Evaluation report
Local Workshop Promotion Event

SnailVille

16/10/2022

Asserted Knowledge
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REVISION HISTORY

Version	Date	Author	Description	Action	Pages
1.0	16/10/2022	AKNOW	Creation	C	

(*) 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			
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SnailVille Project

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Contents

1. Event info

Event name	SnailVille Project Promotion
Event date	16/10/2022
Event time	14 p.m.
Hosting organization	Asserted Knowledge

The Multiplier Event in Greece was hosted in the headquarters of Asserted Knowledge base in Athens, the capital of Greece. The event aimed to disseminate the project's results, outreach people belonging to the project's target groups, in order to inform them about the scope and activities of the project. To be more specific, the event's practical purpose was to present the SnailVille's Serious Game outcome, and attract, in that way, people interested in the use of it.

The event was advertised through the Asserted Knowledge network and was targeted to individuals that can be benefited from the SnailVille outcome tools, as well as to representatives of organizations that can utilize and spread those project results. We managed to reach more than 50 people and the final number of participants that were present to the event was 38 people. The attendees' personal profile varied; they were adults from several subgroups that were interested in the topics addressed by the project, low-skilled adults from rural areas, adult trainers, educators, entrepreneurs, farmers, people interested in snail farming. etc.

The event started with an introduction of Asserted Knowledge and the context of Erasmus key action to programs. The context of the project, the problem and the available resources were explained to the participants, together with a short description of our Consortium and our goals.

In addition, our goals and our methods, the reason why the project brings additional value and why it can serve a need that others haven't addressed effectively so far. We explained the process in which the activities of the project were conducted, and how these activities serve to increase the quality of the results. Then the SnailVille Tools were presented; starting from their purpose, explaining who this project is targeted to, and who can benefit from it. After that, we presented the tool itself to the audience. A live demonstration of the tool was shown, detailed examples and showcases were given to the audience to help them realize the potential of these results.

The participants were asked to provide their feedback, by filling out the questionnaire provided during the session, and through engaging in discussions and asking questions in the whole duration of the event. Any queries were solved and then, with the discussion the audience was included in the conversation. The session ended with a networking session. After the official presentation and discussion was done, the participants remained in the space networking.

2. Evaluation

All answers can be seen in the attached Appendix.

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2.1   Overall organization

After collecting all the evaluation questionnaires of the Multiplier Event, that were distributed among the participants, we received the following answers. As far as the overall organization of the event is concerned, 33 out of the 38 participants answered 'very high', 6 out of 38 answered 'high', and 1 of them appeared to be neutral.

2.2   Level of presentations

Regarding the level of presentations, the majority of the participants appear to be very satisfied with the speakers and their performance, with 30 out of 38 people answering 'very high', and 8 of them answering 'high'.

2.3   Venue

Following this, the overwhelming majority of our attendees gave extremely positive feedback regarding the venue and hosting of the event, with 37 giving the answer 'very high' and 1 of them replying 'high'.

2.4   Sufficiency of information related to the SnailVille Game and training materials

Considering the information provided to participants regarding the Game and the training material, 34 out of 38 seem quite positive, answering 'very high', while 4 of them answered 'high'.

2.5   Intention to utilize the SnailVille game and training materials

The last question referred to the potential practical adoption and sustainability of the project result from the target groups. The results here are a bit controversial, as only half of the respondents said that they are positive to use it, 11 of them answered 'high', while 8 of them gave a neutral answer, so we assume that they are unsure about this.

3.   Positive takeaways

In conclusion, the audience were very engaged with the presentations and showed a lot of interest in the project's scope and tools. This can be visible from the results of the evaluation questionnaire that was distributed during the meeting. We, as a contributing partner to the project, managed to get positive feedback, both in terms of the technical aspects of its implementation and related to the content of the session. Every question included in the Q&A received the answers 'very high' or 'high' with very few outliers. Other than the positive reception of the activities and the perceived quality of the content, most participants said that they can see themselves using the tool and that they intend to suggest it to others. The questions they posed and the initiated discussions regarding the project were indicative of the fact that our participants had understood the concept and the potential of SnailVille. A lot of the participants

stated that they enjoyed the presentation of the Serious Game, its features, and the knowledge provided through the training material. In addition, some of them referred to the exquisite knowledge related to the subject that can be derived through playing the game and highlighted how its interactive methods can motivate people to create a successful and profitable snail business.

4. Negative takeaways

There was not any negative feedback or impression noted from the attendants.

5. Additional comments

The participants were very interested and engaged in the subjects, which can be proven by the number of questions we received during the event, and the fact that they explicitly expressed their willingness to discover more information by using the Snailville's Serious Game. All of them stated that the topic of Snail farming had been fully covered through our informative presentations and answers, while they seemed to be enthusiastic about implementing what they learned, as well as the project's output, to their business curricula or their private corporation.
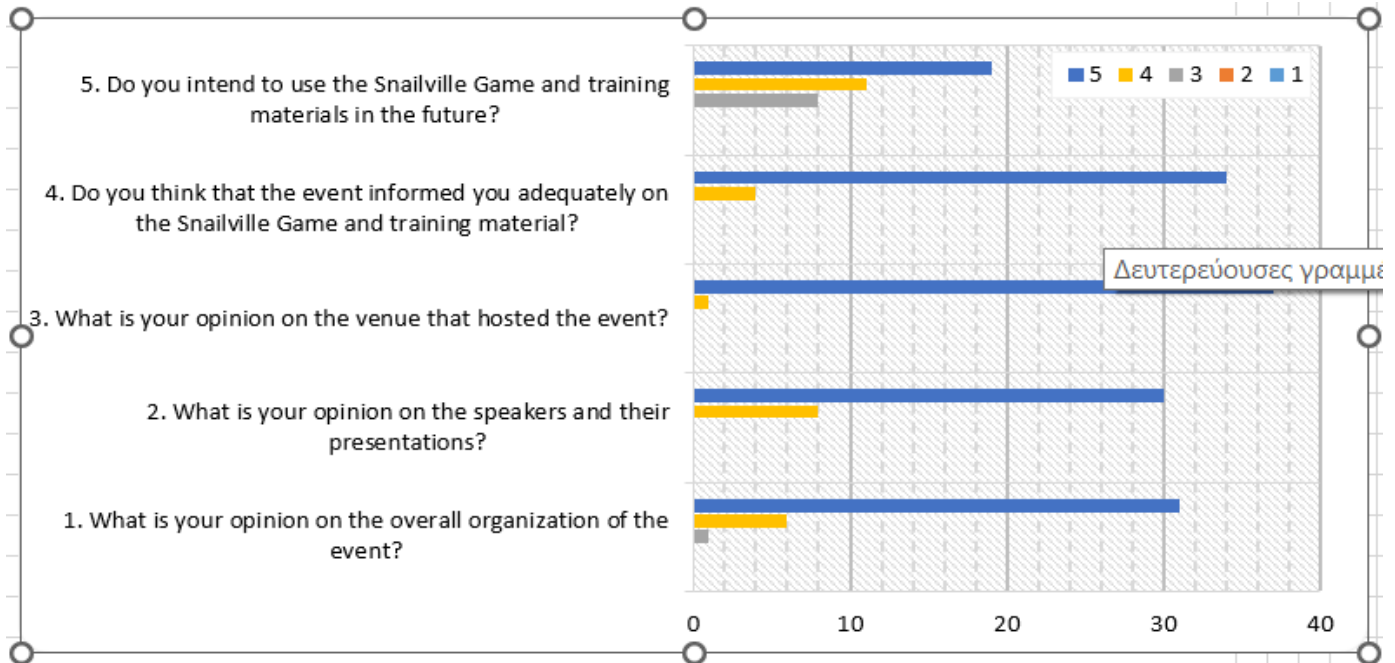
6. Appendix

The questions included in the questionnaire were the following:

1. Score Sorting Questions:

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 answers we collected in the form of a graph:

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2. Open-ended Questions

In order to collect Qualitative data from the participants, we included three open type questions, for the respondents to ask without restrictions. The aim was to collect both positive and negative feedback.

a) Which part of the event did you appreciate the most? Why?"

The answers were very positive:

- Really informative
- Very detailed presentations
- Interesting, learned a lot about snail farming
- Can't wait to use the game
- Interesting game
- Interesting Game
- Exquisite knowledge related to the subject can be gained by playing the game
- Interactive, fun and engaging game
- Useful session – gained knowledge on how to create a successful and profitable snail business

b) Which part of the event did you appreciate the least? Why?

We only had one answer referring to the lengthy process of responding to the Questionnaire.

c) Do you have any other comments?

There were not any additional comments, as the field was not mandatory to answer. We collected 3 answers requesting access to the newsletter of the project in order to be kept updated about the project via email.