Reference	Title
1		
2		

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## Contents

1. Event info .....	4
2. Multiple choice evaluation.....	5
2.1 Overall organization.....	6
2.2 Level of presentations .....	6
2.3 Venue.....	7
2.4 Sufficiency of information related to the Snailville Game and training materials.....	7
2.5 Intention to utilize the Snellville game and training materials .....	8
3. Positive takeaways .....	8
4. Negative takeaways .....	8
5. Additional comments .....	10
6. Annex:.....	11

# 1. Event info

**Event name:**

The event was held in Italian and the original title was “L'utilizzo di attività ludiche come strumento di formazione per gli adulti” which translated into English might be “The use of playful activities as training tool for adults”.

**Event date:**

17 October 2022

**Hosting organization:**

Eurocrea Merchant

Eurocrea Merchant organised a unique Multiplier Event in Italy, at The Institute of the Deaf of Turin (Pianezza/TO), a centre specialised in training and inclusion.

This centre not only works with deaf people, but has a vast network of contacts in the training and educational sphere, as well as connections with the region of Piedmont, a region that is very interested in snail farming; it is no coincidence that some centres of excellence are in that region.

The Multiplier Event aimed to present the project and the implemented activities and to create awareness about its results among the participants.

In particular, the Methodology and Training Manual developed by the partnership and the Serious Game of SnailVille were presented.

The event was proposed to people interested in heliculture or who can benefit from the results of the project. A total of 50 project participants showed interest in the snail farming business.

During the event, a power point presentation was projected explaining the project, the partnership, the goals and objectives and the results developed during the project.

We started the presentation by explaining the theme of the 'game' and its importance as a training and teaching tool, this was important in explaining why a serious game was chosen as a tool for teaching snail farming. an introduction to the project was then made, explaining the project partners and the problematic nature of a business like this as well as the solutions and objectives that were thought up to solve the initial problem.

The main results developed during the project were then presented, namely the Methodological and Training Manual and the SnailVille Serious Game. The tools were described by showing the audience their potential and usefulness.

At the end of the event, participants were asked to answer a short questionnaire to assess their degree of satisfaction with the event and the proposed topic.

## 2. Multiple choice evaluation

Below is the original template of the questionnaire distributed at the end of the multiplier event. The questionnaire was distributed in Italian and filled in by the participants on paper. We reported the data online to create the graphs, which are shown in the following questions. Out of 50 participants, we collected 47 questionnaires.

### Snailville -Multiplier Events Evaluation Questionnaire

The Multiplier Event for the Erasmus+ Snailville project (2020-1-UK01-KA204-079017) has been held in \_\_\_\_\_ in \_\_\_\_\_ 2022. Please evaluate the quality of event through this brief questionnaire.

	1 (very low)	2	3	4	5 (very high)
What is your opinion on the overall organization of the event?					
What is your opinion on the speakers and their presentations?					
What is your opinion on the venue that hosted the event					
Do you think that the event informed you adequately on the Snailville Game and training material?					
Do you intend <u>to</u> use the Snailville Game and training materials in the future?					

**Which part of the event did you appreciate the most? Why?**

**Which part of the event did you appreciate the least? Why?**

**Do you have any other comments**

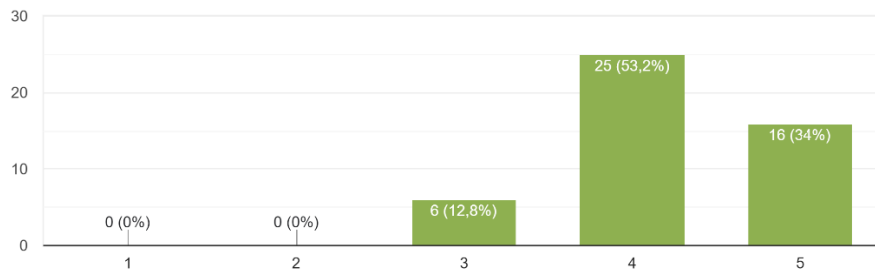
Thanks for your participation!

## 2.1 Overall organization

1<sup>st</sup> question: “What is your opinion on the overall organization of the event?”

Qual è la tua opinione sull'organizzazione generale dell'evento?

47 risposte



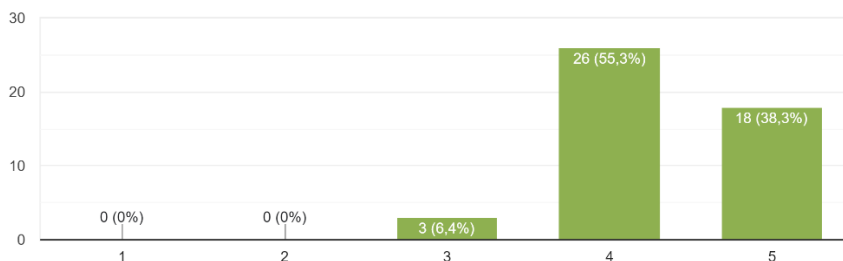
The results of the first question are more than satisfactory, in fact we have a very high degree of satisfaction that the respondents showed towards the general organisation of the event. On a scale of 1 to 5, 34% of respondents gave the highest rating, i.e. 5, while 52.2% of respondents gave 4.

## 2.2 Level of presentations

2<sup>nd</sup> question: “What is your opinion on the speakers and their presentations?”

Qual è la tua opinione sui relatori e sulle loro presentazioni?

47 risposte



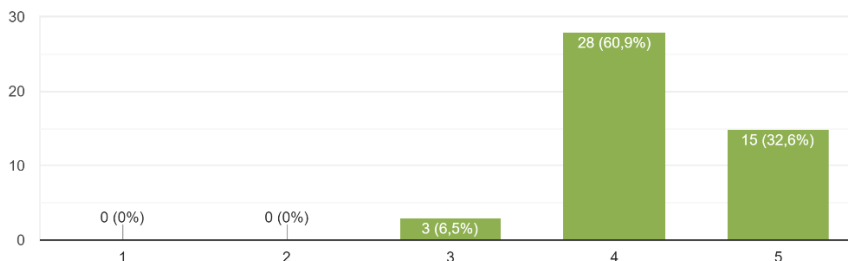
The speakers and the presentation of the project were both evaluated very positively, as the results in the graph show. Most of the respondents gave the highest answer to this question: 38.3% gave 5, while 55.3% gave 4. Only 3 people gave 3, which represents an average value.

## 2.3 Venue

3<sup>rd</sup> question: “What is your opinion on the venue that hosted the event?”

Qual è la tua opinione sulla sede che ha ospitato l'evento?

46 risposte



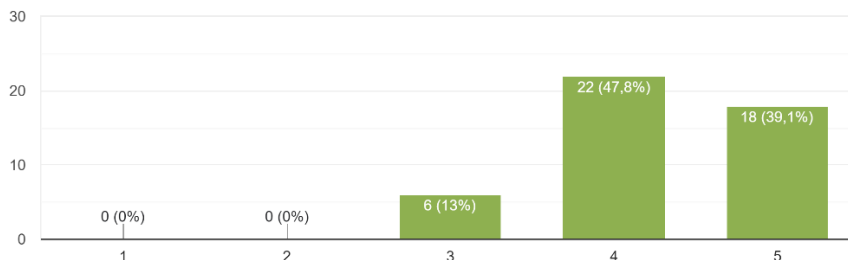
As the graph shows, the majority of participants gave extremely positive feedback on the venue and organisation of the event, with 32.6% responding 'very high' and 60.9% responding 'high'.

## 2.4 Sufficiency of information related to the Snailville Game and training materials

4<sup>th</sup> question: “Do you think that the event informed you adequately on the Snailville Game and training material?”

Pensi che l'evento ti abbia informato adeguatamente sul Gioco SnailVille e sul materiale di formazione?

46 risposte



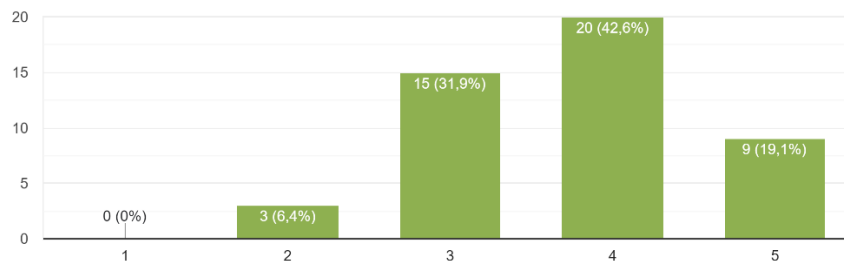
Regarding the information provided on the Snailville game and the Training Material, most participants seemed to be very satisfied.

Almost 40% answered with 'very high' almost 48% with 'high'.

## 2.5 Intention to utilize the Snailville game and training materials

5<sup>th</sup> question: “Do you intend to use the Snailville Game and training materials in the future?”

Pensi di utilizzare il gioco e i materiali formativi di SnailVille in futuro?  
47 risposte



The answers to this last question were slightly below average compared to the previous ones. Only 19.1% gave the highest mark on the answer scale. Most of the respondents, i.e., 42.6% answered with 'good'. 31.9% of the respondents gave 3, i.e., the average value, while 6.4% gave 2, i.e., 'low'. Even if not all values are high, the percentage is still good and the answers are therefore encouraging regarding this question.

## 3. Positive takeaways

Analysing the positive aspects of the multiplier event, we can conclude that the project results were more than satisfactorily received by the event participants.

The audience especially appreciated the SnailVille Serious Game, which was regarded as a useful and entertaining tool for learning.

This positive impact was perceived by the speakers but also by the answers to the questionnaire administered at the end of the multiplier event. In fact, all the questions put to the participants received a 'very high' or 'high' response, with very few exceptions, which were nevertheless within the average range of the value scale of the evaluations.

Although not all of them stated that they were willing to use the project materials, the attention was very high and participants understood the potential and value of the materials and game, which they could use themselves or recommend to others.

## 4. Negative takeaways

There are no particular negative aspects to point out. Only a few participants complained that the event lasted too long (3 out of 47 respondents), which is visible in the response section of the comments and yet not statistically relevant.



## 5. Additional comments

The last questions of the questionnaire were open-questions and the feedback from the respondents is given below.

*1. Which part of the event did you appreciate the most? Why?"*

### ITA VERSION

*Gioco SnailVille*  
*Evento in generale*  
*Presentazione*  
*Argomenti trattati*  
*Gioco SnailVille*  
*Attività dell'evento*  
*Approccio all'argomento trattato*  
*Piattaforma*  
*Approccio al tema trattato*  
*Piattaforma proposta*  
*Argomento presentato e il gioco*  
*Proposte presentate*  
*Piattaforma presentata*  
*Professionalità e chiarezza degli argomenti spiegati*  
*Interessante approccio*  
*Evento in generale: argomenti e organizzazione*  
*Piattaforma alternativa proposta*  
*Gioco SnailVille*  
*Il rinfresco*  
*Mi è piaciuto molto il gioco*  
*Molto interessanti gli strumenti sviluppati nel progetto*  
*La presentazione era ben strutturata*  
*La spiegazione del Gioco che sembra divertente oltre che utile per imparare di più sugli allevamenti di lumache*  
*Il manuale e il gioco sembrano utili per insegnare le competenze sull'elicicoltura*  
*il gioco come spiegazione dell'allevamento di lumache*  
*La presentazione era molto interessante*  
*Il gioco delle lumache*  
*Gli strumenti del progetto*

### ENG TRANSLATION

*SnailVille game*  
*Event in general*  
*Presentation*  
*Topics covered*  
*SnailVille game*  
*Event activities*  
*Approach to the topic*  
*Platform*  
*Approach to the topic*  
*Proposed platform*  
*Presented topic and game*  
*Proposals presented*  
*Platform presented*  
*Professionalism and clarity of topics explained*  
*Interesting approach*  
*Event in general: topics and organisation*  
*Alternative platform proposed*  
*SnailVille game*  
*The welcome reception*  
*I really enjoyed the game*  
*The tools developed in the project were very interesting*  
*The presentation was well structured*  
*The explanation of the game seemed fun as well as useful for learning more about snail farming*  
*The manual and the game seem useful for teaching snail farming skills*  
*The game as an explanation of snail farming*  
*The presentation was very interesting*  
*The snail game*  
*The project tools*

2. Which part of the event did you appreciate the least? Why?

**ITA VERSION**

Durata un po' lunga dell'evento  
 Durata troppao lunga dell'evento  
 Lunghezza dell'evento  
 Nessuna  
 Nessuna in particolare

**ENG TRANSLATION**

Too long duration of the event  
 Too long duration of the event  
 Length of the event  
 None  
 None in particular

3. Do you have any other comments?

**ITA VERSION**

No  
 Ottima professionalità  
 Ottima preparazione e professionalità  
 Spiegazioni chiare e precise  
 Professionali e concetti adeguatamente approfonditi  
 Un'idea di business molto interessante  
 Vorrei imparare di più sul business dell'allevamento delle lumache  
 no  
 Gli strumenti gratuiti sono un aspetto molto positivo

**ENG TRANSLATION**

No  
 Excellent professionalism  
 Excellent preparation and professionalism  
 Clear and precise explanations  
 Professional and adequately thorough concepts  
 Very interesting business idea  
 I would like to learn more about the snail farming business  
 no  
 The free tools are a very positive aspect

## 6. Annex:

Italian version of the Snailville multiplier event evaluation questionnaire

### Questionario per la valutazione dell'Evento di Snailville

*Grazie per aver partecipato all'Evento Moltiplicatore per il progetto Erasmus+ SnailVille (2020-1-UK01-KA204-079017) tenutosi il 17 Ottobre 2022 all'Istituto dei Sordi di Torino (Pianezza).*

*Vi preghiamo di valutare la qualità dell'evento attraverso questo breve questionario.*

	1(molto basso)	2	3	4	5 (molto alto)
Qual è la tua opinione sull'organizzazione generale dell'evento?					
Qual è la tua opinione sui relatori e sulle loro presentazioni?					
Qual è la tua opinione sulla sede che ha ospitato l'evento?					
Pensi che l'evento ti abbia informato adeguatamente sul Gioco SnailVille e sul materiale di formazione?					
Pensi di utilizzare il gioco e i materiali formativi di SnailVille in futuro?					

Quale parte dell'evento hai apprezzato di più? Perché?

Quale parte dell'evento hai apprezzato di meno? Perché?

Hai altri commenti da condividere?

Grazie per aver partecipato!



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