



## Xlibris

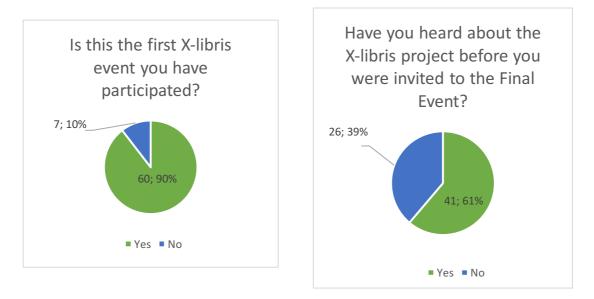
## **Evaluation Summary**

## Multiplier Event 27<sup>th</sup> of June 2016, Ankara

The multiplier event or final event of the Xlibris project took place on 27<sup>th</sup> of June 2016 in Ankara, Turkey. About 120 people participated in the event. The event has been evaluated in different ways. One evaluation activity was the usage of the platform Kahoot!, which makes it possible to ask some questions and get immediate feedback by the participants through an app on the smartphone. 68 people participated in the evaluation on Kahoot! during the event. Another evaluation in form of an online questionnaire has been send to all participants after the event to give them time to reflect on the event and its contents. 67 people took the chance to answer the questionnaire and therewith provide their feedback on the event and the Xlibris project with its outputs in general.

In general it can be stated, that the participants were very satisfied with the whole event taking into account the presentations and trainings as well as the overall organization of the event. This document describes the results of the evaluation in detail and shows the evidence in numbers and figures.

10% of the participants had already taken part in workshops within the Xlibris project. For 90% of the participants who answered the online questionnaire it was the first participation at an Xlibris event. But over 60% had already heard about the Xlibris project before the final event.



Regarding the profile of the participants the majority were librarians (50,75%), LIS students (23,88%) or teachers/ professors (22,39%).





## X-LIBRIS 2014-1-TR01-KA200-012958





As can be seen from the diagram and the table below, all aspects of the multiplier event have been rated between 4 and 5, whereas 4 stands for 'very satisfied' and 5 for 'completely satisfied'. Over 90% of the participants stated, that they were 'very satisfied' or 'completely satisfied' with the programme, information, contents and presentations. Worth mentioning is that the participants enjoyed the innovative delivery methods for the training with 58,21% of participants saying that they were completely satisfied and 38,81% saying that they were very satisfied. In addition especially the overall organization, the pre-event information/ communication, the location of the event and the logistics have been rated very high with all of them having a weighted average of over 4,6.



	1	2	3	4	5	weighted
	not	less	somewhat	very	completely	average
	satisfied	satisfied	satisfied	satisfied	satisfied	
Organisation	0,00%	1,49%	1,49%	28,36%	68,66%	4,64
Pre-event	0,00%	0,00%	6,06%	22,73%	71,21%	4,65
information/communication						
The relevance of the programme in	0,00%	1,49%	7,46%	40,30%	50,75%	4,40
relation to your professional activity						
The information provided for project	0,00%	1,52%	4,55%	45,45%	48,48%	4,41
activities and outcomes						
Content of the training sections	0,00%	1,54%	4,62%	47,69%	46,15%	4,38
Delivery methods for the training	0,00%	1,49%	1,49%	38,81%	58,21%	4,54
Partner presentations about services	1,49%	2,99%	8,96%	47,76%	38,81%	4,19
Reflections of participants from the	0,00%	1,52%	10,61%	50,00%	37,88%	4,24
X-libris workshops						
Location of the event	1,49%	0,00%	4,48%	19,40%	74,63%	4,66
Logistics (catering, internet	1,49%	0,00%	5,97%	22,39%	70,15%	4,60
connection, facilities, etc.)						



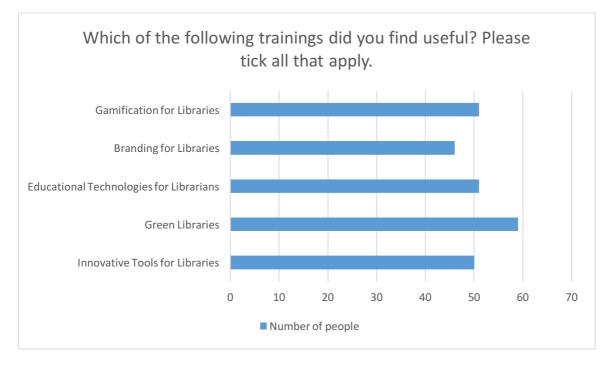






In the comment section, the participants praised among other things the high quality of the teaching techniques and the interactivity of the event. Furthermore, they expressed their hope for a repetition of the event and a continuation of the project.

This is also reflected in the answer to the question which trainings had been useful for the audience. Here most people (59) found the training on green libraries very useful, but also 51 persons agreed on the usefulness of the topics 'Educational technologies for libraries' and 'Gamification for libraries'.



The participants have also been asked in the online questionarie if they learned new things, where 97% agreed. The same question had been asked during the event using Kahoot! and 98,50% had answered yes, they learned something new. The vast majority of 95,53% also stated, that the multiplier event met their expectations, which is an additional indicator for the satisfaction of the participants. Although 11,94% of the participants think, that they will not be able to apply what they had learned during the event to their professional activity, 88,06% are sure that they will have the possibility to apply the newly acquired knowledge. Through Kahoot! even 97,10% said, that they learned something useful for their work. In this context most participants (80,90%) stated, that they would like to try service co-design with their users. 95,50% of the participants are interested in further information on the Xlibris methodologies and would like to use them (Would you use Xlibris methodologies - 50% yes and 48,50% maybe).

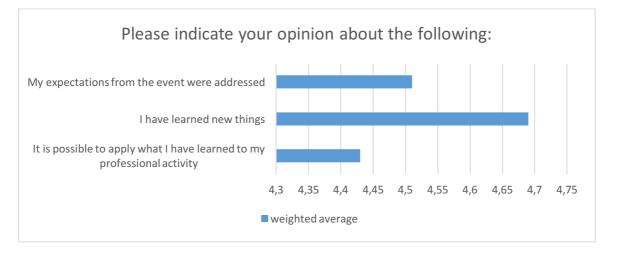
Again the participants commented, that they enjoyed the interactivity and especially the use of Lego Serious Play during the event and also gave the advice, that other Lego activities apart from the alignment game would be good and useful in future events like this. One person commented that the event triggered his imagination that new types of libraries are really possible.











	1 Strongly disagree	2 Disagree	3 Neither agree nor disagree	4 Agree	5 Strongly agree	weighted average
My expectations from the event were addressed	0,00%	1,49%	2,99%	38,81%	56,72%	4,51
I have learned new things	0,00%	1,49%	1,49%	23,88%	73,13%	4,69
It is possible to apply what I have learned to my professional activity	0,00%	1,49%	10,45%	31,34%	56,72%	4,43

Within the online questionnaire the participants had the chance to add any comments about the event at the end, which were not reflected in the questionnaire. Many people expressed their thanks to the organization of this very educational and innovative event with horizon widening information and congratulated the team on a successful project. Some people commented that they would have liked to have even more or longer interactive activities during the event. Other statements concerned the usefulness of the Xlibris approach and methods for all library professionals and future librarians.



