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PROJECT Nº 622356-EPP-1-2020-1-IT-SPO-SCP



PARTICIPATORY EVALUATION RE-PLAY2.0 REPORT

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MAIÉUTICA Cooperativa de Ensino Superior, C.R.L.



INTRODUCTION

Replay 2.0 is an Erasmus+ Sport project (622356-EPP-1-2020-1-IT-SPO-SCP), that has the following partners: Associazione Sportiva Dilettantistica Margherita Sport e Vita Basket (MSV) – coordinator (Italy); GEA Coop Sociale (Italy); Big Bang Ballers (BBB) (France); Fare network (Fare) (Netherlands); Maieutica (University of Maia and Polytechnique Institute of Maia) (Portugal); University of Umea (Sweden), University of Belgrade (Serbia); Unió de Federacions Esportives de Catalunya (Spain).

This project aimed to promote a high-quality mentoring programme between sport universities students and young volunteer coaches of grassroots sport organizations that work with young people and children coming from disadvantaged and less active groups, enhancing their capacity to promote social inclusion through grassroots sport.

The main group target that the project addressed was young volunteers' coaches (under 30) from grassroots sports clubs. Also, sport universities students were involved acting as mentors for the main target group. Furthermore, several stakeholders were involved such as sports clubs, schools/universities, public institutions, social solidarity associations, national or local associations, sport federations or confederations.

During the time life of Re-PLAY2.0 project several outputs were created to fulfil the project aims.

The present document is the report of a participatory evaluation of Re-PLAY2.0 – Intellectual Output 5 (IO5).

PARTICIPATORY EVALUATION RE-PLAY2.0 SURVEY

This report aims to evaluate the project impact amongst stakeholders through an online survey including quantitative and qualitative questions.

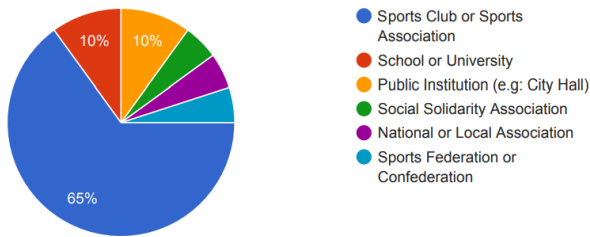
The IO5 is a final key output of the project where the perceptions of the various stakeholders are considered, thus valuing their opinions. The expectation is that this IO5 will provide an overview of the project impact, basically confirming the importance that the partner organizations attribute and recognize in the project. The results of the survey can also provide insights to the project sustainability and scalability.

This survey is a part of the Erasmus+ Sport Replay 2.0 Project (founded by the European Commission).



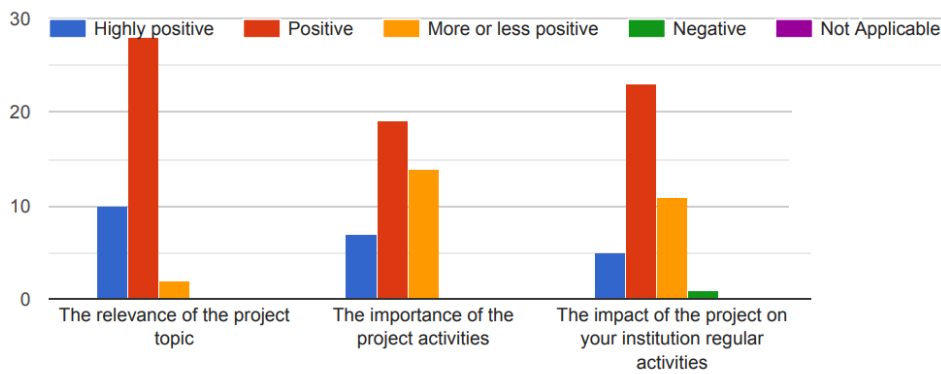
PARTICIPANTS

A total of 40 participants (n= 40), from all partner countries, responded anonymously to the survey.

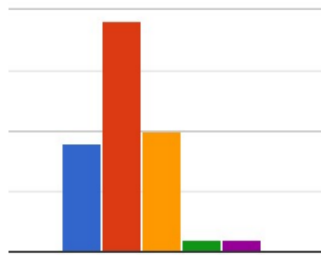


RESULTS

Here we present and discuss the total results i.e., showing the results from all countries in each question.

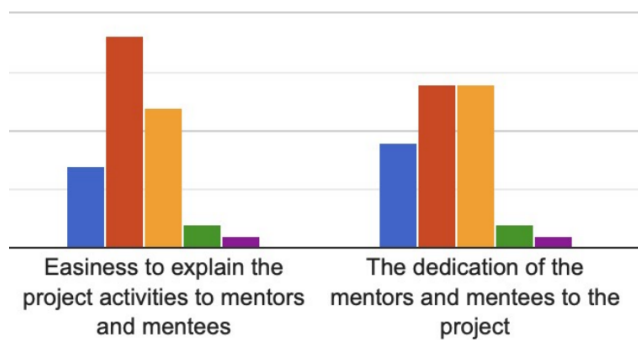


Regarding the relevance of the project topic, it is clear that stakeholders considered it as positive. Furthermore, they also regarded as positive the importance of the project activities and its impact on their organizations.



The project impact on the Mentors and Mentees

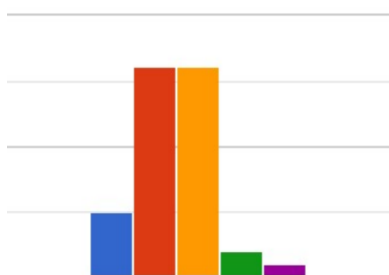
The project impact on the mentors and mentees was considered positive. Noteworthy are the comments considering the easiness to explain the project activities.



Easiness to explain the project activities to mentors and mentees

The dedication of the mentors and mentees to the project

To improve the dedication of mentors and mentees, according to our stakeholders, clubs could receive a small contribution to help them support the project in their own organizations. Also, it is suggested by the respondents, to create and include a short course to better explain the project activities and its advantages, namely in sport organizations.



The sustainability of the activities and deliverables

Stakeholders were divided considering the activities and deliverables sustainability. This may be due to the lesser involvement in the project of some organizations compared to others.

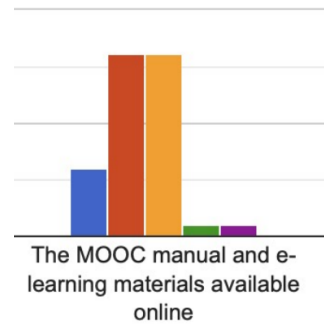
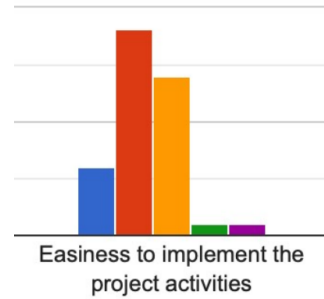
Regarding this topic it is suggested to apply this project not only to sport but also to other youth sectors.



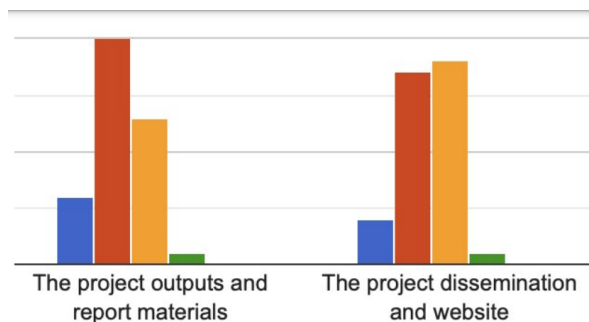
As previously regarding the project received a positive evaluation in the easiness to implement it.

The MOOC is a very important tool of Re-PLAY2.0 project. Nevertheless, it is suggested to create a short and simple manual and to facilitate its access.

Additionally, it is mentioned that all MOOC materials should be translated to different languages.



Regarding project outputs and dissemination, respondents suggested to use publicity (for example in radio and internet) and spread through sport events and themed evenings.





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FINAL CONSIDERATIONS

Concluding, the Re-PLAY2.0 project was generally evaluated positively, which reinforces its importance and relevance to the target groups and stakeholders, fulfilling its main objectives. Complementarily, through the survey's qualitative questions (open questions), pertinent suggestions were received, which will allow us to look at the project's sustainability and the dissemination of its results in a more concrete way.

WITH THE SUPPORT OF

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