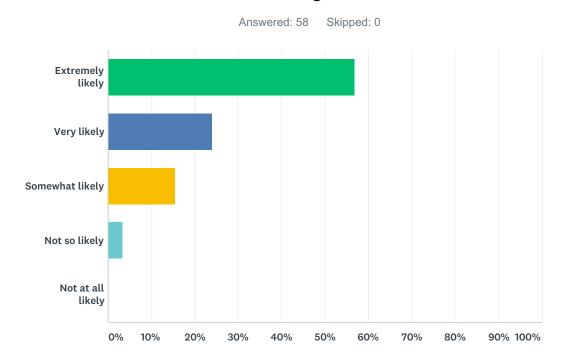
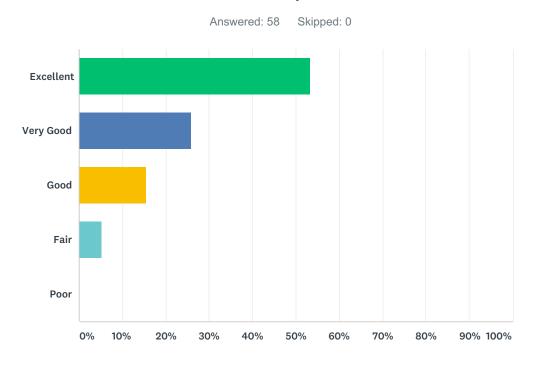
# Q1 How likely is it that you would recommend the event to a friend or colleague.



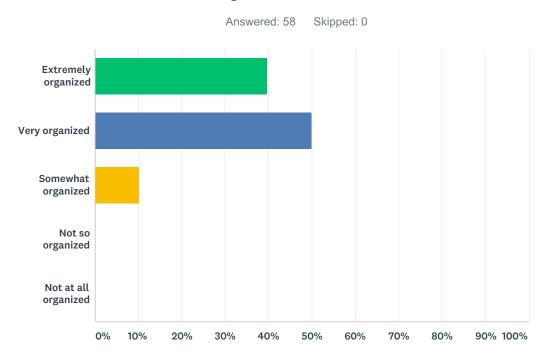
ANSWER CHOICES	RESPONSES	
Extremely likely	56.90%	33
Very likely	24.14%	14
Somewhat likely	15.52%	9
Not so likely	3.45%	2
Not at all likely	0.00%	0
TOTAL		58

# Q2 Overall, how would you rate the event?



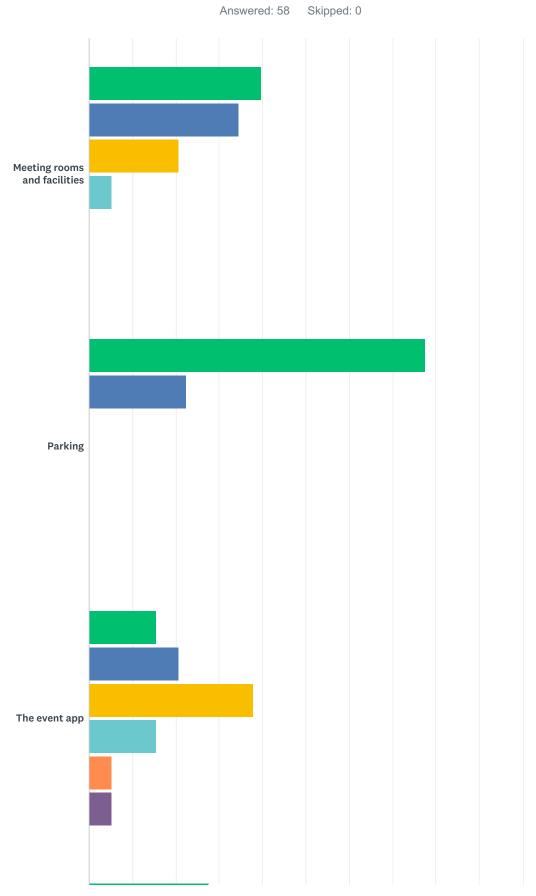
ANSWER CHOICES	RESPONSES	
Excellent	53.45%	31
Very Good	25.86%	15
Good	15.52%	9
Fair	5.17%	3
Poor	0.00%	0
TOTAL		58

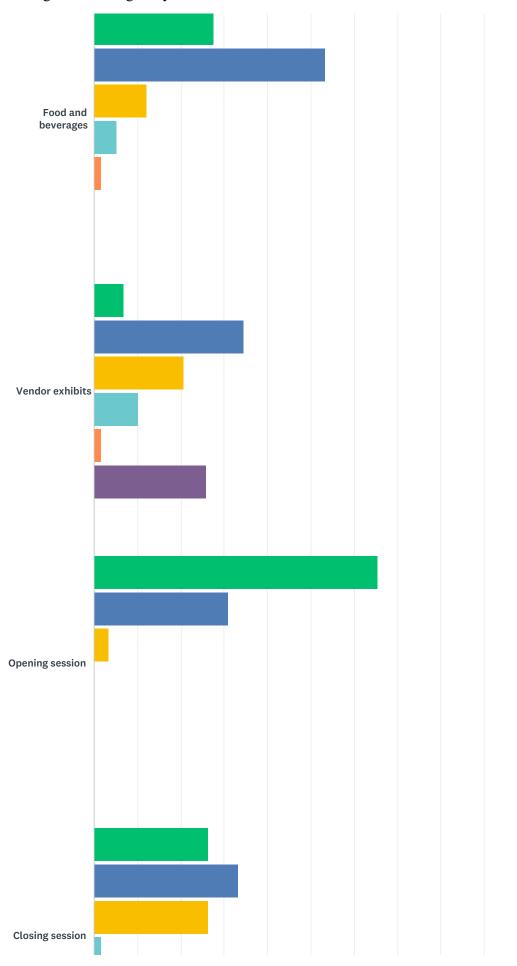
### Q3 How organized was the event?

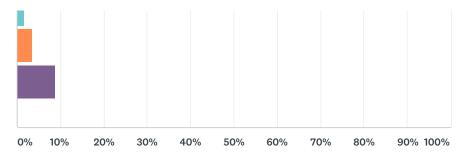


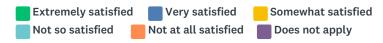
ANSWER CHOICES	RESPONSES	
Extremely organized	39.66%	23
Very organized	50.00%	29
Somewhat organized	10.34%	6
Not so organized	0.00%	0
Not at all organized	0.00%	0
TOTAL		58

### Q4 How would you rate your satisfaction with the following elements?



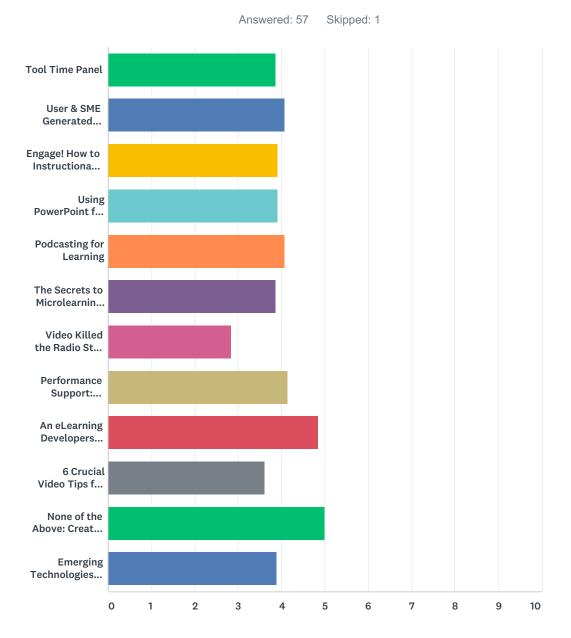






	EXTREMELY SATISFIED	VERY SATISFIED	SOMEWHAT SATISFIED	NOT SO SATISFIED	NOT AT ALL SATISFIED	DOES NOT APPLY	TOTAL
Meeting rooms and facilities	39.66% 23	34.48% 20	20.69% 12	5.17% 3	0.00%	0.00%	58
Parking	77.59% 45	22.41% 13	0.00%	0.00% 0	0.00%	0.00%	58
The event app	15.52% 9	20.69% 12	37.93% 22	15.52% 9	5.17% 3	5.17% 3	58
Food and beverages	27.59% 16	53.45% 31	12.07% 7	5.17% 3	1.72% 1	0.00%	58
Vendor exhibits	6.90% 4	34.48% 20	20.69% 12	10.34% 6	1.72% 1	25.86% 15	58
Opening session	65.52% 38	31.03% 18	3.45% 2	0.00%	0.00%	0.00%	58
Closing session	26.32% 15	33.33% 19	26.32% 15	1.75% 1	3.51% 2	8.77% 5	57

#### Q5 Provide a star rating for each breakout you attended.



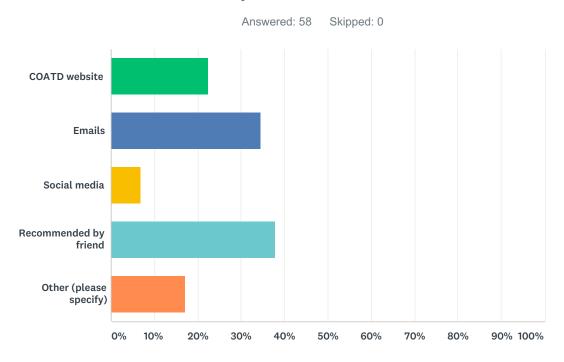
	ONE STAR	TWO STARS	THREE STARS	FOUR STARS	FIVE STARS	N/A	TOTAL	WEIGHTED AVERAGE
Tool Time Panel	0.00%	11.11% 4	5.56% 2	8.33% 3	22.22% 8	52.78% 19	36	3.88
User & SME Generated Content: Adding Guardrails	2.33% 1	0.00%	6.98% 3	9.30% 4	16.28% 7	65.12% 28	43	4.07
Engage! How to Instructional Design Gamification into Learning Solutions	0.00%	0.00%	22.73% 10	13.64% 6	18.18% 8	45.45% 20	44	3.92
Using PowerPoint for More Than Presentations	2.63% 1	2.63% 1	2.63% 1	10.53% 4	13.16% 5	68.42% 26	38	3.92
Podcasting for Learning	0.00%	0.00%	2.63% 1	26.32% 10	5.26% 2	65.79% 25	38	4.08

#### Learning Technologies and Design Day Feedback

SurveyMonkey

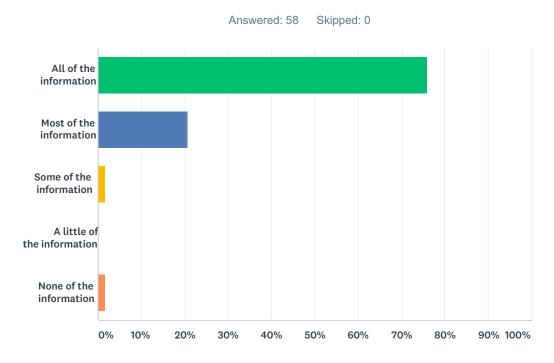
The Secrets to Microlearning that Works	4.08%	4.08%	10.20%	24.49%	22.45%	34.69%		
-	2	2	5	12	11	17	49	3.88
Video Killed the Radio Star (and the	6.82%	15.91%	6.82%	4.55%	9.09%	56.82%		
Lecturer!)	3	7	3	2	4	25	44	2.84
Performance Support: Learning at Your	0.00%	4.88%	4.88%	19.51%	21.95%	48.78%		
Fingertips	0	2	2	8	9	20	41	4.14
An eLearning Developers Journey on	0.00%	0.00%	0.00%	5.00%	27.50%	67.50%		
Accessibility	0	0	0	2	11	27	40	4.85
6 Crucial Video Tips from 2 Industry	0.00%	7.69%	5.13%	12.82%	7.69%	66.67%		
Professionals	0	3	2	5	3	26	39	3.62
None of the Above: Creating Effective	0.00%	0.00%	0.00%	0.00%	21.05%	78.95%		
Assessments	0	0	0	0	8	30	38	5.00
Emerging Technologies: AR, VR, Interactive	0.00%	6.38%	12.77%	21.28%	19.15%	40.43%		
Video	0	3	6	10	9	19	47	3.89

# Q6 How did you hear about the event?



ANSWER CHOICES	RESPONSES	
COATD website	22.41%	13
Emails	34.48%	20
Social media	6.90%	4
Recommended by friend	37.93%	22
Other (please specify)	17.24%	10
Total Respondents: 58		

# Q7 Prior to the event, how much of the information that you needed did you get?



ANSWER CHOICES	RESPONSES	
All of the information	75.86%	44
Most of the information	20.69%	12
Some of the information	1.72%	1
A little of the information	0.00%	0
None of the information	1.72%	1
TOTAL		58

# Q8 Why did you attend this event?

Answered: 53 Skipped: 5

# Q9 What did you like most about this event?

Answered: 52 Skipped: 6

#### Q10 How could we have made this event better?

Answered: 45 Skipped: 13

### Q11 What would you like to see in future COATD Conferences?

Answered: 34 Skipped: 24