

The aim of this questionnaire is to collect information on the impact of the activity.
 The information collected is confidential and will be treated in an aggregate manner.
(More information can be added on the introduction related to the context of the activity)

PROFILE DATA *(questions can be added or replaced related to the context of the activity)*

1. Have you ever engaged in a workshop like this one (to develop competences to work images in social media)? Yes No

IMPACT DATA

2. Please indicate your level of agreement with the following statements using the scale:

	Strongly disagree	Disagree	Agree	Strongly agree	I don't know
After engaging in this activity, I know better how to orient my students and colleagues on privacy and personal data protection laws.					
After engaging in this activity, I feel more aware of social media use implications (ex: consequences of sharing personal contents on social media).					
After engaging in this activity, I feel more aware that social media affects young people's everyday life.					
After engaging in this activity, I feel more able to raise young people's awareness that social media allows people to connect for a collective goal.					
After engaging in this activity, I acknowledge new pedagogic tools I can use (e.g. using arts-based activities, including digital technologies)					

SATISFACTION and PERCEIVED VALUE/USEFULNESS of the WORKSHOP

3. Please indicate your level of agreement with the following statements using the scale:

	Strongly disagree	Disagree	Agree	Strongly agree	I don't know
I think the project themes (representation through digital technologies and responsible use of social media) are important for the young people/students					
I consider the themes addressed by the project (representation through digital technologies and responsible use of social media) relevant to the project's implementation territory					
I consider the arts based activities suitable for the audience, young people/students					
I consider the arts based activities suitable to explore the project themes (representation through digital technologies and responsible use of social media)					
I consider adequate the duration of the arts based workshops					
I consider the activity delivered was able to provide high-quality skills for the young people participating					
I consider the activity delivered was able to stimulate social engagement of the young people participating					

WORKSHOP – MYTHOLOGY AND THE DIGITAL ERA
QUESTIONNAIRE to TEACHERS/YOUTH WORKERS



I consider the activity delivered was able to stimulate the reflection and creative expression of the young people participating					
I am satisfied with the activity delivered					
I am satisfied with the digital tool of the workshop.					
I think the digital tool is easy and friendly to use.					
I am satisfied with the 'educators guide' provided					
I think the 'educators guide' is a useful pedagogic tool					
I made this project known to others (family, colleagues)					

4. Indicate what do you considered to be the **strong points** of this workshop?

5. Indicate what do you considered to be the **weak points** of this workshop?

QUESTIONNAIRE to TEACHERS/YOUTH WORKERS

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After engaging in this activity, I know better how to organise digital content (e.g. documents, images, videos) using folders or tagging to find them back later					
After engaging in this activity, I know better how to share information and educational digital resources so that students can use and adapt them while respecting copyright and relevant licenses.					
After engaging in this activity, I know better how to orient my students and colleagues on privacy and personal data protection laws.					
After engaging in this activity, I acknowledge new pedagogic tools I can use (e.g. using arts-based activities, including digital technologies).					

SATISFACTION and PERCEIVED VALUE/USEFULNESS of the WORKSHOP

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