



# Evaluating Digital Preservation and Promotion of Heritage



# Overview of evaluating heritage

Understanding the value of heritage

Communicating value of heritage

Goals of evaluation

Quantitative and qualitative evaluation

Active evaluation

Passive evaluation

Participation and ethics

Communicating evaluation



# Understanding the value of heritage

- Historical or archaeological significance?
- How rare or unique is it?
- What meaning does it have for different communities?
- Is it under threat?
- Does it have a monetary value?



# Auditing digital resources

- People: digital literacies and skills
- Media: photos, films, models, interpretation
- Infrastructure: storage, presentation, creativity





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# Communicating the value of heritage

Think through key aspects to communicate to funders and how to evidence them. Including:

- People's perceptions of the heritage (e.g. surveys).
- How it serves the local community (e.g. existing outreach activities).
- To what extent it forms a draw for visitors (e.g. tourism statistics).
- Social benefits (e.g. consider existing needs in the community and how this tackles local challenges).
- Economic benefits (e.g. calculating impact on economy of increased visitors).



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# Goals of evaluation



- What is being evaluated
  - Ease of use
  - Findability, accessibility
  - Value
  - Impact
- Who is evaluation for
  - Potential audience
  - Funder
  - Understanding





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An aerial photograph of a golf course. In the center is a large green with a circular sand trap. To the right of the green are two smaller, rectangular greens with sand traps. The course is surrounded by dense trees and a path. A yellow diamond shape is overlaid on the left side of the image.

# Quantitative and Qualitative Evaluation

- Qualitative – Interviews
  - How general are the results?
    - Quantitative - Measurements
      - What are the assumptions?
      - Sample size
      - Summary statistics
      - Distribution
      - Confidence
    - Visual Representation of Data
      - Graphs
- 
- A blue geometric design in the bottom right corner, consisting of several overlapping squares and rectangles of different shades of blue.



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# Active evaluation

Less bias

- Visitor books
- Questionnaires
- Informal observation

More bias

- Active/influenced observation
- Structured interviews
- Focus groups



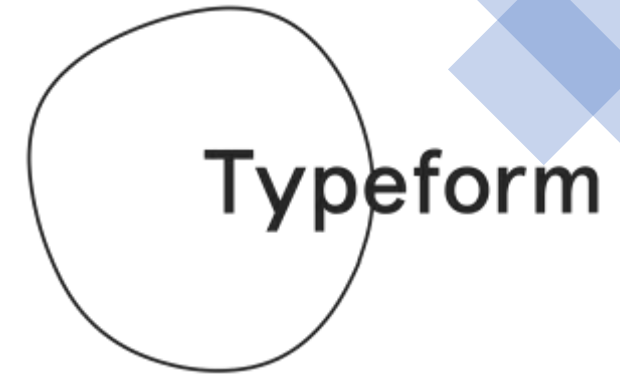
Google Forms

Doodle



SurveyMonkey

GoSurvey



qualtrics<sup>XM</sup>



# Likert Scale

## System Usability Scale

## System Value Scale

SUS	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1. I think that I would like to use this website frequently.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2. I found the website unnecessarily complex.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. I thought the website was easy to use.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. I think that I would need the support of a technical person to be able to use this website.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5. I found the various functions in this website were well integrated.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6. I thought there was too much inconsistency in this website.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7. I would imagine that most people would learn to use this website very quickly.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. I found the website very cumbersome / awkward to use.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. I felt very confident using the website.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10. I needed to learn a lot of things before I could get going with this system.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



The aim of this study is to evaluate the user experience aspects of a virtual reality system designed to provide a virtual tour of Medieval Edinburgh, as a project carried out by the Smart History team. The overall exercise should last for no more than a few minutes, and you are free to withdraw at any point during the exercise. While answering the questions, please be as precise as possible. If you do not understand any of the terms used in the questionnaire, please ask the team for assistance.

Background Information (Please tick the appropriate column)					
How good are your English skills?	Need support	Confident	Very confident		
How good are your IT skills?	Need support	Confident	Very confident		
How interested are you in History?	Not interested	Quite interested	Very interested		
Do you have previous experience with Virtual Reality (VR)?	None	Some	A lot		
Do you have previous experience with Virtual Reality (VR) Headsets?	None	Some	A lot		
Device Type (Please select the device(s) you used to take part in the virtual tour)					
Google Cardboard/Daydream	Oculus Rift	Screen-based Device	Xbox Controller		
Experience Questionnaire (Please tick the appropriate column)					
	Strongly disagree	Probably disagree	Neither agree nor disagree	Probably agree	Strongly agree
Statement	1	2	3	4	5
1 I think that this system is easy to use.					
2 I would recommend this virtual reality system for learning history.					
3 This system has changed how I think about Medieval Edinburgh.					
4 I am now more interested in learning about local history.					
5 I felt like I was there in the virtual environment.					
Free Form Questions – Experience					
1 Please describe your experience with this system in three words: 1. 2. 3.					
2 What do you like and what can be improved in the system?					

System Usability Scale

© Digital Equipment Corporation, 1986.

	Strongly disagree				Strongly agree
1. I think that I would like to use this system frequently					
	1	2	3	4	5
2. I found the system unnecessarily complex					
	1	2	3	4	5
3. I thought the system was easy to use					
	1	2	3	4	5
4. I think that I would need the support of a technical person to be able to use this system					
	1	2	3	4	5
5. I found the various functions in this system were well integrated					
	1	2	3	4	5
6. I thought there was too much inconsistency in this system					
	1	2	3	4	5
7. I would imagine that most people would learn to use this system very quickly					
	1	2	3	4	5
8. I found the system very cumbersome to use					
	1	2	3	4	5
9. I felt very confident using the system					
	1	2	3	4	5
10. I needed to learn a lot of things before I could get going with this system					
	1	2	3	4	5



## CEUT survey

1. Have you noticed any changes in the weather on North Uist in your lifetime?

2. What changes have you noticed in the wildlife on the machair?

3. Have you noticed any changes in the dunes or near your land?

4. Have any of these changes effected the way you are crofting?

5. Is seaweed the main fertiliser you use?



You are being invited to participate in a research study titled **Disruptive Technologies for Heritage Preservation and Promotion: Virtual Museum Platforms Connecting Heritage, Community and Museums Through 3D Digitisation**.

This study is being done by Catherine Anne Cassidy from the School of Computer Science at the University of St Andrews.

The research project is about the use of digital technologies in museums to evaluate the effectiveness of preservation and promotion of cultural and natural heritage. You are being asked to complete a questionnaire which will take you no more than ten minutes to complete. I will only collect statistical data about yourself, such as age range and background information.

If you are interested in taking part, please download a copy of the participant information sheet [here: Participant Information Sheet](#) and retain this for your records before starting the questionnaire. If you have any questions, please email me at [ca274@st-andrews.ac.uk](mailto:ca274@st-andrews.ac.uk). Your participation is entirely voluntary, and you can withdraw at any time. You are free to omit any question

☐ I consent, begin the study.

☐ I do not consent, I do not wish to participate.

Please rank the following statements.

	Strongly agree	Agree	Somewhat agree	Neither agree nor disagree	Somewhat disagree	Disagree	Strongly disagree
I am personally familiar with digital technologies.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The shutdown has greatly affected my work.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Digital technologies were an integral part of my organisation before lockdown.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
My organisation had plans to expand their use of digital technologies before the lockdown.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

11

12

# Measuring the Impact of Digital Heritage

1. Which digital heritage experience/app/website did you use?

\_\_\_\_\_

## Your experiences

This section asks about you and your previous experiences of heritage and digital technologies.

2. What is your age?

Mark only one oval.

- ☐ Under 18
- ☐ 18-24 years old
- ☐ 25-34 years old
- ☐ 35-44 years old
- ☐ 45-54 years old
- ☐ 55-64 years old
- ☐ 65-74 years old
- ☐ 75 years or older

3. Which heritage activities have you taken part in in the last 2 years?

Mark only one oval per row.

	Never	Once	2-3 times	Monthly	Weekly	Daily
Family history research	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Local history research	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Attended heritage talks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Visited a museum or heritage centre	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Guided heritage walks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Read history/heritage magazines	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Watched or listened to history/heritage television or radio programmes or podcasts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Been a member of a national heritage organisation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Been a member of a local heritage organisation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Volunteered for a heritage organisation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Undertaken professional heritage work	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. Which types of digital technology have you used in the last 2 years?

Mark only one oval per row.

	Never	Once	2-3 times	Monthly	Weekly	Daily
Standalone Virtual Reality (VR) headset, e.g. Oculus Rift, Samsung Gear VR, Google cardboard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Smartphone/tablet app	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Websites	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Digital games (on a phone, computer, tablet or console)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Xbox controller	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Virtual Reality (VR) headset with hand-held controllers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Row 7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

5. Which types of digital heritage product have you used before? Tick all that apply

Check all that apply.

- ☐ Virtual Reality (VR) experience
- ☐ Augmented Reality (AR) experience
- ☐ Heritage games
- ☐ Digitised cultural collections
- ☐ Heritage databases
- ☐ Map-based heritage experience
- ☐ Other: \_\_\_\_\_

## Approaching the digital experience/app/website

This section asks you about your experiences in the moments before using the digital experience/app/website

6. The design and look of the installation/digital experience/app/website attracted me to use it

Mark only one oval.

	1	2	3	4	5	
Strongly disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree

7. Which 3 features of the design and look most attracted you to the installation/digital experience/app/website?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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Participation and ethics

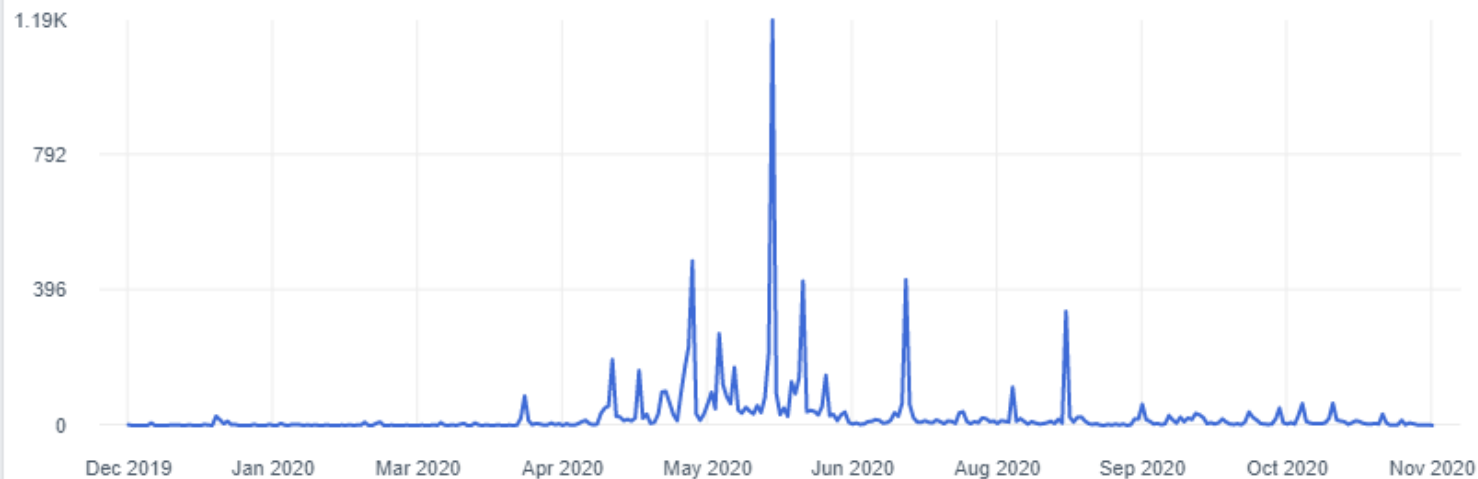
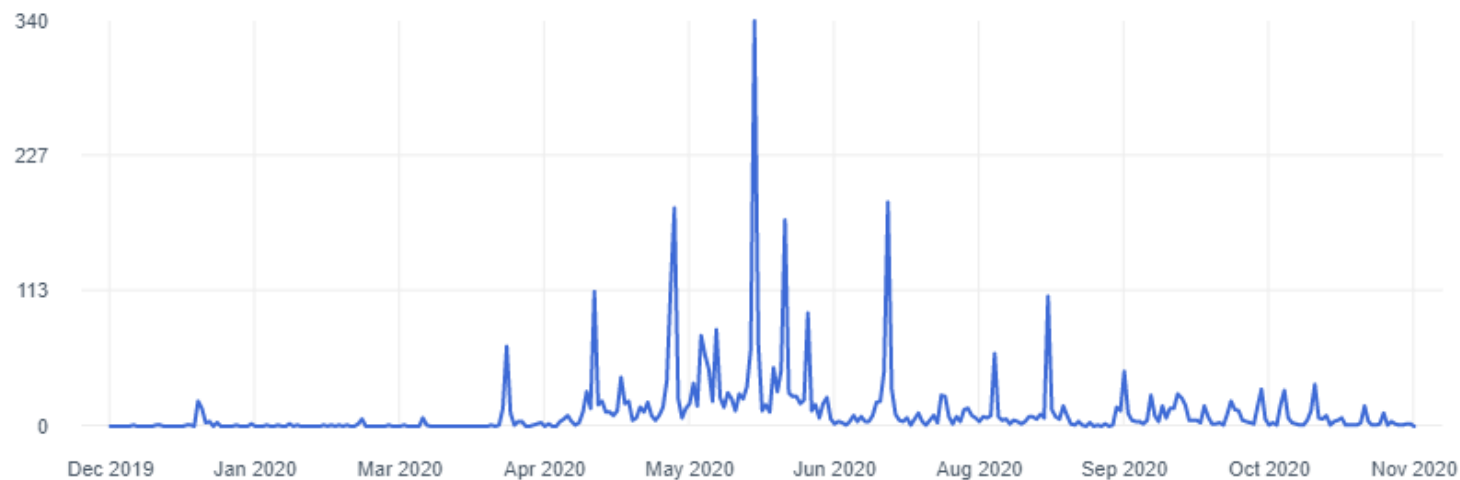
Communicating evaluation



# Passive evaluation

- Statistics and records
  - Visitor numbers
  - Web site visitors
  - Social media
- What do metrics mean?
  - Views
  - Follows
  - Likes
  - Shares



**Total views**[By section](#)**Total Views****Total people who viewed**[By section](#)[By age and gender](#)[By country](#)[By city](#)[By device](#)**Total people who viewed**



Search Facebook

Manage Page

Open Virtual Worlds

If you'd like, you can switch to the classic Facebook.com for 48 hours to manage your Page.  
[Switch now](#)

Home

News Feed  
2 new

Manage shop

Inbox  
1 new message and 21 new comments

Events

Resources & Tools

Manage jobs

Notifications  
3 new

Insights

Publishing Tools

Ad Centre

Page quality

Edit Page Info

Settings

Promote

Overview [Paid online events](#) [Create Event](#)

Open Virtual Worlds [Last 300 days](#)

44  
Events  
+19 last 90 days

351.6K  
People reached  
+134.3K last 90 days

5.4K  
Event responses  
+1K last 90 days

144  
Ticket clicks  
+94 last 90 days

Active posts  
There is 1 active post in your event.  
[Show Posts](#)

Recommended actions  
No recommended actions.  
May be recommended actions could not follow 11 media posts.  
[Double check availability](#)


Events

Published events [11](#) By: Event date [11](#) Search 11 events

[Create Event](#)


Event

Budget spent [11](#) Reach [11](#) Responses [11](#) Ticket clicks [11](#)




Evaluating Digital Heritage Work  
20 November 13:30


Past events




Routes To Finance: How Can We Fund Digital Heritage  
16 November 13:30




Responding To Covid: Designing Digital Heritage Strategies  
19 November 13:30




Virtual Museum Without Walls  
4 November 13:30



CINE TALKS: What is Successful Co-Production?  
26 October 14:00



Coast and Waters Workshop: St Andrews Harbour: Archaeology, History and Virtual Reality  
26 October 14:00



Virtual time travel for sites, museums and the home  
26 October 13:30

C:\writing\july... C:\refinery\_A... Show all





EU-LAC-3D PRO St Andrews, Scotland

EU-LAC-MUSEUMS 3D Workshops

EDIT PROFILE

155 Followers

47 Followings



SUMMARY

208 MODELS

COLLECTIONS

144 LIKES

UPLOADS

POPULAR 3D MODELS

View all (208)



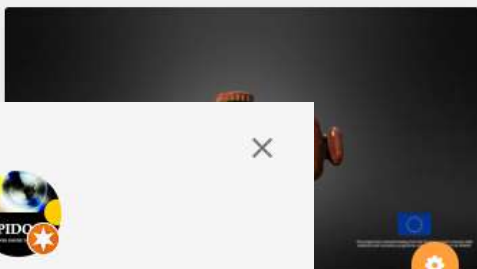
Bica romana - Roman fountain... 193 0 13



Estatueta de terracota de touro ... 95 0 8



Estátua de bronze de mercúrio... 415 0 8



110 0 7



Vasija trípode jaguar - Jaguar t... 180 0 6



Emigrants doll 161 0 6

ABOUT

The EU-LAC-MUSEUMS project is funded by the European Union's Horizon 2020 research and innovation programme under grant agreement No 693669.

CATEGORY

Individual / 3D Scanning Enthusiast

WEBSITE

<http://eu-lac.org>

MEMBER SINCE

September 8th 2016

STATS

16.3k views

369 likes

304.1M triangles

154.6M vertices

SKILLS



CUPIDO Interreg  
Local Guide · Level 6

2,839 points

1,500 3,500 5,000

CONTRIBUTE

REVIEWS

PHOTOS

EDITS

389 860,526

Date





**Vikings Live**  
2.4K views · 13 weeks ago



**Iron Age Kildonan: Roundhouse Farming Settlement**  
3.1K views · 22 weeks ago



**Join us for the live launch of our digital exhibition REAL RIGHTS. Sadie and...**  
1.9K views · 25 weeks ago



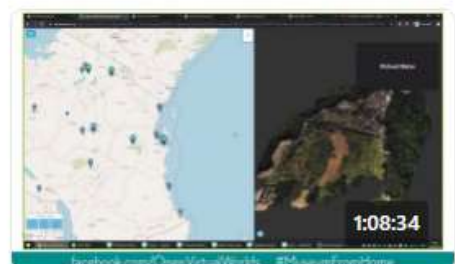
**Helmsdale Fishing Village 1890: The Herring Boom & Gutting Girls**  
1.2K views · 15 weeks ago



**Heritage at Home: Medieval St Andrews**  
3.1K views · 23 weeks ago



**A Virtual Tour of Helmsdale Castle**  
1.7K views · 26 weeks ago



**Highland Clearances Longhouse Settlement 1813**  
1.7K views · 19 weeks ago



**Heritage at Home: The Lords of the Isles**  
4.8K views · 24 weeks ago



**Heritage at Home: Edinburgh 1544**  
1.5K views · 27 weeks ago





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# Participation and Ethics

- What is being evaluated
- Ethics
  - Informed consent
  - Voluntary participation
  - Incentive
- What is the data?
- How will it be collected?
- How will it be stored?
- How will it be shared?

## **Research with human subjects**

Does your research involve human subjects or have potential adverse consequences for human welfare and wellbeing?

Will you be surveying, observing or interviewing human subjects?

Will you be analysing secondary data that could significantly affect human subjects?

Does your research have the potential to have a significant negative effect on people in the study area?

## **Potential physical or psychological harm, discomfort or stress**

Are there any foreseeable risks to the researcher, or to any participants in this research?

For example:

Is there any potential that there could be physical harm for anyone involved in the research?

Is there any potential for psychological harm, discomfort or stress for anyone involved in the research?

## **Conflicts of interest**

Do any conflicts of interest arise?

Might research objectivity be compromised by sponsorship?

Might any issues of intellectual property or roles in research be raised?



# Ethics

- **Research with human subjects**
  - Does your research involve human subjects or have potential adverse consequences for human welfare and wellbeing?
  - Will you be surveying, observing or interviewing human subjects?
  - Will you be analysing secondary data that could significantly affect human subjects?
  - Does your research have the potential to have a significant negative effect on people in the study area?
- **Potential physical or psychological harm, discomfort or stress**
  - Are there any foreseeable risks to the researcher, or to any participants in this research?
  - For example:
    - Is there any potential that there could be physical harm for anyone involved in the research?
    - Is there any potential for psychological harm, discomfort or stress for anyone involved in the research?
- **Conflicts of interest**
  - Do any conflicts of interest arise?
  - Might research objectivity be compromised by sponsorship?
  - Might any issues of intellectual property or roles in research be raised?

# Possible Ethics Documents

- Participation Information Sheet
- Consent form
- Debrief form
- Advertisements
- Questionnaire
- Interview questions





# Participant Consent Form

## Project Title

*Virtual Museums for Community Engagement*

## Researcher(s) Name(s)

Adeola Fabola  
School of Computer Science  
[ae6@st-andrews.ac.uk](mailto:ae6@st-andrews.ac.uk)

## Supervisors Names

Dr Alan Miller  
School of Computer Science  
[alan.miller@st-andrews.ac.uk](mailto:alan.miller@st-andrews.ac.uk)

The University of St Andrews attaches high priority to the ethical conduct of research. We therefore ask you to consider the following points before signing this form. Your signature confirms that you are happy to participate in the study.

## Will I be able to be identified?

Any responses you make will not be identifiable as yours, however we still need your consent to take part in this research.

## Consent

The purpose of this form is to ensure that you are willing to take part in this study and to let you understand what it entails. Signing this form does not commit you to anything you do not wish to do.

Material gathered will be kept confidential by the researcher who alone with the Supervisor will have access to it, stored in a safe filing cabinet in the researcher's office and backed up electronically. These will be kept for 5 years before being destroyed.

- |   |                              |                             |
|---|------------------------------|-----------------------------|
| I have read and understood the information sheet.   | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| I have been given the opportunity to ask questions about the study.   | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| I have had my questions answered satisfactorily.  | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| I understand that I can withdraw from the study without having to give an explanation.  | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| I understand that my data once processed will be anonymous and be stored for a period of 5 years before being destroyed           | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| I have been made fully aware of the potential risks associated with this research and am satisfied with the information provided. | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| I agree to take part in the study   | <input type="checkbox"/> Yes | <input type="checkbox"/> No |

Participation in this research is completely voluntary and your consent is required before you can participate in this research.

Name in Block Capitals \_\_\_\_\_

Signature \_\_\_\_\_

Date \_\_\_\_\_



# Participant Information Sheet

## Project Title

*Virtual Museums for Community Engagement*

## What is the study about?

We invite you to take part in an exercise to help us understand the value of virtual museums for heritage curation and dissemination in community museums. This will enable us develop affordable, easy-to-use, interactive systems that can meet the needs of community museums. This exercise is being conducted as part of Adeola Fabola's PhD Thesis in the School of Computer Science at the University of St Andrews.

## Do I have to take part?

This information sheet has been written to help you decide if you would like to take part. If you do decide to take part you will be free to withdraw at any time without providing a reason.

## What would I be required to do?

You will be required to interact with a virtual museum system to visualise heritage content, after which you will answer some questions about your experience and your perception of the system. The exercise can be completed in approximately 30 minutes. However, you are free to continue interacting with the system afterwards for as long as you like.

## Will my participation be anonymous and confidential?

Your data will be stored in such a way that it cannot be used to identify you.

## Storage and destruction of data collected

The material gathered will be kept securely. The paper documents will be stored in file cabinets in the School of Computer Science. The content of these paper documents will be stored in electronic spreadsheets, and the data will be retained for a period of 5 years before being destroyed.

## What will happen to the results of the research study?

The results will be finalised by 2018 and written up as part of the researcher's PhD Thesis.

## Are there any potential risks to taking part?

No.

## Questions

You will have the opportunity to ask any questions in relation to this project before completing a Consent Form.

## Ethical approval

This research proposal has been scrutinised and been granted Ethical Approval through the ethical approval process at the University of St Andrews.

## What should I do if I have concerns about this study?

A full outline of the procedures governed by the University Teaching and Research Ethical Committee is available at <http://www.st-andrews.ac.uk/utrec/Guidelines/complaints/>

## Contact Details

Researcher: Adeola Fabola  
Contact Details: School of Computer Science  
[ae6@st-andrews.ac.uk](mailto:ae6@st-andrews.ac.uk)

Supervisor: Dr Alan Miller  
Contact Details: School of Computer Science  
[alan.miller@st-andrews.ac.uk](mailto:alan.miller@st-andrews.ac.uk)



## Consent Form

Measuring the Impact of Digital Heritage (Heritage Organisation Representatives)

Jo Clements

The University of St Andrews attaches high priority to the ethical conduct of research. We therefore ask you to consider the following points before signing this form. Your signature confirms that you are willing to participate in this study, however, signing this form does not commit you to anything you do not wish to do and you are free to withdraw your participation at any time.

Please initial box

- ☐ I understand the contents of the Participant Information Sheet (marked 'PIS\_20190107\_v0.2\_Measuring Impact of Digital Heritage (Heritage Org Reps)')
- ☐ I have been given the opportunity to ask questions about the study and have had them answered satisfactorily.
- ☐ I understand that my participation is entirely voluntary and that I can withdraw from the study at any time without giving an explanation.
- ☐ I understand who will have access to my data, how it will be stored, in what form it will be shared, and what will happen to it at the end of the study. I understand that I will be able to withdraw my data within 1 month.
- ☐ I agree to being quoted directly against my name in research publications (in the event that you do not agree to being quoted directly against your name your data will be anonymised).
- ☐ I agree to take part in the above study

### Audio recordings

I understand that part of this research involves taking audio recordings. These recordings and their transcripts will be kept securely and stored separately to any identifiable information, i.e. consent forms and questionnaires.

Audio data can be a valuable resource for future studies and therefore we ask for your additional consent to maintain transcripts of this data for this purpose.

- ☐ I agree to being tape recorded
- ☐ I agree to my transcribed audio material being published as part of this research.
- ☐ I give permission for transcriptions of my audio material to be used in future studies without further consultation.

Signatures			
I confirm that I am willing to take part in this research			
	Print name	Date	Signature
Participant			
Researcher			



## Debrief

Measuring the Impact of Digital Heritage (Heritage Organisation Representatives)

Jo Clements

Thank you for taking part in my research project; your contribution is valuable.

### Nature of study

We want to find out how the digital heritage apps and exhibitions produced in collaboration with the Open Virtual Worlds group at the University of St Andrews have changed people's and organisations' knowledge, interests, or behaviours.

We asked you to take part in this research project because you are part of a group or organisation for whom a digital heritage app and/or exhibition was designed.

We will study your responses to find out whether the digital heritage apps and exhibitions changed people's and organisations' knowledge, interests, or behaviours in the ways that we expected. We will also look at whether the digital heritage apps and exhibitions caused any unexpected changes.

We will use this knowledge to help design future digital heritage applications.

### Data

As outlined in the Participant Information Sheet (marked 'PIS\_20190107\_v0.2\_Measuring Impact of Digital Heritage (Heritage Org Reps)');

- ☐ The information (data) you have provided will be stored in either fully identifiable or anonymised form in accordance with your wishes as provided on the participant consent form.
- ☐ Your information (data) will be stored on the University of St Andrews secure central file store and only members of the Open Virtual Worlds Group at the University of St Andrews will be able to access it.
- ☐ Your data will be shared (published and/or placed in a database accessible by others) in either fully identifiable or anonymised form in accordance with your wishes as provided on the participant consent form.
- ☐ Your information (data) will be shared as described above, and then the information (data) held by the researcher will be destroyed 10 years following the last date on which access to the data was requested by a third party.
- ☐ Your data may be used for related research projects in the future without further consultation.
- ☐ If you no longer wish to participate in the research, you are free to withdraw at any time. You can withdraw your data up to 1 month after participation in the study. After this point your data will have been anonymised and so we cannot withdraw your data as we will no longer know which information (data) is yours.

### Contact

If you have concerns or if you would like to view a summary of the results of my research, please email the researcher or the supervisor detailed below.

Researcher(s)	Jo Clements Jlc24@st-andrews.ac.uk	Supervisor(s)	Alan Miller Alan.miller@st-andrews.ac.uk 01334 46 3261
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# Overview of evaluating heritage

Understanding the value of heritage

Communicating value of heritage

Goals of evaluation

Quantitative and qualitative evaluation

Active evaluation

Passive evaluation

Participation and ethics

**Communicating evaluation**





# Communicating Evaluation

- Summarise in standard ways
- Provide context for numbers
- Provide context for quotes





# Resources

- [Values and benefits of heritage A research review](#)

## Survey resources

- [Qualtrics](#)
- [Survey Monkey](#)
- [Doodle](#)
- [Google Forms](#)
- [Typeform](#)
- [SoGoSurvey](#)
- [ProProfs Survey Maker](#)