



PRO.D.I.G.Y

Promoting Disability Inclusion
in emergency response
in the World of Work

2022-1-PL01-KA220-VET-000087639

Multiplier Event (Greece) Evaluation Report

Result 5.8

Lead partner:



**Co-funded by
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Table of content

1	General information about the event	4
2	Programme and activities.....	4
3	Programme and activities.....	8
4	Programme and activities.....	Błąd! Nie zdefiniowano zakładek.
	Bibliography.....	Błąd! Nie zdefiniowano zakładek.

List of Figures

Figure 1	4
Figure 2	5
Figure 3	6
Figure 4	7
Figure 5	8
Figure 6	9
Figure 7	9
Figure 8	10
Figure 9	10
Figure 10	11
Figure 11	12
Figure 12	12
Figure 13	13
Figure 14	13
Figure 15	14

About PRO.D.I.G.Y

Action type	KA220-VET Cooperation partnerships in vocational education and training
Priority	HORIZONTAL: Addressing digital transformation through development of digital readiness, resilience and capacity VET: Increasing the flexibility of opportunities in vocational education and training

The general objective of the PRO.D.I.G.Y project is to promote the use and adoption of AR/VR solutions to assist disabled people, first responders and companies during workplace emergencies to increase the safety of people with disabilities. Acquired Emergency Preparedness Training would offer people and companies ways to prepare and be protected during unexpected workplace emergencies.

Further to the general objective, there are five strongly related specific objectives that intend to:

- Assist companies in assessing their level of disability inclusion in their emergency response plans
- Develop a methodological framework to support target group in achieving disability inclusion in their emergency response plans
- Provide companies with all necessary tools to promote disability inclusion in their emergency response plans and appropriately train employees with disabilities in emergencies situations
- Equip individuals (company employees, disabled people, first responders) with necessary knowledge on disability inclusion and training in emergencies
- Raise awareness regarding the necessity of disability inclusion and training in emergency situations.

The concrete results that will be produced and delivered by the projects' activities are the following:

- A Workplace Emergency Preparedness Methodology, a methodological step-by-step framework to promote workplace emergency planning with disability inclusion.
- A Workplace Emergency Preparedness Self-Assessment Tool, a self-assessment tool to help companies to identify gap sin their workplace emergency planning and training (including training disabled people).
- A Workplace Emergency Preparedness Training Course, an educational package with interactive material including videos, gamification, quizzes, AR/VR tools etc.
- The PRO.D.I.G.Y Online Training Platform, an online interactive platform that will host all the produced results.

The PRO.D.I.G.Y project will provide individuals and companies, a user-friendly and interactive online platform that would allow users to utilize its innovative material based on a robust methodology and supported by an online educational package. The synopsis of the PRO.D.I.G.Y project objectives is that through its results, it will leverage the ability of target group to respond effectively during emergency situations, thus reducing the probability and impact on the safety of employees, especially employees with disabilities. One of the main objectives of the project is to present to target group personnel a guided pathway to educate themselves quickly and effectively on emergency preparedness, enhancing their skills and their contribution to the welfare of their organisation and its people.

Executive Summary

This report highlights the key findings, providing a concise overview of the PRODIGY Multiplier Event in Greece outcomes.

1 General information about the event

The PRO.D.I.G.Y Multiplier Event in Athens, held on October 16, 2024, was a significant gathering aimed at promoting the results of the project. Organized by SIGMA BUSINESS NETWORK and REALISCAPE at SIGMA’s headquarters on Syntagmatarchou Davaki Street in Athens, Greece, the event brought together a diverse group of stakeholders, including professionals from various sectors. The event featured insightful presentations that highlighted the significance of the project results, the importance of inclusive practices and the need for proactive measures to ensure that emergency responses consider the needs of individuals with disabilities. The discussions and exchange of ideas among participants not only fostered a deeper understanding of the challenges faced but also paved the way for the project’s innovative solutions to emerge, strengthening the commitment to creating a more inclusive work environment for all.

2 Programme and activities

The event was organised according to the following agenda (Figure 2, in Greek):

17:00 – 17:15	Εγγραφή
17:15 – 17:30	Χαιρετισμός από τον εκπρόσωπο της SIGMA BUSINESS NETWORK
17:30-18:00	Συνολική παρουσίαση του έργου Prodigy
18:00 – 19:30	Παρουσίαση Αποτελέσματος 1 – Μεθοδολογικό Πλαίσιο PRODIGY
	Παρουσίαση Αποτελέσματος 2 – Εκπαιδευτικό Πακέτο PRODIGY
	Διάλειμμα για καφέ
	Διαδραστική συνεδρία: Προκλήσεις της διαδικασίας εκκένωσης κτιρίων
	Παρουσίαση Αποτελέσματος 3- Διαδικτυακή Πλατφόρμα PRODIGY
19:30-20:00	Παρουσίαση παιχνιδιού με χρήση VR Desktop
	Ανακεφαλαίωση, τροφή για σκέψη, δικτύωση και απονομή πιστοποιητικών παρακολούθησης
20:00-21:30	Γεύμα

Figure 1: The event’s agenda

The media used to spread the information about the event were:

- E-mails with the invitation and the agenda (Annex I)
- Personal invitations
- Social Media

The people who attended the event were Greek, therefore the language used in the presentation was also Greek. Also, the participants were provided with a leaflet that presented the aim, objectives and results of the project.

The session commenced with heartfelt introductions by Mr. Stamatios Tournis, SIGMA's CEO, and Anastasia Ntinou, PMO.



Figure 2: Mr. Stamatios Tournis (SIGMA's CEO) welcoming the participants



Figure 3: Ms. Anastasia Ntinou (PMO) making an introductory speech

The baton was taken by Mr. Elladios Christodoulou, who assumed the role of spokesperson to articulate the project outcomes. His presentation highlighted the significant project outcomes that ensure that emergency procedures are inclusive and accommodate the needs of individuals with disabilities, reflecting the project's commitment to creating a safer and more responsive work setting for all employees.



Figure 4: Mr. Elladios Christodoulou (the Project Manager) presenting the Project



Figure 5: Mr. Elladios Christodoulou presenting the VR Exercises

3 Programme and activities

Both the quantitative and qualitative aims of the event were reached. Specifically, as mentioned earlier more than 25 people attended the event.

Based on the analysis of the event evaluation forms, necessary demographic characteristics of the participants were collected. The analysis revealed a quite diverse audience, with representatives from all target groups. In particular, the survey responses reveal a diverse range of participants, predominantly from SMEs and organizations involved in Emergency Management, Risk Management, Health & Safety, and Emergency response consultancy. There is also a notable representation from VET Providers, indicating an interest in vocational education and training within the context of the event. The presence of individuals from sectors like Metal Manufacturing, Banking, Software Engineering, and Development suggests a cross-sectoral engagement, which could enrich the discussions and outcomes of the event.

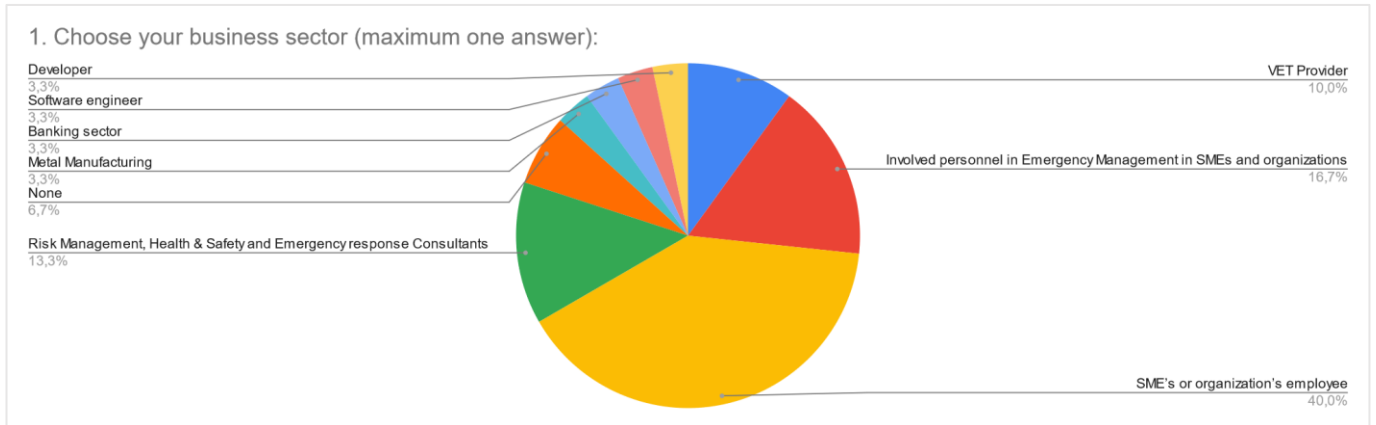


Figure 6: Participants' business sectors

The survey responses also indicate that personal invitations were the most effective method of communication for the PRODIGY multiplier event, followed by referrals through colleagues or friends. The project website also played a significant role in informing participants about the event, while social media and other websites had a lesser impact. This suggests that direct and personal outreach had a greater influence on the decision of individuals to attend the event.

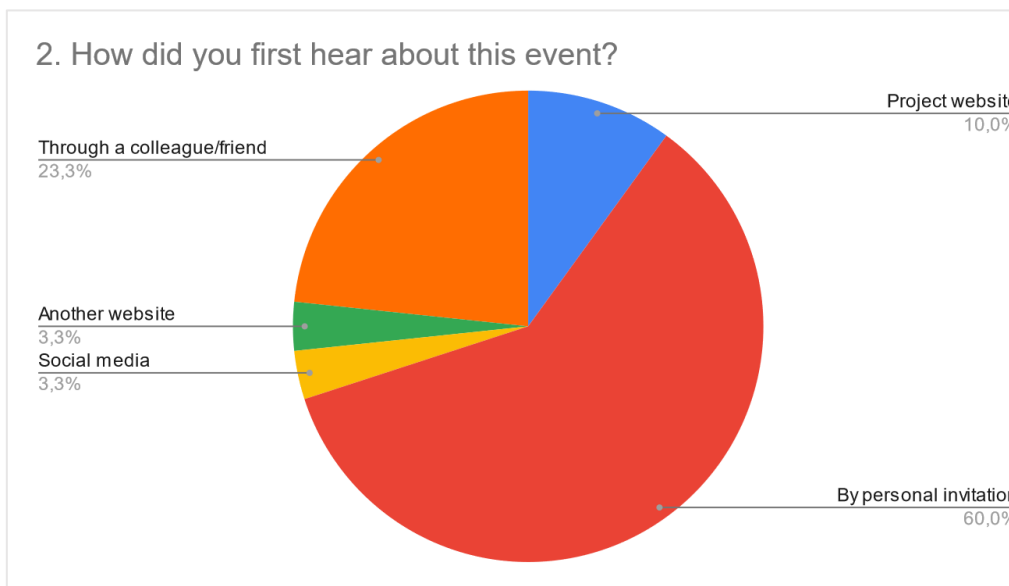


Figure 7: Communication channels of the event

There were a strong interest from participants in the PRO.D.I.G.Y project itself, with many attendees looking to understand its impact and consider its results for their organizations. A significant number of participants were also eager to learn and exchange knowledge about AR/VR solutions, especially regarding their benefits for people with disabilities. Networking and professional development were also noted as key motivators for attendance, indicating the event's success in fostering community engagement and professional growth.

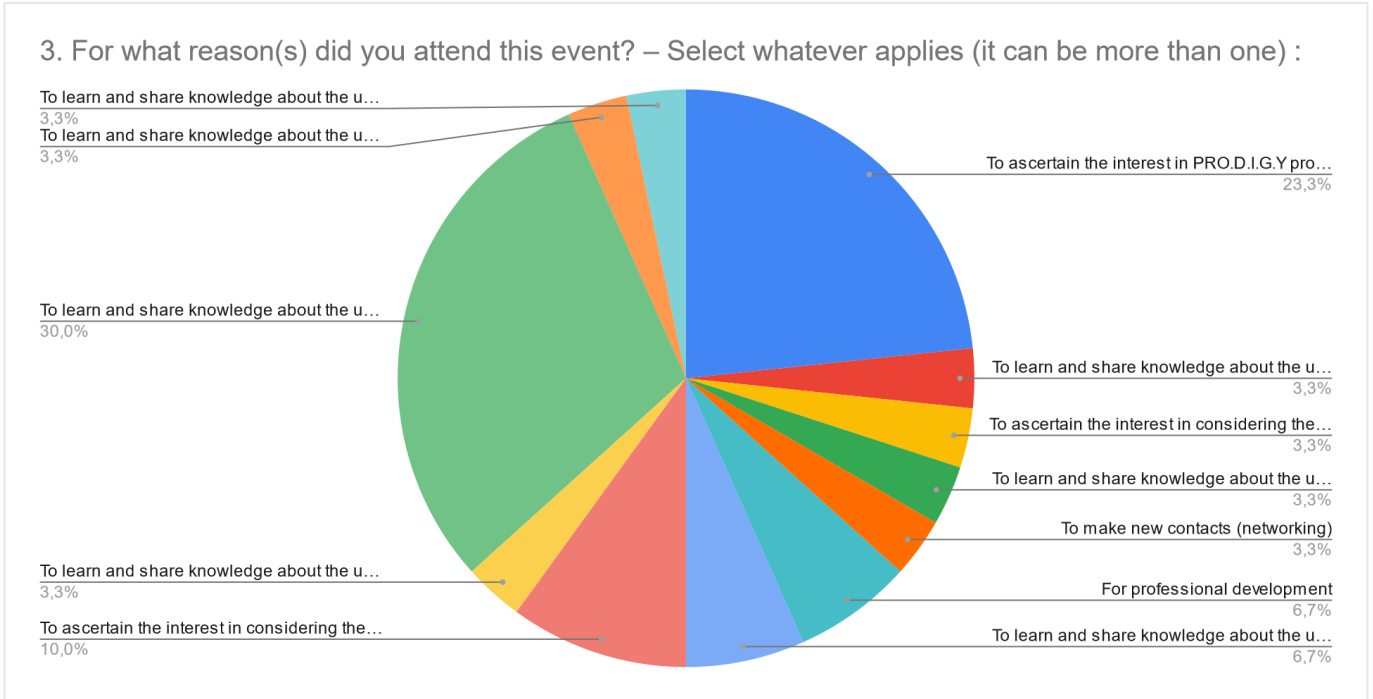


Figure 8: The motivation of participants to participate

The survey also indicate a strong affirmative response towards the inclusion of people with disabilities in emergency plans, with a significant majority of organizations confirming their incorporation of such measures. However, there is a notable minority that either does not include these considerations or is uncertain about their stance. This highlights an area for potential improvement and suggests a need for increased awareness and resources to support all organizations in implementing inclusive emergency protocols. Overall, the responses reflect a positive trend but also underscore the importance of continued efforts towards full inclusivity in emergency planning.

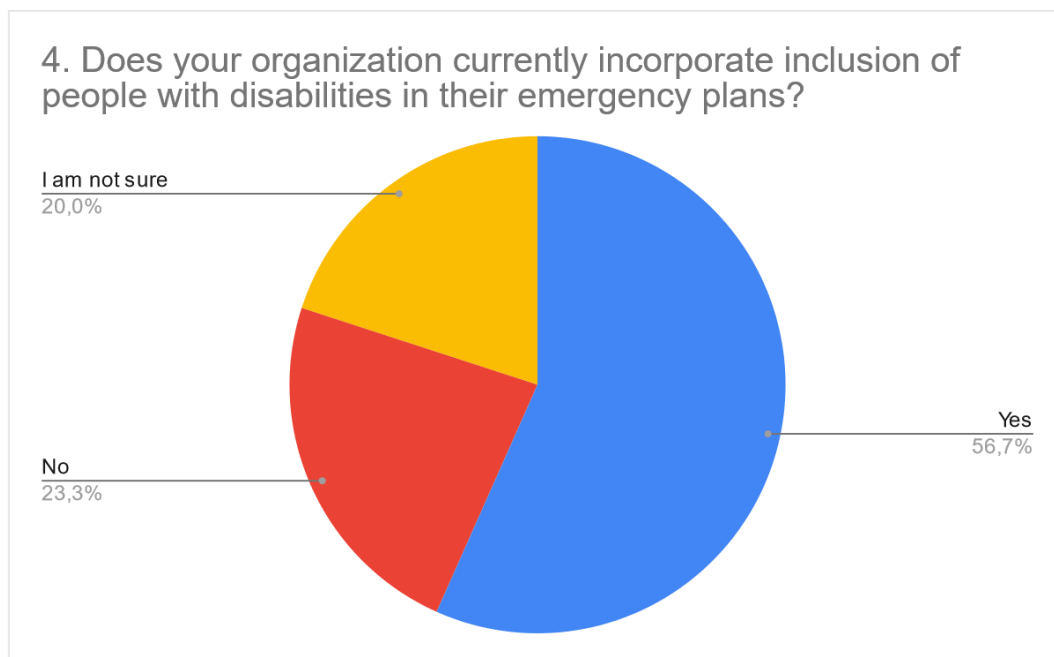


Figure 9: Incorporation of disability in participants' organisations

As for the participants' reception, their feedback indicates an overwhelmingly positive reception of the PRODIGY multiplier event's organization. The majority of the responses rated the event as 'Excellent,' signifying that both the venue and services provided met or exceeded expectations. This consistent high rating suggests a well-coordinated effort by the organizers, resulting in a successful event that left a strong impression on its attendees.

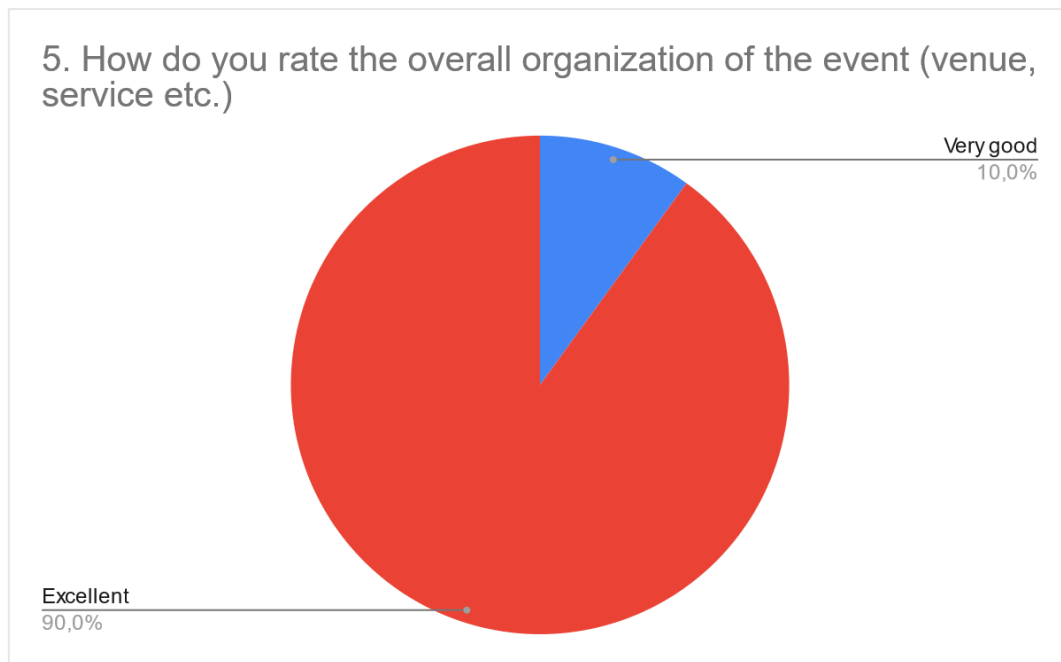


Figure 10: Overall rate of the event

The overwhelmingly positive feedback from the survey indicates a highly successful PRODIGY multiplier event, with the majority of participants rating the quality of sessions as 'Excellent'. This suggests that the presentations and workshops were well-received, engaging, and met the expectations of the attendees. The few 'Very good' ratings also contribute to an overall impressive perception of the event's quality.

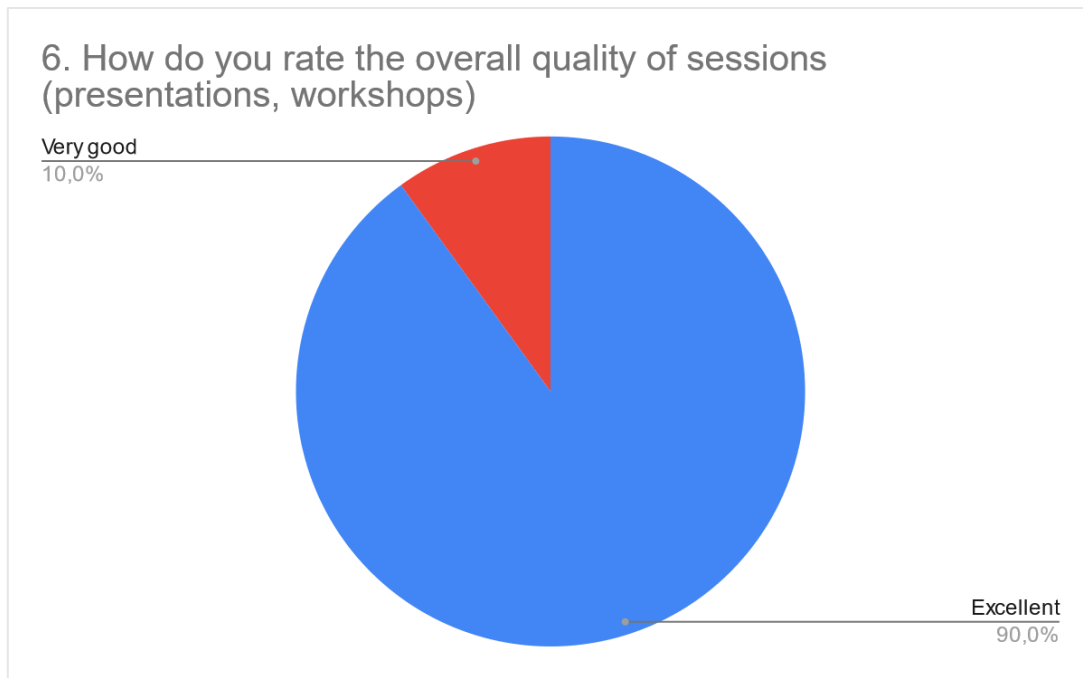


Figure 11: Quality of the sessions

In addition, the overwhelmingly positive responses indicate a strong consensus among participants regarding the value of new and advanced ideas for AR/VR solutions aimed at assisting individuals with disabilities. The consistent pattern of agreement suggests that the event successfully introduced concepts that were both innovative and applicable, potentially leading to enhanced accessibility in technology for those with disabilities.

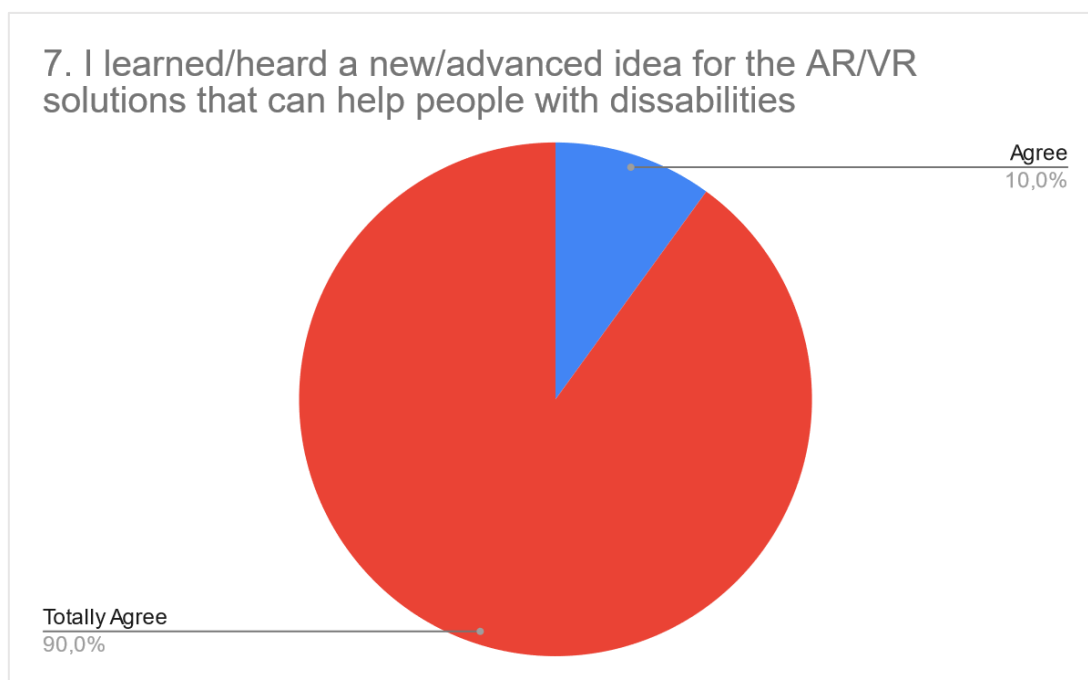


Figure 12: Learning outcomes of the participants

The majority of the responses rated the event as 'Excellent'. It's clear that the event was well-received, providing valuable insights or experiences to the participants. The few 'Very Good' ratings suggest that while there may be minor areas for improvement, the overall impression of the event was very favorable. This showcases the event's effectiveness in meeting its intended goals.

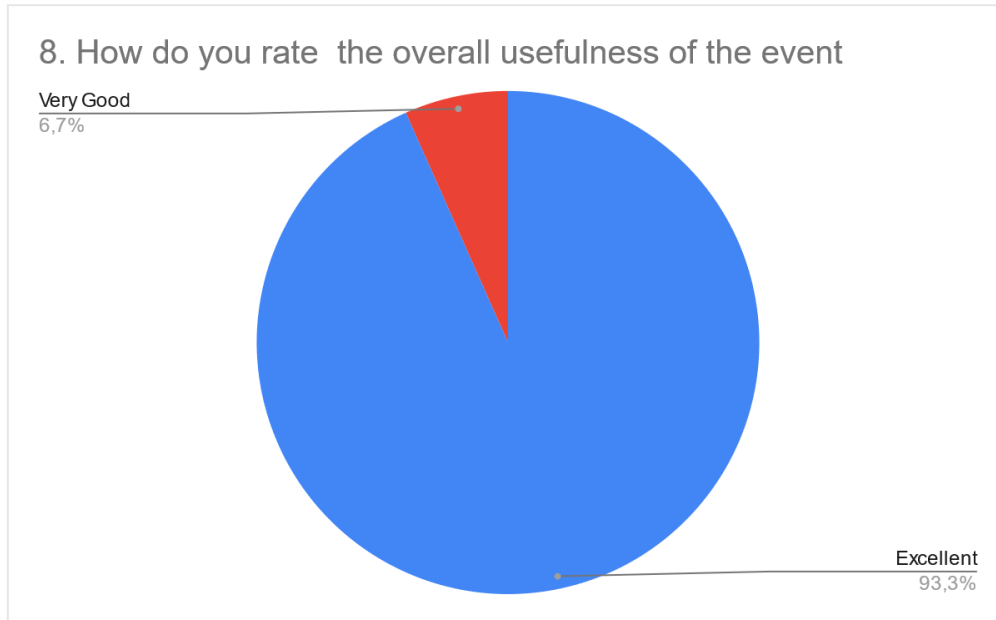


Figure 13: Usefulness rate

Again, the feedback presents a resounding endorsement of the project's relevance to the participants' organizations. With a near-unanimous agreement, save for one exception, it is evident that the project's deliverables are considered highly beneficial and pertinent by the vast majority. This strong consensus underscores the project's alignment with the participants' professional needs and goals. Similarly, with every participant affirming the project's results as beneficial, it reflects a successful outcome in terms of participant satisfaction and perceived value.

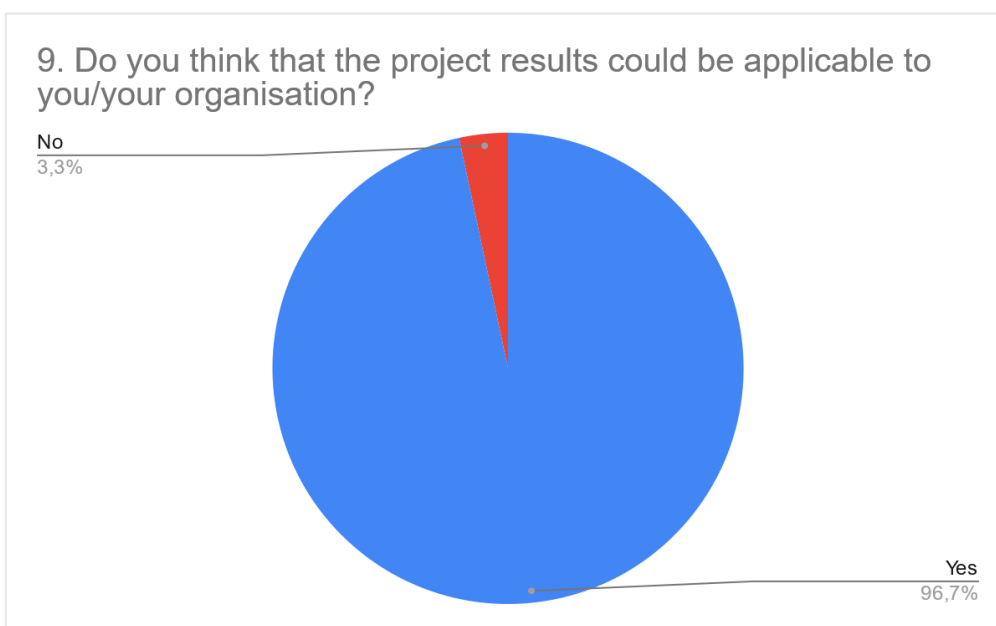


Figure 14: Project Results applicability

The results also indicate a strong relevance of the project's results to the participants and their organizations. With only one dissenting opinion out of thirty, it's clear that the objectives and outcomes of the project align well with the interests and needs of the majority. With every participant recommending the project to others, it reflects a unanimous approval and satisfaction with the experience provided. The unanimous positive feedback from the survey indicates that the PRODIGY multiplier event was highly appreciated by the participants. No additional feedback was provided.

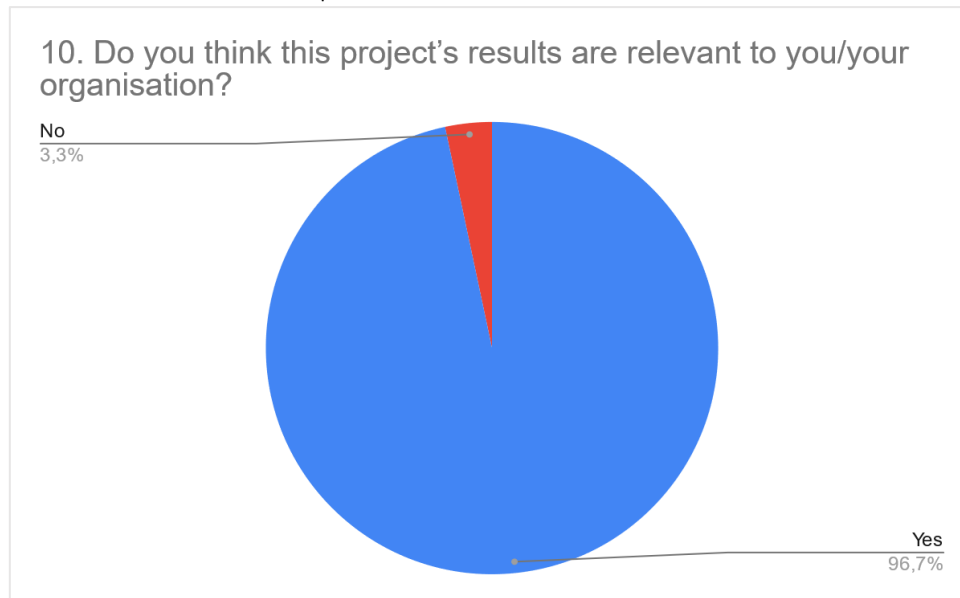


Figure 15: Project Results relevance

4 Annexes

4.1 ME Brochure



“PRO.D.I.G.Y. PROJECT MULTIPLIER EVENT”



PRO.D.I.G.Y

When: 16.10.2024
from 17:00 to 20:00

Where: Athens
Davaki 3-5,
Amplelokipoi,
Greece

Project goal:

- to promote the use and adoption of AR/VR solutions to assist disabled people, first responders and companies during workplace emergencies to increase the safety of people with disabilities

Project outputs:


- Workplace Emergency Preparedness Methodology - a step-by-step methodological framework on promoting disability-sensitive workplace emergency planning;
- Workplace Emergency Preparedness Self-Assessment Tool - a selfassessment tool to help companies identify gaps in workplace emergency planning and training (including training for people with disabilities);
- Workplace Emergency Preparedness Course - an educational package with interactive material including videos, gamification, quizzes, AR/VR tools, etc.
- PRO.D.I.G.Y online training platform - an interactive online platform that will include all previously developed results

Project web page: <https://www.prodigy-project.eu/>

 **Funded by
the European Union**

4.2 ME Agenda



SIGMA BUSINESS NETWORK & REALISCAPE

Πολλαπλασιαστική Εκδήλωση - Ελλάδα


PRO.D.I.G.Y – Προώθηση της ενσωμάτωσης της αναπηρίας στην αντιμετώπιση έκτακτων αναγκών στον κόσμο της εργασίας

Κωδικός έργου: No:2022-1-PL01-KA220-VET-000087639

Αθήνα, 16/10/2024
Γραφεία της SIGMA BUSINESS NETWORK, Συνταγματάρχη Δαβάκη, 3-5

17:00 – 17:15	Εγγραφή
17:15 – 17:30	Χαιρετισμός από τον εκπρόσωπο της SIGMA BUSINESS NETWORK
17:30-18:00	Συνολική παρουσίαση του έργου Prodigy
18:00 – 19:30	Παρουσίαση Αποτελέσματος 1 – Μεθοδολογικό Πλαίσιο PRODIGY
	Παρουσίαση Αποτελέσματος 2 – Εκπαιδευτικό Πακέτο PRODIGY
	Διάλειμμα για καφέ
	Διαδραστική συνεδρία: Προκλήσεις της διαδικασίας εκκένωσης κτιρίων
	Παρουσίαση Αποτελέσματος 3- Διαδικτυακή Πλατφόρμα PRODIGY
19:30-20:00	Παρουσίαση παιχνιδιού με χρήση VR Desktop
	Ανακεφαλαίωση, τροφή για σκέψη, δικτύωση και απονομή πιστοποιητικών παρακολούθησης
20:00-21:30	Γεύμα

Η υποστήριξη της Ευρωπαϊκής Επιτροπής για την παραγωγή αυτής της έκδοσης δεν συνιστά έγκριση του περιεχομένου που αντικατοπτρίζει μόνο τις απόψεις των συγγραφέων και η Επιτροπή δεν μπορεί να θεωρηθεί υπεύθυνη για οποιαδήποτε χρήση του πληροφοριών που περιέχονται σε αυτό.



**Co-funded by
the European Union**

Η υποστήριξη της Ευρωπαϊκής Επιτροπής για την παραγωγή αυτής της έκδοσης δεν συνιστά έγκριση του περιεχομένου που αντικατοπτρίζει μόνο τις απόψεις των συγγραφέων και η Επιτροπή δεν μπορεί να θεωρηθεί υπεύθυνη για οποιαδήποτε χρήση των πληροφοριών που περιέχονται σε αυτήν.

4.3 ME Evaluation Question



Project Title: Promoting Disability Inclusion in emergency response in the World of Work
Project number:2022-1-PL01-KA220-VET-000087639

PRO.D.I.G.Y Multiplier Event

Dear participant,

We would kindly ask you to complete the following short evaluation questionnaire regarding today's event. Your answers are anonymous, completely confidential and will be used exclusively for the purposes of the Erasmus+ project PRO.D.I.G.Y.

Which Multiplier Event are you going to evaluate?

- PRO.D.I.G.Y. Multiplier Event, Poland
- PRO.D.I.G.Y. Multiplier Event, Czech Republic
- PRO.D.I.G.Y. Multiplier Event, Italy
- PRO.D.I.G.Y. Multiplier Event, Greece
- PRO.D.I.G.Y. Multiplier Event, Cyprus

Choose your business sector (maximum one answer):

- SME's or organization's employee
- Involved personnel in Emergency Management in SMEs and organizations
- VET Provider
- Risk Management, Health & Safety and Emergency response Consultants
- Other: _____

How did you first hear about this event?

- By personal invitation
- Project website
- Another website
- Social media
- Through a colleague/friend
- Other: _____

For what reason(s) did you attend this event? – Select whatever applies (it can be more than one) :

- To learn and share knowledge about the use and adoption of AR/VR solutions and how it helps people with disabilities
- To ascertain the interest in PRO.D.I.G.Y project
- To ascertain the interest in considering the PRO.D.I.G.Y project results for my organisation
- To make new contacts (networking)
- For professional development
- To have a say on the PRO.D.I.G.Y project results
- Other: _____

Does your organization currently incorporate inclusion of people with disabilities in their emergency plans?

- Yes
- No
- I am not sure

1. Event organisation How would you rate...	
1.1 Overall organization of the event (venue, service etc.)	<input type="checkbox"/> ★★★★★★ <input type="checkbox"/> ★★★★★ <input type="checkbox"/> ★★★ <input type="checkbox"/> ★★ <input type="checkbox"/> ★
1.2 Overall quality of sessions (presentations, workshops)	<input type="checkbox"/> ★★★★★★ <input type="checkbox"/> ★★★★★ <input type="checkbox"/> ★★★ <input type="checkbox"/> ★★ <input type="checkbox"/> ★
1.3 I learned/heard a new/advanced idea for the AR/VR solutions that can help people with disabilities	<input type="checkbox"/> ★★★★★★ <input type="checkbox"/> ★★★★★ <input type="checkbox"/> ★★★ <input type="checkbox"/> ★★ <input type="checkbox"/> ★
1.4 Overall usefulness of the event	<input type="checkbox"/> ★★★★★★ <input type="checkbox"/> ★★★★★ <input type="checkbox"/> ★★★ <input type="checkbox"/> ★★ <input type="checkbox"/> ★
Comments/suggestions:	



Project Title: Promoting Disability Inclusion in emergency response in the World of Work
Project number:2022-1-PL01-KA220-VET-000087639

2. Your personal experience	Yes	No
2.1 Do you think that the project results could be applicable to you/your organisation?		
2.2 Do you think that the project results are beneficial?		
2.3 Do you think this project's results are relevant to you/your organisation?		
2.4 Would you recommend the PRO.D.I.G.Y project to others?		
2.5 Overall, was the event worthwhile?		
Comments/suggestions: 		



This document may be copied, reproduced or modified according to the above rules. In addition, an acknowledgement of the authors of the document and all applicable portions of the copyright notice must be clearly referenced.

All rights reserved. © Copyright 2023 PRO.D.I.G.Y

www.prodigy-project.eu

