

Evaluation report

Local Workshop Promotion Event

-E3 & E7-

SnailVille

28TH NOVEMBER 2022

FyG Consultores
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REVISION HISTORY

Version	Date	Author	Description	Action	Pages
1.0	23/09/2022	AKNOW	Creation	C	TBS
2.0	28/11/2022	FYG	Update	U	

(*) 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: 1st and 2nd Multiplier Event

Event date: 12th September 2022 & 10th November 2022

Hosting organization: FyG Consultores

The first project dissemination event took place on 12 September 2022, with a total of 27 participants. It took place in a space that was set up for the talk and the subsequent discussion, in addition to providing them with a computer so that they could try out the game.

The second one took place on 10 November 2022, with 26 participants. The second event took place at a different venue, was conducted in a more relaxed manner, but addressed all the points of the day and left nothing unexplained.

This report contains the responses from the two events that have taken place in Spain. They were carried out separately, but the results have been combined to give a more global view of the participants' opinions.

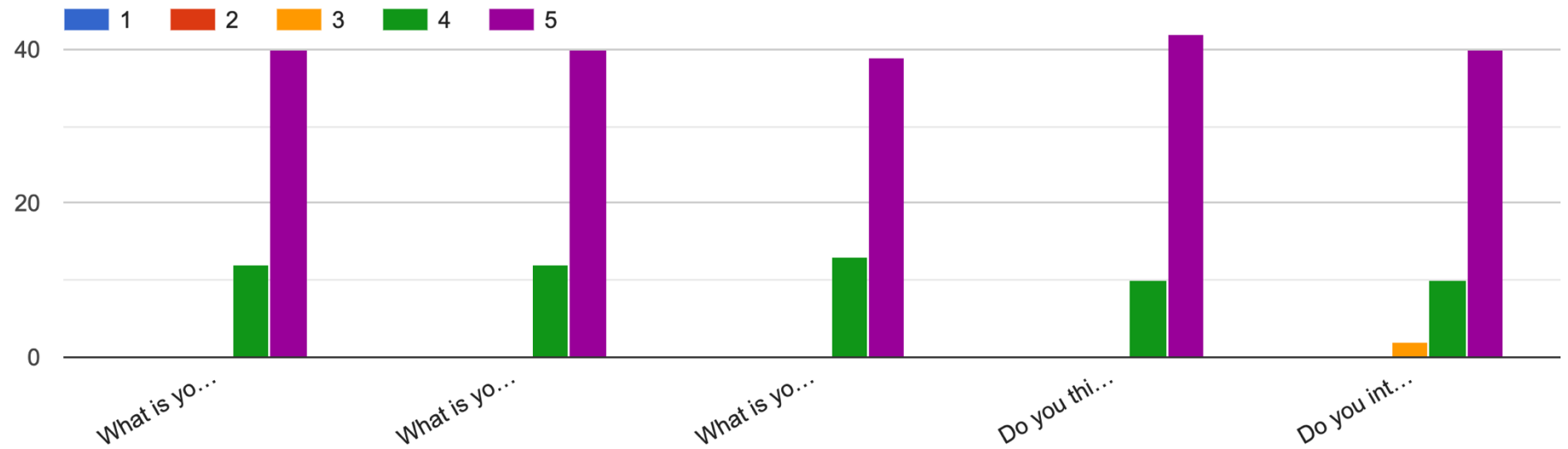
After all the points of the day had been dealt with, an online version of the questionnaire was sent to the partners, because it is much easier to collect the answers in this way and it is less harmful to the environment.

2. Multiple choice evaluation

The overall view of the partners is very positive, as can be seen in the graph below. As the graphic does not read well, we list below the questions that were presented to the partners (in order of appearance, from left to right):

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?

General overview:



3. Positive takeaways

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:

- The game
- All
- The part of the discussion
- Good organisation
- The organisation
- I liked all the event
- The materials
- The game
- The game is very engaging
- The presentation of the game
- The game
- The content of the materials
- The materials
- All the event
- Game
- The game
- Game. The content es interesting and is easy to use.
- The presentation of the game, it was very well explained and i wanted to try it directly
- The game was my favourite part of the event
- Introduction to the ramus+ programs, since I wasn't familiar before
- Presentation of the project. Such a unique project and different
- For me the game presentation. Looks very easy to play
- The game part because it was fun
- The presentation of the results
- The snailville academy. It's good to know that you have experts that can help you and count on
- The game part because it was very interesting
- I loved the project, very innovated and very well implemented
- The networking
- The questions part
- The game because it was interesting
- The networking part and questions
- General information about the project
- Funny game
- Everything. Really interesting.
- Dynamic game
- It was very fun to play the game with everyone!
- Everything
- Dynamic and funny game. Really useful
- Playing the game definitely
- Everything was great!
- Useful
- Useful
- Event very well organized and great location!
- The moment we played the game.

- Interesting
- The part of the information
- I liked the project itself
- The part when tell us about how to use the project results

4. Negative takeaways

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:

- Nothing
- -
- Nothing
- N/a
- None
- I liked everything
- -
- I liked all parts
- No parts
- More info needed
- A guide could be useful
- Too much information in the content
- The event was interesting in its whole
- I liked it all
- Nothing to add
- The part about the erasmus program
- No parts
- I liked all parts of the event
- I liked all
- I like everything
- I really enjoy the game
- None, amazing event! I enjoyed it very much!
- Not that much information
- I liked the whole thing!
- Nothing to add
- Everything was great
- N/A
- I like everything, clear and useful
- The time
- The time, I would prefer to meet in the morning

5. Additional comments

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:

- Nothing to add



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- More events like that
 - I will share the project materials with all my colleagues!
 - Thank you for organizing such a great event!