

Evaluation report

Local Workshop Promotion Event - GR

-E1 & E5-

SnailVille

17/10/2022

University of Thessaly

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Version	Date	Author	Description	Action	Pages
1.0	17/10/2022	University of Thessaly	Creation	C	4

REVISION HISTORY

2.0	28/11/2022	University of Thessaly	Update	U	6

(*) 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		Snailville_Evaluation Questionnaires_ME_UTH

APPLICABLE DOCUMENTS

ID	Reference	Title
1		
2		

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1. Event info

Event name

- Local Workshop Promotion Event – GR - E1
- Local Workshop Promotion Event – GR - E5

Event date

17/10/2022

Event time

15:00 p.m.

Hosting organization

University of Thessaly

Description

The Multiplier Events E1 and E5 Local Workshop Promotion Events in Greece were implemented in the premises of the Agriculture's Crop Production and Rural Environment Department of the University of Thessaly in Volos at 17/10/2022. The aim of the event was to disseminate the project's outputs and outreach more people that belong or are somehow connected to the project's target groups, in order to use and adopt the Snailville's Serious Game and its useful materials.

Moreover, other objectives of the event were the information of the audience about the Erasmus+ framework and the opportunities generated by the projects for several target groups, the raise of awareness regarding the need to improve financial and digital literacy as well as the support of the disadvantaged groups of people throughout every learning process.

We have disseminated the event using all our communication tools. We have made relevant posts (of the invitation, agenda, poster etc.) to our website, the CIE's Facebook page and the Facebook accounts of our staff members. In addition, we have send invitations by email to some key partners and stakeholders from our network. The event was also disseminated by word of mouth.

We managed to reach more than 100 people and the final number of participants that were present to the event was 54 people. The participants were adults from several subgroups that were interested in the topics addressed by the project, heliculture enthusiasts, HEI students and Higher Education entities, low-skilled adults from rural areas, adult trainers, educators, entrepreneurs, etc.

2. Multiple choice evaluation

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 where 11 of the 54 participants answered "high" while the remaining 43 participants were completely satisfied and answered, "very high".

2.2 Level of presentations

To continue with 44 out of 54 participants voted that the level of presentations of the speakers was “very high” while 10 of them voted them as “high”.

2.3 Venue

In addition, 12 of the participants voted as “high” the venue that hosted the event while the rest of them believed that it was “very high”.

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

Moreover, considering the information provided to the participants regarding the Snailville Game and the training material, 11 of the participants voted “high” and the rest 43 voted “very high”.

2.5 Intention to utilize the Snailville game and training materials

The participants were asked if they are going to use the Snailville Game and the materials, most of them seem to be interested in the contents of the project, and the result considering that 13 votes were “high” and the rest 41 were “very high”.

3. Positive takeaways

In conclusion, the overall impression of the participants was positive. Most of them enjoyed the event and the information provided regarding snail breeding. Moreover, few of the participants stated that they appreciated the presentation of the Serious Game, its features, and the knowledge provided through the training material. In addition, some of them stated that “the game infuses knowledge on the subject and is a good practice for repetition and reinforcement of knowledge”. Also, it is of high importance to mention that most of the participants during the Multiplier Event stated that they appreciated that the game is particularly friendly and interactive, being an easy way to enrich one's knowledge and be motivated to create a successful and profitable snail business.

4. Negative takeaways

None of the participants expressed any negative impression

5. Additional comments

The participants were very active in the parts of the event that foreseen the discussion on the project and its outputs that were presented to them. The majority of them highlighted the importance of the topics that are addressed by the project and the high importance of the information provided for snails' morphology and snail farming. Many of them expressed their willingness to discover more information by using the Snailville's Serious Game. Some entrepreneurs, organisations and training centres were interested to adopt the Snailville Game in their own trainings and also declared that they would like to disseminate our project and outputs.