

Project code: 2024-1-IT02-KA220-ADU-000245481

REPORT ON THE 1ST MULTIPLIER EVENT IN ITALY

Project title: Innovative Horizons

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Event: First Multiplier Event

Organising partner: Il Brutto Anatroccolo ONLUS

Date: 06/02/2026

Venue: Piazza Minucciano, Rome – Italy

Participants: 55

Feedback forms collected: 54 out of 55 participants

1. Introduction

The 1st Multiplier Event of the Innovative Horizons project was organised in Italy by Il Brutto Anatroccolo ONLUS on 6 February 2026. The event represented the first major dissemination activity of the project and aimed to present the project objectives, the training pathway, the first developed outputs and the innovative educational model to local stakeholders, adult education actors, social-sector operators and interested participants.

The event was fully aligned with the objectives of WP4 – Dissemination, Sustainability and Monitoring, and contributed to raising awareness about the project at local level, promoting the use of its results and collecting feedback from participants. The agenda included registration, institutional opening, presentation of the project and research results, platform demonstration, presentation of the six training modules, a round table on sustainability and local networks, an interactive card game activity and final evaluation through anonymous feedback questionnaires.

2. Objectives of the event

The main objectives of the event were to:

- present the Innovative Horizons project, its Erasmus+ framework and its priorities, with particular attention to inclusion, diversity and digital transformation;
- introduce the transnational partnership and the contribution of Italy, Romania and Poland;
- disseminate the results of the training needs analysis conducted in the three partner countries;
- present the six online training modules and their connection with the needs of adult educators and social-sector operators;
- demonstrate the Moodle platform and its main functions, including forums, webinars and assessment tools;
- promote discussion on the adoption of project results in daily practices;

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- test an interactive dissemination tool through the project card game;
- collect participants' feedback on the event, project contents and future use of the outputs.

3. Event implementation according to the agenda

The event opened with the registration of participants and the institutional welcome by Il Brutto Anatroccolo ONLUS. The coordinator introduced the project, its strategic vision and its relevance for the social sector and adult education.

The first presentation focused on the general framework of Innovative Horizons: objectives, European priorities, expected results and the importance of strengthening digital skills, soft skills, communication, wellbeing and inclusion among adult learners, educators and social-sector professionals.

A second part was dedicated to the research results. The training needs analysis conducted in Italy, Romania and Poland was presented, with specific attention to the current challenges of the third sector, including operator burnout, digital divide, the need for more inclusive methodologies and the importance of active and experiential learning.

The event then presented the six training modules developed within WP2. The modules were described as a complete learning pathway combining theoretical contents, practical activities, case studies, quizzes, role-playing labs, workshop materials and digital resources. A technical demonstration of the Moodle platform was also provided. Participants were introduced to the platform structure and to its main functions: access to learning materials, quizzes, forum, webinar space, assessment tools and online community. This helped participants understand how the project will support blended learning and interaction among learners.

The central part of the event included a round table on sustainability and local networks. Participants and stakeholders discussed how the project results could be adopted in daily professional practices, especially in social-sector organisations, adult education services and community-based initiatives.

4. Interactive activity: “The Competence Journey” card game

During the event, participants were also involved in an interactive game created for the project: “The Competence Journey”. The game was designed as a playful and participatory tool to explore the main skills and concepts addressed by the Innovative Horizons training pathway.

The game used a board, dice and thematic cards inspired by the six modules and by the project's learning areas. Participants were invited to draw cards, answer questions, reflect on professional situations, share experiences and discuss possible solutions. The cards

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focused on themes such as digital literacy, online safety, critical thinking, effective communication, empathic listening, teamwork, problem solving, decision-making, conflict resolution, adaptability, emotional wellbeing, stress management, diversity and inclusion, social empathy, active participation, creative thinking, leadership and delegation, community engagement, time management and reflective learning.

The game was particularly appreciated because it made the project contents easier to understand and encouraged active participation. It also supported informal exchange among participants and helped connect the training modules with real-life professional and social situations.

5. Materials and presentations used

The following materials were used during the event:

- event agenda;
- project presentation;
- presentation of the project objectives, EU priorities and partnership;
- presentation of the training needs analysis;
- presentation of the six online modules;
- brochures;
- card kit and board game “The Competence Journey”;
- attendance sheet;
- certificate template;
- anonymous feedback questionnaire.

These materials supported both dissemination and stakeholder engagement. They also provided evidence of the quality and visibility of the project, in line with the communication strategy, which foresees the use of workshops, events, materials, partner networks and post-event feedback to monitor dissemination quality and stakeholder engagement.

6. Participation and attendance

The event involved 55 participants. This result exceeded the expected participation target of approximately 50 participants and confirmed strong local interest in the project themes.

The participants included representatives of the adult education and social sectors, educators, trainers, operators, volunteers and stakeholders interested in inclusion, digital skills, wellbeing, innovative methodologies and community work.

The high attendance demonstrated that the project topics are relevant for the local context and that the dissemination strategy was effective in reaching the intended audience.

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7. Feedback collection

At the end of the event, participants were invited to complete an anonymous feedback questionnaire. A total of 54 questionnaires were collected out of 55 participants, corresponding to an extremely high response rate of approximately 98%.

The feedback form collected information on:

- how participants found out about the event;
- overall organisation of the event;
- clarity of the project presentation;
- relevance of the project topics;
- most interesting topics;
- usefulness of the project results for adult learners, educators and social-sector operators;
- quality of the materials presented;
- aspects most appreciated;
- suggestions for future improvement;
- interest in receiving further information or joining future project activities.

The recorded feedback forms show a very positive overall evaluation. Participants rated the event organisation very highly, considered the project presentation clear and judged the topics relevant or very relevant for their professional and personal contexts. They also confirmed that the project results may be useful for adult learners, educators and social-sector operators.

The most appreciated topics included digital skills, soft skills and communication, inclusion and diversity, wellbeing and mental health, role-playing and practical workshops and the e-learning platform. The interactive game and the practical approach of the event were also perceived as engaging and useful.

Overall, the feedback was enthusiastic. Participants showed interest in the project, appreciated the clarity of the presentations and recognised the practical value of the training pathway and tools. Several participants also expressed interest in receiving further information and in being involved in future project activities.

8. Main outcomes of the event

The event achieved the following results:

- successful presentation of Innovative Horizons to a local audience;
- dissemination of project objectives, partnership, EU priorities and first outputs;

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- presentation of the training needs analysis and six online modules;
- demonstration of the Moodle platform and its functions;
- involvement of stakeholders in a discussion on sustainability and local networks;
- practical testing of the project card game as an innovative dissemination and learning tool;
- attendance of 55 participants, exceeding the expected target;
- collection of 54 anonymous feedback questionnaires;
- very positive feedback on the event, materials, methodology and usefulness of project results;
- increased awareness of inclusion, digital skills, soft skills, wellbeing and adult education innovation;
- strengthening of local stakeholder engagement before the external pilot phase.

9. Conclusions

The 1st Multiplier Event in Italy was successfully implemented and fully achieved its dissemination and stakeholder engagement objectives. The event was coherent with the project agenda and with the broader aims of Innovative Horizons: promoting inclusive adult education, strengthening digital and interpersonal skills, supporting social-sector professionals and encouraging innovative learning methodologies.

The high number of participants and the very high feedback response rate demonstrate the relevance of the event and the interest generated by the project. The positive feedback confirms that the materials, presentations, Moodle platform and interactive game were clear, engaging and useful.

The event also provided valuable input for the next stages of the project. The feedback collected will support the improvement of communication, dissemination and training activities, while the contacts established with participants and stakeholders will contribute to the preparation of the external pilot phase and to the long-term sustainability of Innovative Horizons.