INNOVATIVE AND TECHNOLOGICAL CONTENT DEVELOPMENT APPLICATIONS IN EDUCATION PROJECT GENERAL EVALUATION SURVEY

This questionnaire of the "Innovative and Technological Content Development Applications in Education" project was prepared for the participants to evaluate digital education tools, technological content development skills and innovative teaching methods. The questionnaire aims to determine the level of adoption of contemporary educational approaches such as STEM, robotics and coding, the ability to adapt to digital transformation processes and personal development goals in these areas. In this way, it is aimed to identify the needs of the participants, improve the project activities and promote technological innovation in education. The feedback provided will be an important guide to analyze the overall impact of the project and shed light on future implementations.

Section 1: Use of Technological Tools and Methods

Question.	Strongly Disagree	Disagree	Undecided	l agree.	Completely Agree
I think I can use technology effectively in education.	[]	[]	[]	[]	[]
I use Web 2.0 tools effectively.	[]	[]	[]	[]	[]
I am familiar with digital content creation processes.	[]	[]	[]	[]	[]
I use e-books in my education processes.	[]	[]	[]	[]	[]

Section 2: STEM, Robotics and Coding Competencies

Question.	Strongly Disagree	Disagree	Undecided	I agree.	Completely Agree
My ability to design and implement STEM-based activities is sufficient.	[]	[]	[]	[]	[]
I participated in robotics and coding trainings.	[]	[]	[]	[]	[]
I have access to resources to increase my STEM and coding skills.	[]	[]	[]	[]	[]
I have knowledge about designing robotic projects.	[]	[]	[]	[]	[]

Section 3: Digital Transformation and Quality of Education

Question.	Strongly Disagree	Disagree	Undecided	I agree.	Completely Agree
I believe that digital	[]	[]	[]	[]	[]
content improves the					
quality of education.					

Dissemination of digital tools contributes to education .	[]	[]	[]	[]	[]
I want to improve my digital literacy skills.	[]	[]	[]	[]	[]
There is a culture in my school that encourages the use of digital tools.	[]	[]	[]	[]	[]

Section 4: Project Expectations and Participation

Question.	Strongly	Disagree	Undecided	I agree.	Completely
	Disagree				Agree
The project helped me	[]	[]	[]	[]	[]
develop my digital skills.					
I developed more innovative	[]	[]	[]	[]	[]
methods as a result of the					
project activities.					
I collaborated with other	[]	[]	[]	[]	[]
teachers within the project.					
I shared the information I	[]	[]	[]	[]	[]
learned during the project					
with my colleagues.					

Chapter 5: Cultural Interaction and EU Standards

Question.	Strongly Disagree	Disagree	Undecided	I agree.	Completely Agree
I think cultural interactions are useful in education.	[]	[]	[]	[]	[]
It is important to develop content in line with EU standards.	[]	[]	[]	[]	[]
My cultural awareness increased during the project.	[]	[]	[]	[]	[]
The project enabled me to cooperate with other countries.	[]	[]	[]	[]	[]

Section 6: Dissemination and Training Level Increase

Question.	Strongly Disagree	Disagree	Undecided	I agree.	Completely Agree
E-books increase the level of education.	[]	[]	[]	[]	[]
Dissemination of project results contributes to education.	[]	[]	[]	[]	[]
I think the project will have an impact on the quality of education in the long run.	[]	[]	[]	[]	[]
Integration of project results into the organizational culture is important.	[]	[]	[]	[]	[]

Chapter 7: Innovation and Digital Adaptation

Question.	Strongly Disagree	Disagree	Undecided	I agree.	Completely Agree
I apply digital innovations in my teaching processes.	[]	[]	[]	[]	[]
I am adapting to digital transformation in education.	[]	[]	[]	[]	[]
My digital content development skills have increased.	[]	[]	[]	[]	[]
I can develop digital content suitable for student needs.	[]	[]	[]	[]	[]