



## Training Young People on Augmented Reality Authoring Showcasing Intangible Cultural Assets as Use Cases

### **AR4Youth Post-Training Assessment**

Thank you for participating in the AR4Youth Training!

In order to be able to measure the impact of the training to the participants, it is important that you complete the following simple questionnaire which includes questions related to the content of the training. The assessment is similar to the questionnaire you already answered at the beginning of the training. The goal of the assessments is not to give you a mark based on correct and wrong answers but to understand whether your knowledge and skills have been improved as a result of your participation in the training! Your answers will be of vital importance to us to understand how efficient, relevant and successful the training is allowing us to proceed with any improvements, if necessary, to ensure that it meets the needs of young people with different backgrounds who will join the Training on Augmented Reality in the future.

The assessment is anonymous! However, to be able to compare your pre and post assessment, please use the same nickname (e.g. wolf20) as in the first assessment.

**Nickname** \_\_\_\_\_



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### Design Thinking Process

Are you aware of what Design Thinking is?

- Yes
- No

If yes, can you please explain?

What are the common phases of the Design Thinking Process? (tick all that apply)

- Empathise
- Discover
- Define
- Debate
- Ideate
- Promote
- Prototype
- Augment
- Test

What are some uses of the Design Thinking Process? (tick all that apply)

- Challenge assumptions
- Understand users
- Redefine problems
- Create innovative solutions

Design thinking is a human-centred approach. What does that mean?

- It is addressed to humans
- It involves real people throughout the design and development process
- It focuses on identifying the problems of people
- It centres on solving problems people are facing

In which areas is Design Thinking applicable? (tick all that apply)

- Education
- Product Development
- Businesses
- Creative Industries
- Healthcare



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### AR4Youth Facilitator

Which of the following are steps that one should follow in the Design Thinking Process in order to develop an Augmented Reality project ? (tick all that apply)

- Overview
- Discover
- Debate
- Augment
- Understand
- Design
- Promote
- Prototype
- Test
- Share

What is the primary purpose of the "Overview" phase in the Design Thinking process? (choose all that apply)

- Conducting user testing
- Understanding user needs
- Providing a general introduction to the project
- Providing the summary of the project
- Creating a prototype

The "Overview" phase should be completed at the beginning of the process

- Yes
- No

What is the main goal of the "Discover" phase in the Design Thinking process? (choose all that apply)

- Generating ideas
- Conducting research
- Understanding user needs
- Identifying the historical background of the story
- Listing the resources used



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- Providing a general introduction to the project
- Creating a prototype
- Identifying the activities to be carried out for the execution of the project

**In which phase of the Design Thinking Process will you discuss the target audience?**

- Discover
- Understand
- Design
- Overview

**Having identified the target group of your project, what elements will you consider in designing the augmentations of the project? (choose all that apply)**

- Age
- Interests
- Needs
- Preferences
- Privacy issues
- Copyrights
- Accessibility

**Which elements can be discussed in the "Understand" phase? (tick all that apply)**

- Story
- Evaluation
- Heroes
- Target group
- Historical background
- Dissemination of the project
- Messages

**What is the primary objective of the "Design" phase?**

- Identifying where the augmentations should be placed
- Conducting user testing
- Identifying which elements should be augmented



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- Explaining why the augmentations are to be placed there
- Creating the augmentations

A final augmented project is the result of the “Prototype” phase

- Yes
- No

Who should be involved in the “Test” phase?

- The trainer
- The target group
- Myself
- My colleagues

How could you use the acquired knowledge in your daily work with young people?

On a scale of 1 - 5 (Not Interested at All - Very Interested), please indicate your interest in creating augmentations in the following types of texts:

	1 Not Interested at All	2 Not Interested	3 Neutral	4 Interested	5 Very Interested
Textbooks					
DYI Manuals					
Novels and literature					
Poetry					
Non formal education manuals					
Historical texts					
News articles					
Motivational books					
Legal documents					