CODES OF CULTURAL HERITAGE-CCH HUBS 2022-1-RO01-KA220-SCH 000085067

Student Surveys Results & Evaluation



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Istanbul STEAM Bilim Teknoloji Eğitim Kültür Sanat Derneği

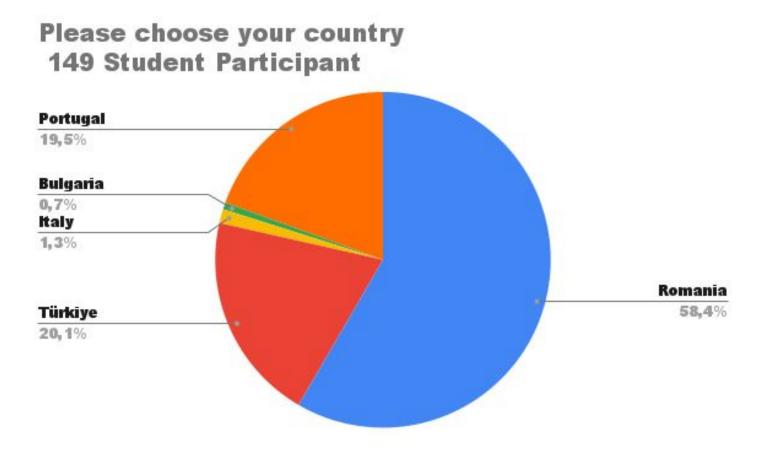
Student Surveys Purpose

• In order to determine the educational needs of the students target group of the project on cultural heritage perception and awareness of cultural heritage, the results of the survey prepared to create a current situation simulation were taken.

Demographic Information Results

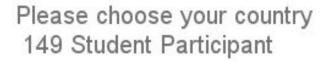
The countries and age groups of the students

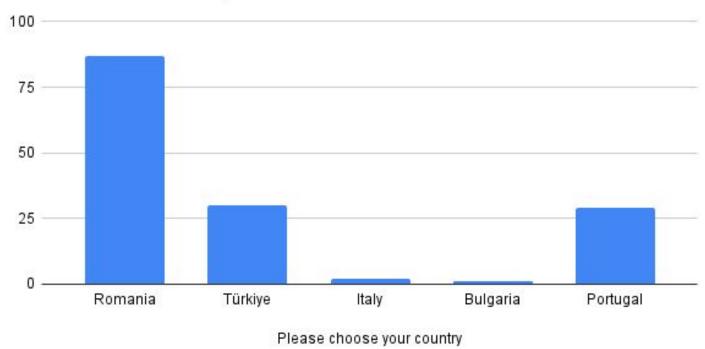
DEMOGRAPHIC RESULTS



In the survey applied to a total of 149 students from 6 countries, including the project partners, the highest participation rate was found in Romania with 58.4%, Turkey with 20.1%, and Portugal with 19.5%. Italy achieved a participation rate of 1.3% and Bulgaria with 0.7%.

DEMOGRAPHIC RESULTS

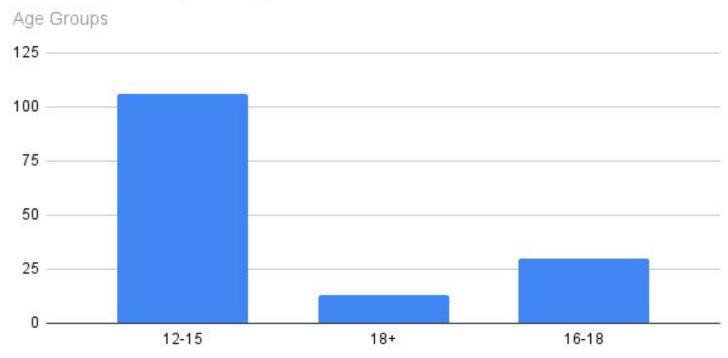




Romania 87 (58,4%) Türkiye 30 (20,1%) Portugal 29 (19,5%) Italy 2 (1,3%) Bulgaria 1 (0.7%)

DEMOGRAPHIC RESULTS





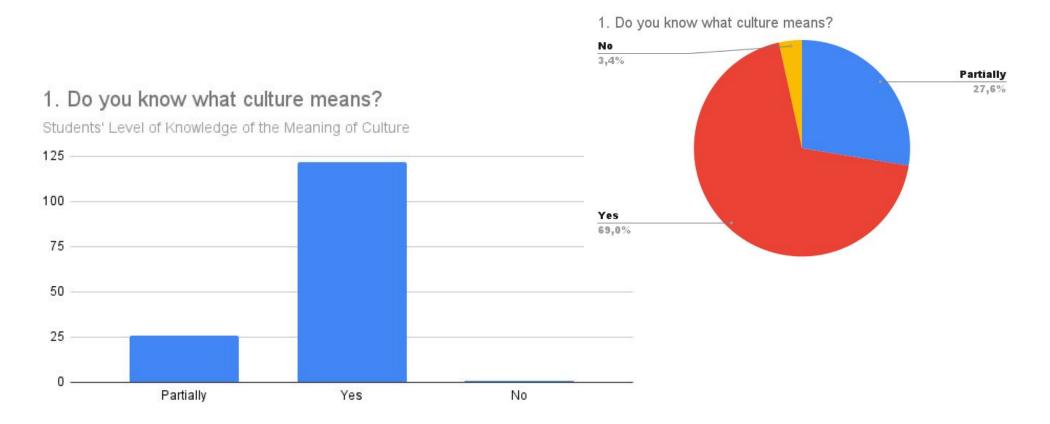
- **106 students** out of 149 students who participated in the survey constituted the majority of the participants in the **12-15 age group**, **71.1% (106)**.
- 30 students are in the 16-18 age group and constituted 20.1% (30) of the participants.
- 13 students are in the age group 18+ and constituted 8.7%(13) of the participants.

The results of the survey applied for the educational needs of the students

The survey applied for the educational needs of the students wanted to know:

The current knowledge of the participant students

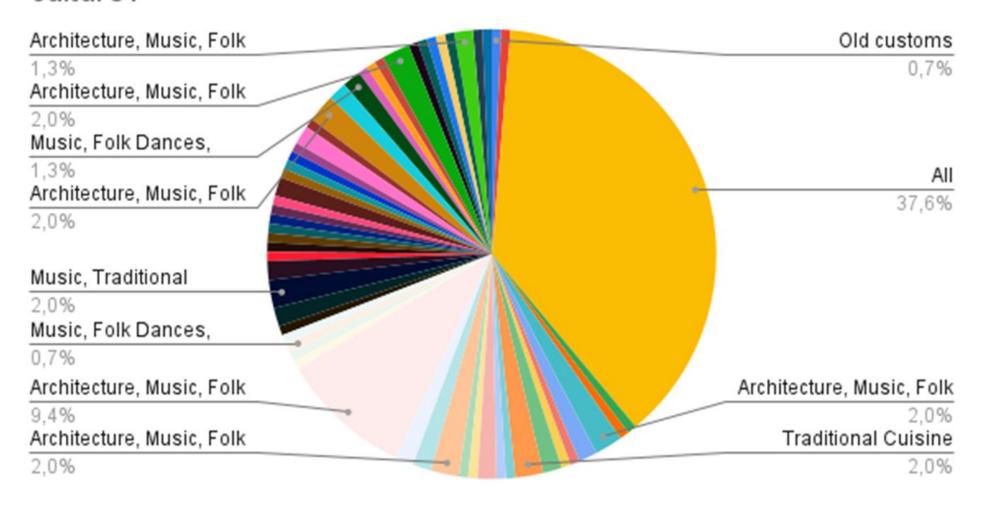
- on the definition of culture,
- their familiarities to cultural heritage examples and values,
- their awareness of cultural assets and museums in the region they live in,
- their personal preferences for taking part in and participating in cultural activities within the scope of their education,
- their curiosity about learning about cultural heritage and encouraging this curiosity.
- Their willingness to use digital education tools as VR and augmented reality



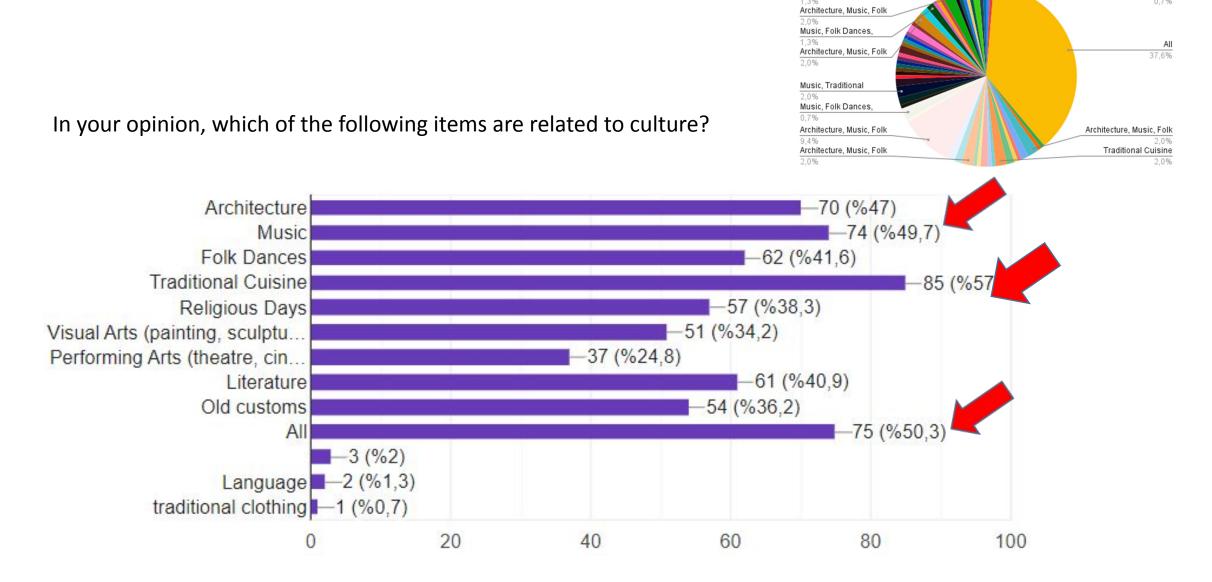
- 122 (81.9%) students answered 'yes'.
- 26 (17.4%) students answered 'part'.
- 1 (0.7%) student answered 'no'.

The Level of knowledge of the meaning of Culture

2. In your opinion, which of the following items are related to culture?



The familiarities to cultural heritage examples and values

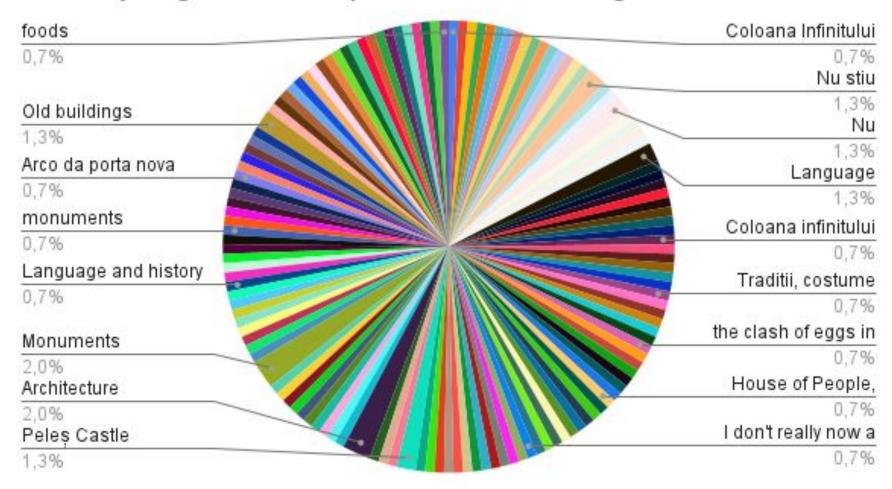


Architecture, Music, Folk

Old customs

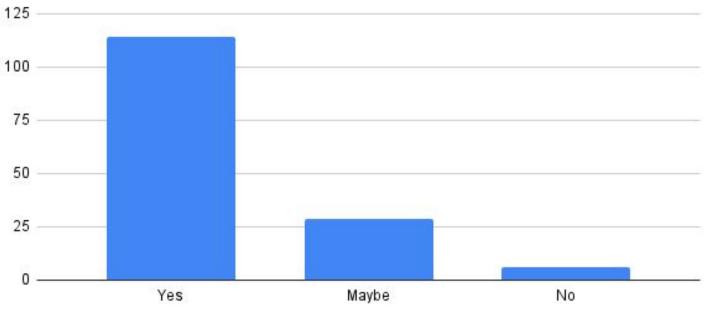
The familiarities to cultural heritage examples and values

3. Can you give an example of cultural heritage?



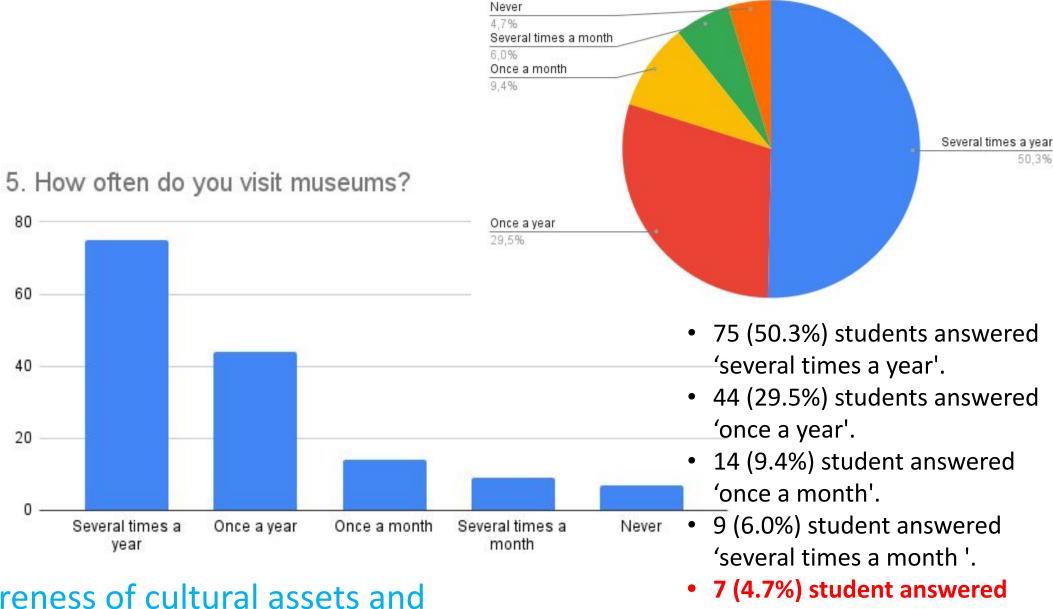
The familiarities to cultural heritage examples and values





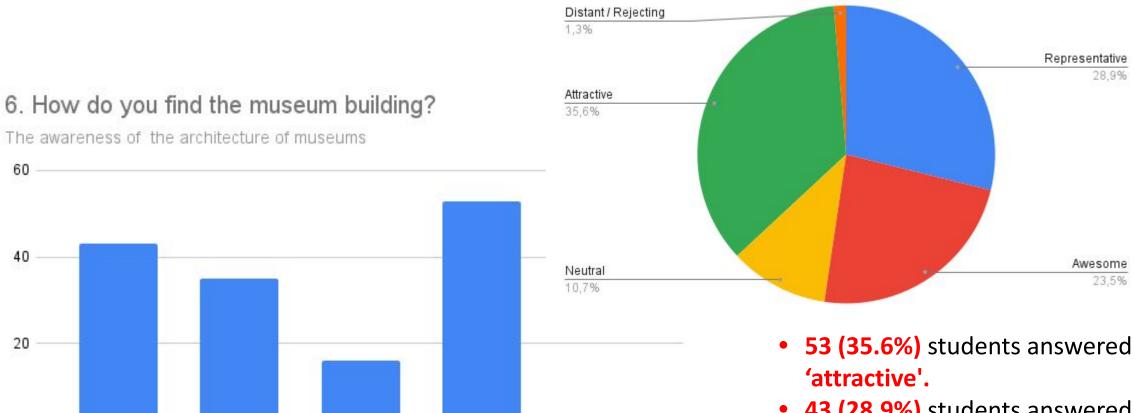
- 114 (76.5%) students answered 'yes'.
- 22 (19.5%) students answered 'Maybe'.
- 6 (4%) student answered 'no'.

The awareness of cultural assets in the region



The awareness of cultural assets and museums in the region they live in

'never'.



Distant / Rejecting

Attractive

6. How do you find the museum building? içindeki değer sayısı

Neutral

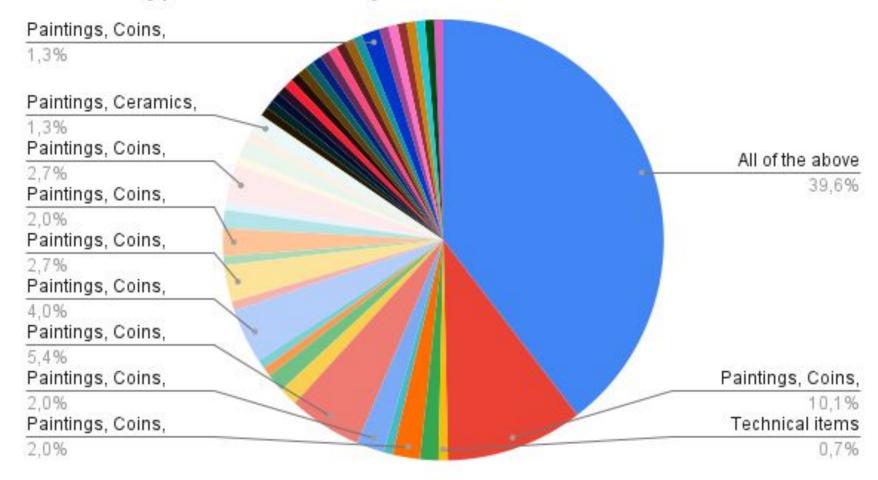
The awareness of cultural assets and museums in the region they live in

Awesome

Representative

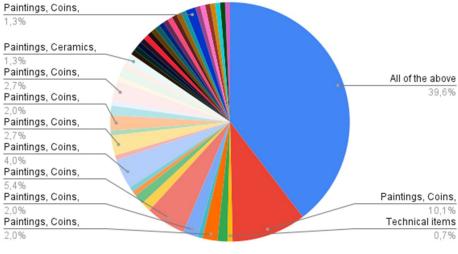
- 43 (28.9%) students answered 'reprensentative'.
- 35 (23.5%) student answered 'awesome'.
- 16 (10.7%) student answered 'Neutral'.
- 2 (1.3%) student answered 'distant/rejecting'.

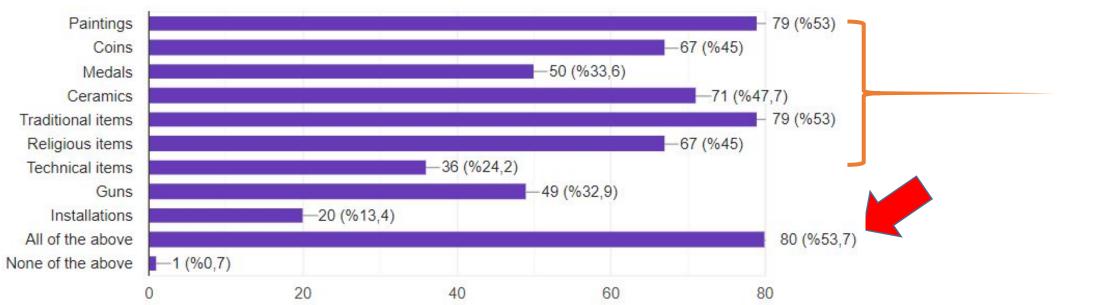
7. What type of items can you find in museums?



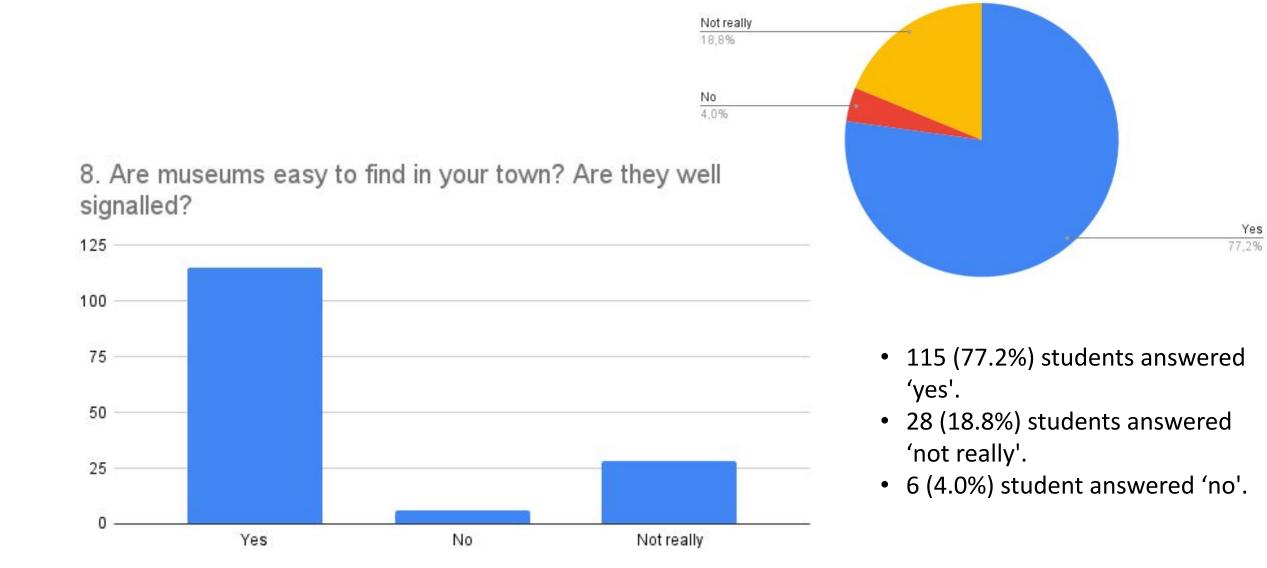
The awareness of cultural assets and museums in the region they live in

7. What type of items can you find in museums?



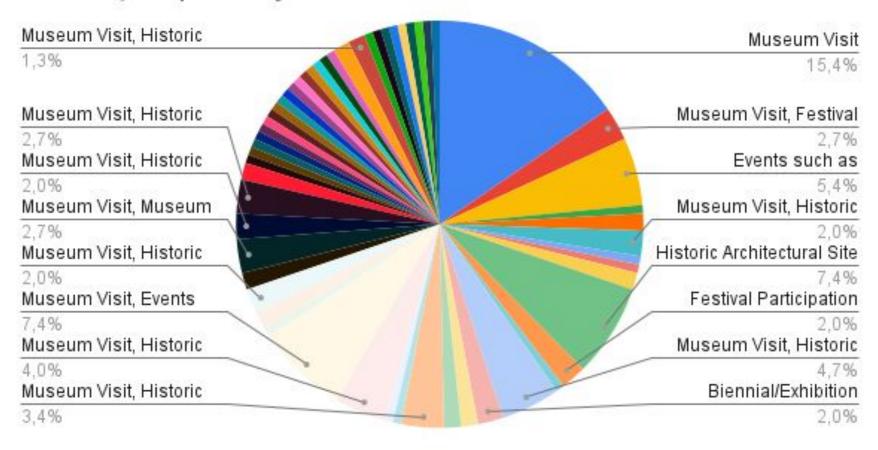


The awareness of cultural assets and museums in the region they live in



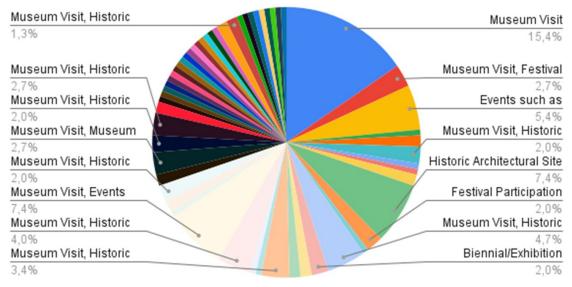
The awareness of cultural assets and museums in the region they live in

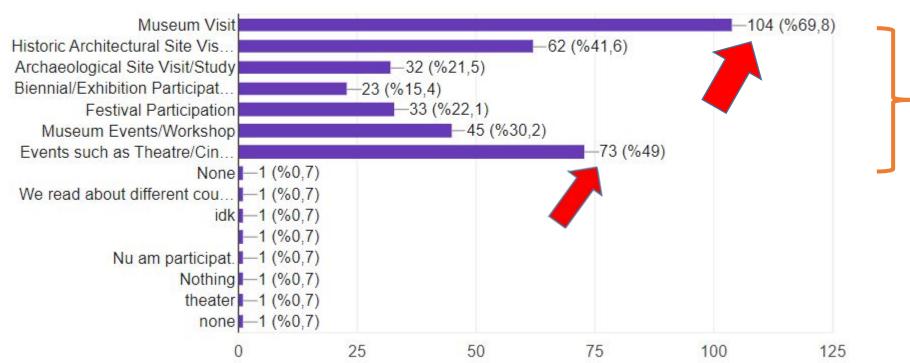
Please choose the cultural activities you attended (with your teacher) as part of your lessons.



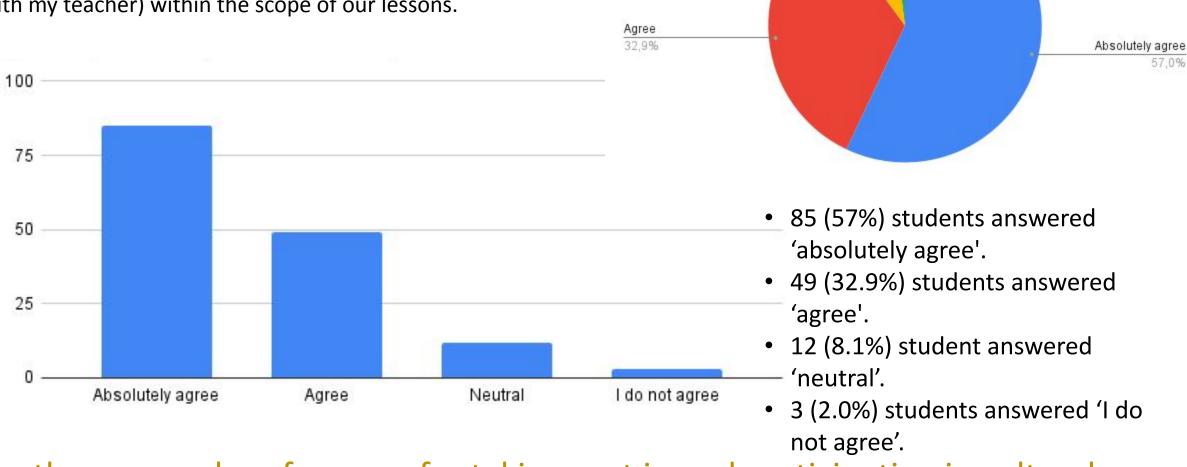
the personal preferences for taking part in and participating in cultural activities within the scope of their education

9. Please choose the cultural activities you attended (with your teacher) as part of your lessons.





10. I like to participate/ I enjoy participating in cultural activities (with my teacher) within the scope of our lessons.

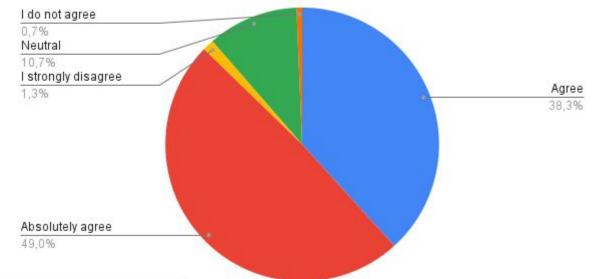


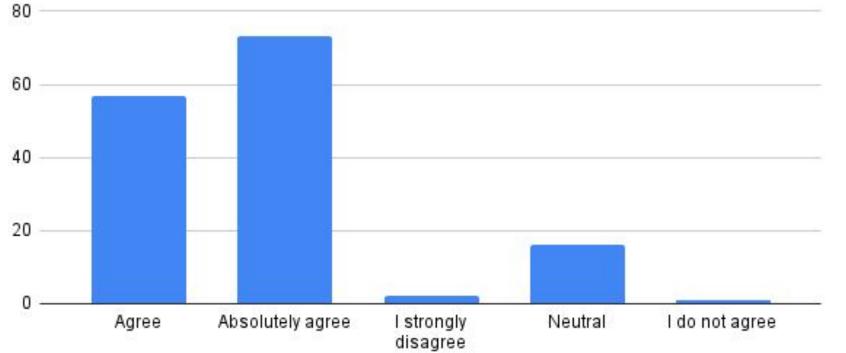
I do not agree

2,0% Neutral 8.1%

the personal preferences for taking part in and participating in cultural activities within the scope of their education

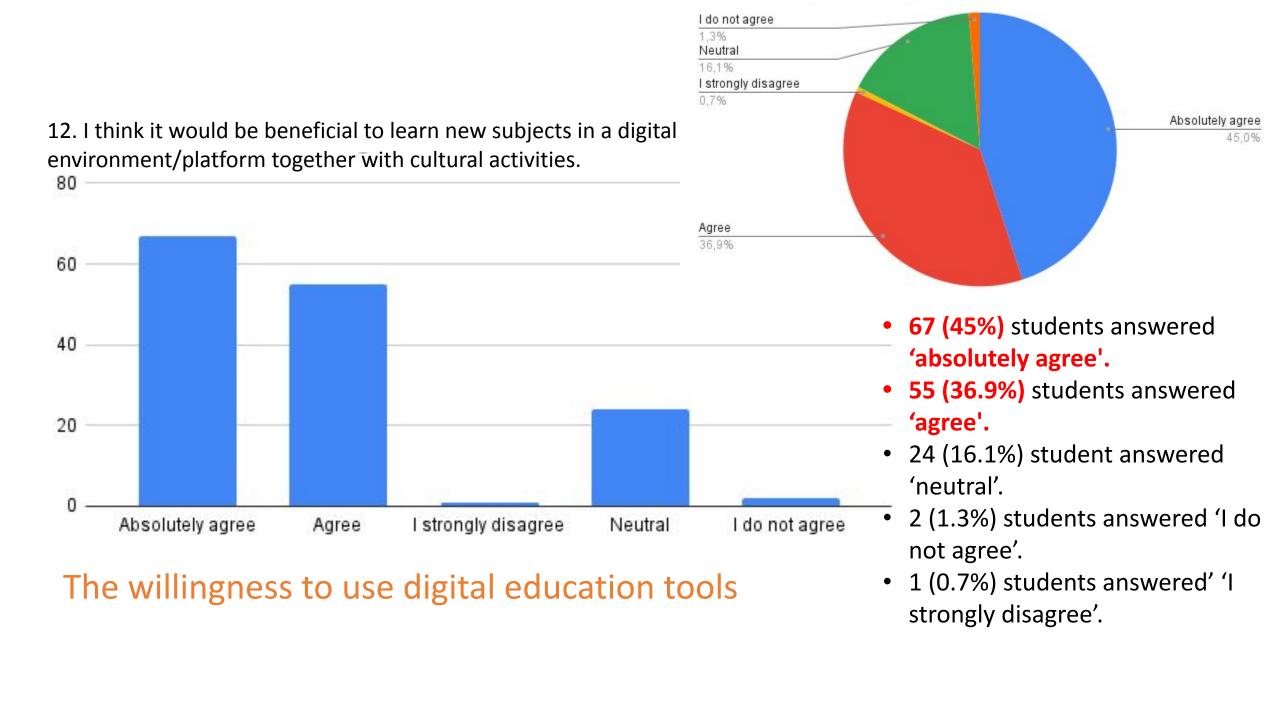
11. I find it valuable that my lessons are taught together with cultural activities

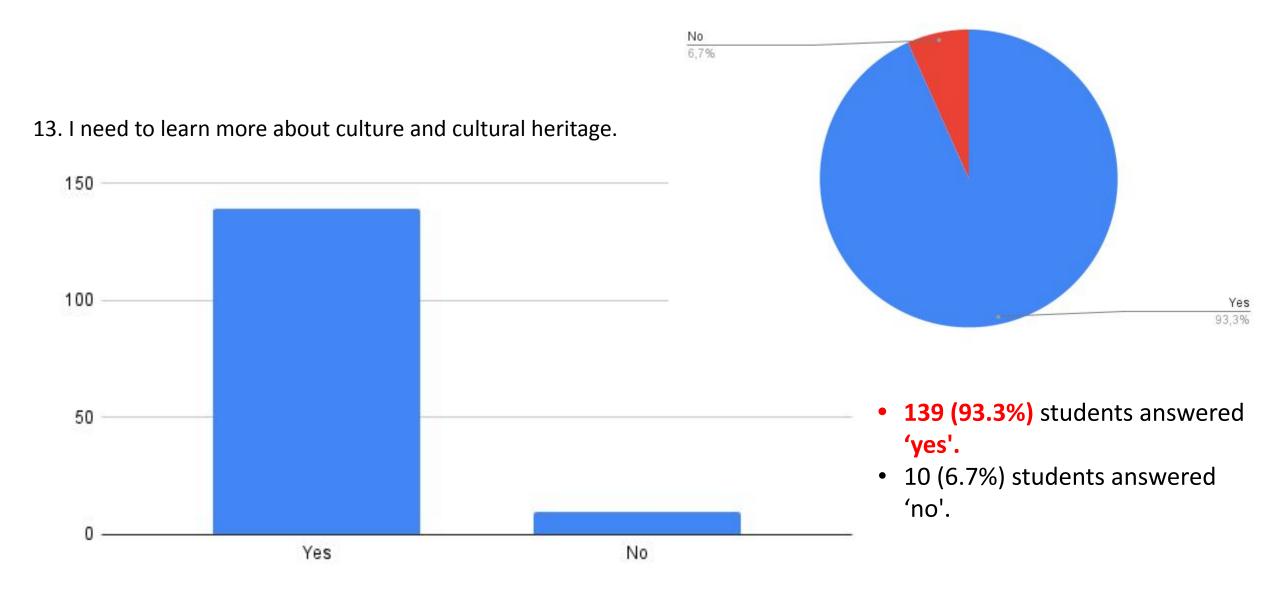




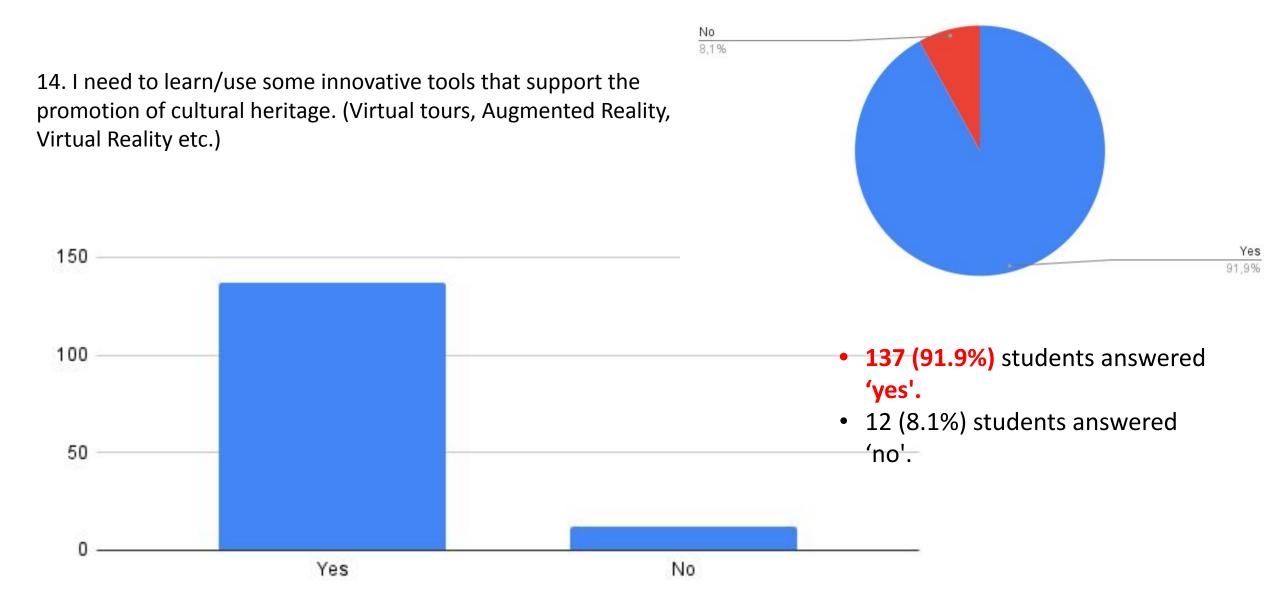
- 85 (49%) students answered 'absolutely agree'.
- 49 (38.3%) students answered 'agree'.
- 12 (10.7%) student answered 'neutral'.
- 3 (1.3%) students answered 'I strongly disagree'.
- 1 (0.7%) students answered 'I do not agree'.

the personal preferences for taking part in and participating in cultural activities within the scope of their education





the curiosity about learning about cultural heritage and encouraging this curiosity.



The willingness to use digital education tools

- 99.3% of the students have knowledge about the definition of the concept of culture.
- 50% of the students are aware of all the areas that culture is related to. However, strikingly, 57% of them are aware of the relationship between traditional cuisine and culture. The least association was made with literature and traditional clothes.
- Except for only one student, all students (100%) can give examples of cultural heritage.

- 50% of students visit museums several times a year. 30% of the remaining students visit the museum once a year. 7 students do not go to any museums. However, 88% of them are influenced by and like the Museum Architecture.
- While all of the students (100%) describe the different types of artifacts exhibited in the museum, 40% of them have information about all types of cultural assets exhibited in the museum. In addition, 77% of them stated that the museum is easily accessible.

- Except for one student, all of the students (100%) participated in various cultural activities during their education.
- However, 70% of them visited the museum during their education.
 49% of the students participated in cinema and theater activities within the scope of the course.
- 90% of the students like to take part in cultural activities within the scope of the course.
- their curiosity about learning about cultural heritage and encouraging this curiosity.
- Their willingness to use digital education tools as VR and augmented reality

- 87% of the students find it useful to learn new information from the digital platform through cultural activities.
- More than 90% of students stated that they need to learn more about culture and cultural heritage.
- More than 90% of the students stated that innovative tools such as Virtual tours, Augmented Reality, Virtual Reality will help them learn more about culture and cultural heritage.

thank you for your attention