

Seniors ZONE in gamification and art-therapy

Project No. 2023-1-NL01-KA210-ADU-000157474



Survey Results – Intellectual Output Launch & Multiplier Event

Event: Intellectual Output Launch and Multiplier Event

Respondents: 40

Project: Seniors ZONE in Gamification & Art-Therapy (2023-1-NL01-KA210-ADU-000157474)

This document summarises the survey results collected during the launch event. The purpose of the survey was to assess the quality, relevance, and impact of the activities delivered and to support reporting to the National Agency.

1. Overall Satisfaction and Relevance

Survey responses indicate a high level of satisfaction regarding the structure, clarity, and relevance of the event.

Indicator	Positive responses
Clarity and usefulness of information	92.5%
Logistical organisation	90%
Understanding of the intellectual output	92.5%
Relevance of distributed materials	87.5%
General satisfaction with the event	90%

2. Skills and Knowledge Gained

- 87.2% gained new skills applicable to their professional practice
- 89.7% intend to share resources in their organisations
- 87.2% confirmed relevance to their current professional needs

3. Social Interaction and Networking

89.7% reported that the event supported peer interaction, exchange of experiences, and networking.

4. Most Valuable Aspects Identified by Participants

- Practical demonstrations and examples of good practice
- Discovery of new tools, resources, and methodologies
- Therapeutic gardens concept for adult learning and inclusion
- Networking and sharing experiences with participants from different backgrounds
- Gamified learning activities and inclusive practices

5. Improvement Suggestions

- Increase access to digital devices for seniors during workshops
- Extend the duration of practical modules and demonstrations
- Offer more examples applicable to adults with disabilities
- Continue developing therapeutic garden projects and field activities

6. Topics Requested for Further Development

- Expansion of therapeutic garden programmes
- Animal-assisted therapy approaches
- Digital inclusion for vulnerable adults
- Advanced art-therapy courses and certification
- Gamification strategies for senior learners

7. Final Conclusion

The survey confirms that the multiplier event successfully achieved its objectives: raising awareness about the intellectual output, improving professional capacity of participants, and reinforcing European cooperation within adult education. The results validate the relevance and impact of the project and support the continuation and transferability of practices.