



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

### AR4Youth Training Evaluation

We would like to ask you to take some time to help us become better. Please answer the following questions to the extent you wish. Remember that the evaluation is **anonymous** so please do not write your name or other personal information anywhere.

1. How satisfied are you with the activity you participated in?

1	2	3	4	5
Not at all	Little	So so	Quite	Very
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2. Which part of the activity did you like the most?

- Presentations (theoretical part)
- Practical Application (hands-on part)
- Impact/Evaluation
- Other. Please Explain \_\_\_\_\_

3. Which part of the activity did you like least?

- Presentations (theoretical part)
- Practical Application (hands-on part)
- Impact/Evaluation
- Other. Please Explain \_\_\_\_\_

4. Were the room and equipment (computers, tablets, monitors, pencil, paper etc.) appropriate for the smooth implementation of the activity?

- Yes
- No

5. Did the facilitators have the required knowledge and coordinated the activity accordingly?

- Yes
- No

6. The duration of the activity was

- Sufficient



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- Insufficient
- Tiring/Extended

7. Through the activity I became aware of what Design Thinking and Augmented Reality are.

- Yes
- No

8. The activity was interactive and interesting

- Yes
- No

9. Is there anything you would like to suggest that could help us improve the activity?

**Thank you for your time**