## QUESTIONNAIRE – IMPACT ON ST OF THE PROJECT 3DT ON INVOLVED STUDENTS



Name: anonymous, 40 participants Date: 8. 12. 2017

## ANSWER THE FOLLOWING QUESTIONS

Their lifestyle

Manners

1) Contribution to your p	•					
Name newly learned appli					_	
Newly gained skills: 3D m					<mark>er</mark>	
Improvement of profession	nal knowl	edge learned pro	eviousl	y:		
□ Very n	☐ Average <mark>16</mark>		□ Not m	☐ Not much <mark>3</mark>		
2) Improvement of your	language	skills				
A/ Improvement in Eng	glish					
☐ Very much <mark>6</mark>		☐ Average 17		□ Not :	□ Not much	
B/ Improvement of con	nmunicatio	on skills				
□ Very m	☐ Avera	☐ Average 12		□ Not much		
C/ Swedish						
I learned some ph	rases, voc	cabulary for exa	mple:			
Halla, fika, adjo,	thack, god	l jul, valkomna;	ahoj, d	davai		
I used some of them in communication with Swedes ☐ Yes 15 ☐ No 2						
Slovaks						
3) Have the proj	ect motiv	ated you to self	f — stud	dies?		
Degree of motivation:						
☐ Very much motivated ☐ Average 12 ☐ Not much						
<u>11</u>		□ Avera	ige 12	LI NO	ot much	
What knowledge have you	gained or	n your own?				
Making of robotic hand, pa	resentation	n skills, improv	ement	of 3D modelling, p	latform Arduino	
4) TT (1 1 1	·	·		. 124 9		
4) Has the project work i	mnuence/	afluence/improved your personality?				
	A lot		Average		Not much	
Reliability	12		13		1	
Responsibility	16		10			
Punctuality	9		15		2	
Self confidence	<b>11</b>		13		2	
5) Project contribution to	o your ge	neral outlook				
-	A lot			Average	Not much	
Culture of partners countries		18		8		

Notes: Great, funny week Thank you.

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