REPORT ON MULTIPLIER EVENT (E8)

Yoncalı Practice Hotel, Kütahya

21 June 2018

Aim of the Multiplier Event (E8)

The multiplier event (E8) of the the Erasmus+ project **"Language skills and intercultural issues in the hospitality industry: unity in diversity in the EU labour market"**, *(No. 2016-1-HR01-KA202-022160)* was held in Yoncalı Practice Hotel on 21 June 2018.

The seminar was organized as one day event from 09.00 to 17.00. 46 teachers especially language teachers and 7 people from the representatives of tourism sector in Kütahya. People are invited to the seminar through professional network, necessary permissions were taken from the governor.

The language courses for A1 and A2/B1 language levels are especially significant for Turkey, as well as the smartphone apps may be useful. Therefore, the focus in multiplier events was on the two lower level language courses and the apps; the B2/C1 English language course were demonstrated and explained.

The multiplier event supposed to have two fold effects:

1) It will introduce the project, A1 and A2/B1 language courses in 16 languages and the smartphone apps created as well as B2/C1 English language course for the stakeholders of Turkey

2) The feedback gained in the multiplier event will provide us with the product potential end users' look at Outputs 1, 2, 3 and will still give us time to make changes and improvements if required before incorporating the modules in our mainstream-curricula starting from the new study year and organising special courses for adult learners in order to improve their foreign language skills as well as providing the course for learners on lifelong learning basis.

The aim of the seminar is to present to local and regional language teachers and the industry representatives both the project itself and the methodology and materials produced for A1 and A2/B1 language courses in 16 languages and the smartphone apps created as well as introduce B2/C1 English language course.

Program:

9.00 - 9.30   Opening the event (İbrahim AYBEK, Departmental Director, Kütahya MEM)

9.30 – 10.00   Presentation of the project (Özcan TURAN, Kütahya MEM)

10.00 - 10.40 Presentation of methodologies, focusing on blended learning approach, gamification and interactivity (Enes GÜLER, Kütahya MEM)

10.40 - 11.00 Coffee break

11.00 - 11.30 Presentations of the curricula for the 3 courses (Mevlüt Duran, Kütahya MEM)

11.30 - 12.10 Presentation of the Learning platform and introducing Pedagogical and Technological Guidelines (Turhan Faruk CİHAN, Kütahya MEM)

12.10 - 13.30 Lunch

13.30 - 14.00 Presentation of smart phone apps (Turhan Faruk CİHAN, Kütahya MEM)

14.00 - 14.40 Presentation of A1 language course in 16 languages (Özcan TURAN, Kütahya MEM)

14.40 - 15.00 Coffee break

15.00 - 16.00 Presentation of A2/B1 language course in 16 languages, (Özcan TURAN, Kütahya MEM)

16.00 - 17.00 A question-and-answer session

The event was opened by the welcome speech of Kütahya MEM Departmental Director İbrahim AYBEK, he thanked everyone who participated our multiplier event. Some of the representatives of the sector made a short speech.

Özcan TURAN made a presentation about the project, he talked about the partners, aims and target of the project. He described shortly what the project team did from the first day of the project till now.

Enes GÜLER from the R&D Department of Kütahya MEM gave information about what is blended learning, how we used this method on our project, he also made a presentation about gamification and interactivity, too.

Mevlüt DURAN from the R&D Department of Kütahya MEM described the curricula of the all 3 levels. He told which behaviours we aimed to give to the users of this platform, modules an smart mobile apps.

Turhan Faruk CİHAN technician of our project presented the learning program, guidelines and the smart mobile apps. He told the principles of these learning program and smart phone apps.

Özcan TURAN manager of the project presented the A1/A2/B1 language courses in 16 languages. He shortly described all the modules, the listening, reading, writing exercises, also the games. There was a brief workshop at the end of the presentation, the participants had a chance to test the learning program and the mobile application.

At the end of the seminar participants asked their questions, they asked how long they could use this program, when they will have the user names, will it be free or not, etc.

Participants

There were 53 participants, 46 of them were teachers from 20 different schools, most of them were language teachers from primary school to high school.

Seven of the participants are representatives of tourism sector, manger of the Hilton Garden Inn Kütahya, manager of the Yoncalı Practice Hotel, Hotaş Hotel, Grand Çınar Hotel Gülümser Hatun Thermal Resort, Lalezar Konağı and the director of the American Culture Language School.

All of the participants attended the workshop test the program and application an at the end fill the evaluation form about the multiplier event.

Feedback on the Multiplier Event

Table 1 **Evaluation of the presentation of the principles of the project.**

	Very useful	Useful	%50/%50	Useless	Absolutely useless
Number	33	18	1	0	0
%	62,26	33,96	1,89	0,00	0,00

Nearly all the participants found the presentation of the principles of the project useful only one person couldn't decide.

Table 2 **Evaluation of the presentation of the blended learning.**

	Very useful	Useful	%50/%50	Useless	Absolutely useless
Number	27	24	2	0	0
%	50,94	45,28	3,77	0,00	0,00

Nearly all the participants found the presentation of the blended learning useful only two participant couldn't decide.

Table 3 **Evaluation of the presentation of the gamification and interactivity in learning.**

	Very useful	Useful	%50/%50	Useless	Absolutely useless
Number	32	19	1	0	0
%	60,38	35,85	1,89	0,00	0,00

Nearly all the participants found the presentation of the gamification and interactivity in learning useful only one person couldn't decide.

Table 4 **Evaluation of the presentation of the learning program, curriculum and technical guidelines.**

	Very useful	Useful	%50/%50	Useless	Absolutely useless
Number	33	19	0	1	0
%	62,26	35,85	0,00	1,89	0,00

Nearly all the participants found the presentation of the the learning program, curriculum and technical guidelines useful only one person found it useless..

Table 5 **Evaluation of the presentation of the A/1 course.**

	Very useful	**Useful**	**%50/%50**	**Useless**	**Absolutely useless**
Number	31	20	2	0	0
%	58,49	37,74	3,77	0,00	0,00

Nearly all the participants found the presentation of the A/1 course useful only two participant couldn't decide.

Table 6 **Evaluation of the presentation of the A2/B1 Course.**

	Very useful	**Useful**	**%50/%50**	**Useless**	**Absolutely useless**
Number	32	17	4	0	0
%	60,38	32,08	7,55	0,00	0,00

49 participant found the presentation of the A2/B1 Course useful and 4 participant couldn't decide

Table 7 **Evaluation of the presentation of the mobile application.**

	Very useful	**Useful**	**%50/%50**	**Useless**	**Absolutely useless**
Number	34	16	2	1	0
%	64,15	30,19	3,77	1,89	0,00

50 participant found the presentation of the mobile application useful two participant couldn't decide and one participant found it useless

Table 8 **Evaluation of the presentation of the workshop.**

	Very useful	**Useful**	**%50/%50**	**Useless**	**Absolutely useless**
Number	30	20	3	0	0
%	56,60	37,74	5,66	0,00	0,00

Nearly all the participants found the presentation of the A/1 course useful only three participant couldn't decide.

We also received some suggestions and comments on open ended question, such as:

'I really find your project inspiring, thanks for your contributions.'

'Congratulations, I wish you a successful process during the project. Thank you for sharing an inviting us such an event.'

' Thanks for all your efforts ☺ It will be very useful for all people who want to travel abroad.'

'On android mobile application the time meanly 7:30-6:00 is written in numbers so users can not pronounce them, they can be written as half past seven or six o'clock.'

Figure 1 **Comparison of the presentations**
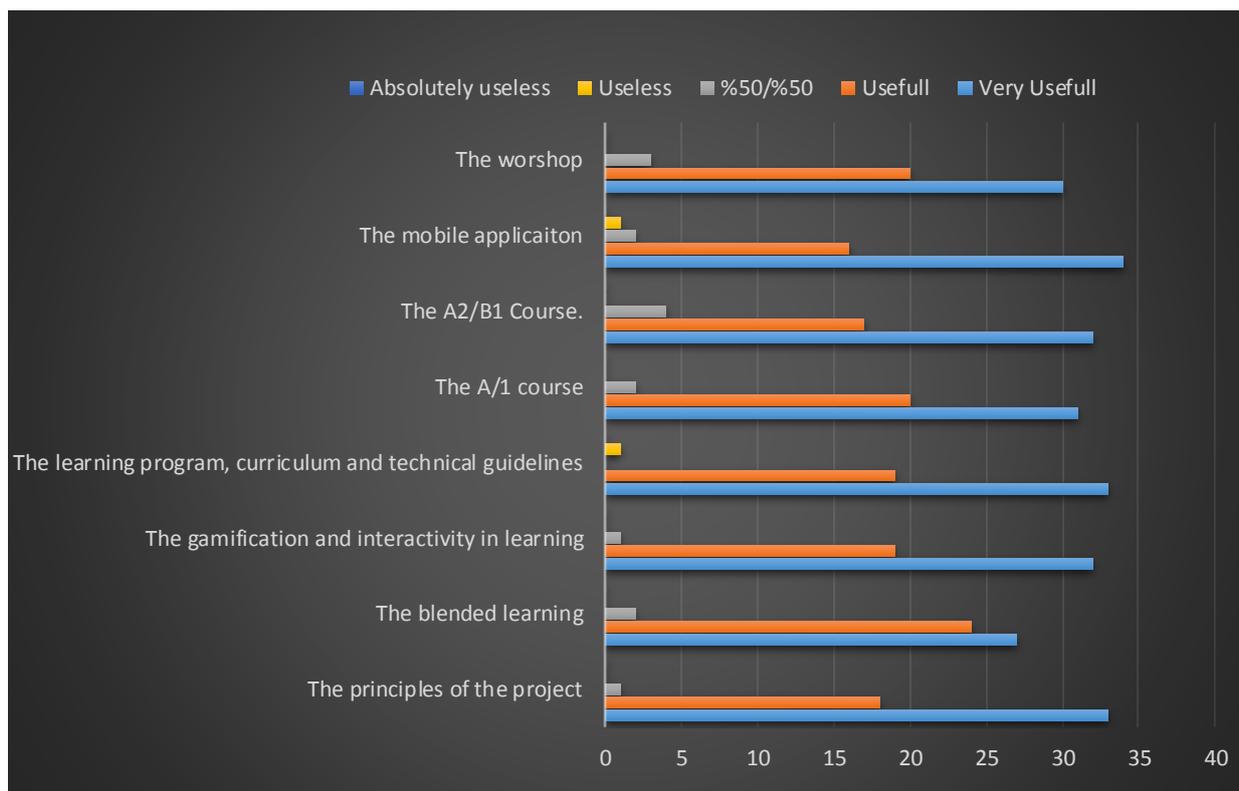
When we analyse the figure 1 we see that almost all the participants found the presentations useful only one participant found useless mobile application and one the learning program, curriculum and technical guidelines.

Conclusion

As a conclusion at the end of the multiplier event all the participants are willing to use the learning platform, especially representatives from the industry asked as to organise seminars at their institutions. Teachers said they immediately want to share these information with their students. They want us to improve the mobile application, the pronunciation of the sentences can be added.

Özcan TURAN

ELT

Manager of the Kütahya İl MEM

27 June, 2018