

# Evaluation report

## Local Workshop Promotion Event

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E9 & E10

**Snail**ville

28<sup>TH</sup> OCTOBER 2022

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CIVIC Computing Limited

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## REVISION HISTORY

Version	Date	Author	Description	Action	Pages
1.0	28/09/2022	CIVIC	Creation	C	8

(\*) 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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# 1. Event info

Event name: SnailVille Academy Promotion

Event date: 29<sup>th</sup> August 2022

Hosting organization: CIVIC Computing Limited

The UK SnailVille promotional event took place at The Dome (Charlotte Suite) in Edinburgh on 29<sup>th</sup> August 2022. The event attracted 15 participants.



**The venue that hosted SnailVille promotional event in UK**

The aim of the event was to disseminate the project's outputs and outreach more people that belong to the project's target groups. In addition, the event intended to present the Snailville's Serious Game and its useful materials. The participants were reached through two sessions and all of them provided their feedback, not only through the brief questionnaire provided (in printed version) but also orally during the session provided for discussion, questions and networking.

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The profile of people varied, emphasizing mainly on farmers and people interested in snail farming. After being informed about the project, its results and the main digital tool (SnailVille Game), the participants had the opportunity to share their opinion in regards to the project's structure, topics and aims.

Through oral comments and written evaluation, the following conclusions were received:

- ✓ Great and important addition to have free access to the content online (SnailVille Game) in the partner languages.
- ✓ The topic (Snail farming) was very interesting.
- ✓ The game was educative and fun, while the topic of Snail farming was fully covered.

The participants, after the end of the event, were kindly requested to give their feedback by answering a questionnaire. All participants responded by completing the questionnaire. The questionnaire is attached to the end of this report.

The questionnaire was intentionally kept short and included:

- 5 score sorting questions. The respondents were expected to check one unique number to each question from one to five, where 5 is the highest grade.
- 3 Open-Ended Questions, where the respondents could answer in a free form with little to no restrictions.

This report contains the responses received from the SnailVille questionnaires.



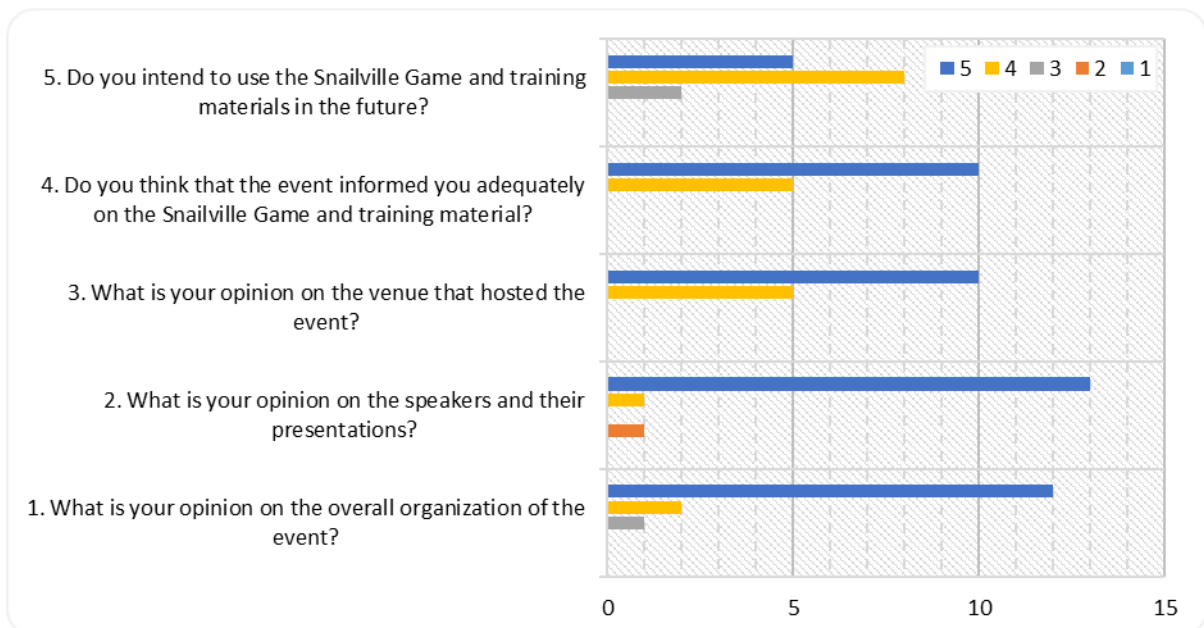
## 2. Score sorting questions

Participants gave their feedback on the SnailVille promotional event by answering 5 score sorting questions. The questions were answered by checking one unique number from one to five, where 5 is the highest grade.

For convenience the sort scoring questions are:

1. *What is your opinion on the overall organization of the event?*
2. *What is your opinion on the speakers and their presentations?*
3. *What is your opinion on the venue that hosted the event?*
4. *Do you think that the event informed you adequately on the Snailville Game and training material?*
5. *Do you intend to use the Snailville Game and training materials in the future?*

The overall view of the partners is very positive, as can be seen in the graph below.



### 3. Open-Ended Questions

To help collect qualitative data the questionnaire also included three open type questions, where the respondent could answer in a free form with little to no restrictions. The questions focused on getting both positive and negative feedbacks.

Participants also had to answer the question: "Which part of the event did you appreciate the most? Why?", the answers were very positive, and they were as follows:

- Discover Snail Farming
- All great
- Informative
- Genially interesting and exciting
- Heliculture made fun
- Game
- Interesting Game
- Website and tool

Similarly, questions were asked about aspects that they did not like or that were less interesting to them that were on the agenda. The answers were:

- Lots of respective paper forms
- Too short event

There were few additional comments, as it was not a mandatory response and many participants had nothing to contribute beyond what had been written previously, even though, responses were really positives. The results can be seen below:

- Motivated to go online and play the game
- More time of the game needed
- Motivated to start a farm in the country
- Need more info about the project by email

### 4. Conclulsion

The event was a success considering that the project was found very interesting and the participants enjoyed the outcomes of the project. The feedback on the game was very positive and some partners were motivated enough to continue playing the game.



# 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 to 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!