



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

AR4Youth Pre-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. A similar assessment will be answered by you also immediately after you complete 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 choose a nickname (e.g. wolf20) and use it for both assessments.



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Demographics

Nickname: _____

Gender

- Male
- Female
- Other

Age

- 13-18
- 19-25
- 26-30
- 31+

Country of Residence _____

Educational Background

- Primary School
- Secondary School
- College
- University

Occupation/Function

- Student
- Entrepreneur
- Private Employee
- Public Employee
- Not in Education, Employment or Training (NEET)
- Other

Have you ever participated in an Augmented Reality training activity before?

- Yes
- No



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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