

Outreach Synergy Call - Evaluation Questions

Content	How culturally relevant and important is the proposed heritage subject? 1 - Not very relevant and not very important 5 - Highly relevant and important
Content	How original and creative is the proposed 3D experience design and narrative? 1 - Conventional or lacks originality 5 - Highly innovative and conceptually strong
Functionality & design	How clearly does the proposal describe the intended use of 3DBigDataSpace tools (i.e. PCSS Viewer, 4D Viewer, Room XR Viewer)? 1 - Unrelated or minimal reference to the tools 5 - Clear, purposeful and seamless integration of the tools
Functionality & design	How usable is the proposed 3D application in detail (e.g. interactivity, user interface, features, accessibility)? 1 - User-agnostic, unspecific functions, misleading design 5 - User-focused, tailored functions, accessible design
Functionality & design	How would you rate the overall concept (e.g. storytelling, gamification, collaboration) of the proposed 3D application? 1 - Ordinary and incoherent 5 - Highly innovative and coherent
Dissemination strategy & User expectations	How clear and realistic is the dissemination plan for presenting the experience to the public (e.g. exhibitions, workshops, online events)? 1 - Vague or unrealistic dissemination plan 5 - Comprehensive, well-structured, and achievable plan
Dissemination strategy & User expectations	How well defined and appropriate is the target audience for the proposed 3D application and how much can they learn from it? 1 - Unclear or poorly justified, low information gain 5 - Clear, relevant and well-justified, high information gain
Dissemination strategy & User engagement	How many people are expected to be reached with the proposed 3D experience? 1 - Very limited reach 5 - Extensive reach and strong audience engagement [Free text if possible, specify audience categories or participation modes (e.g., 200 online participants + 100 in-person visitors).]
Dissemination strategy & User engagement	How realistic is the proposed audience reach in relation to the project's scope and dissemination strategy? 1 - Unrealistic or poorly justified expectations 5 - Realistic and well-supported by a clear dissemination plan
Reusability, Impact & Interest	To what extent can the proposed 3D experience concept, design, or dissemination approach be reused, adapted, or serve as inspiration for other initiatives (e.g. by GLAM institutions, educators, or developers)? 1 - Limited potential 5 - Strong potential
Reusability, Impact & Interest	How strong is the potential impact and visibility of the proposed 3D experience (e.g. its capacity to engage the local community, attract broader European interest)? 1 - Limited impact or low visibility beyond the project context 5 - Strong impact and high visibility at local and European levels
Feasibility	How feasible is the realisation of the project within the given timeframe (March–June 2026) and budget (€10,000)? 1 - Unrealistic timeline, under-or overestimated budget 5 - Realistic timeline, appropriate budget
Feasibility	How well do the applicant and project partner demonstrate relevant experience and capacity to deliver the project? 1 - Team with unclear division of roles and limited experience 5 - Team with clear roles and complementary expertise
Feasibility	How well can the applicant and project partner manage any potential risks and obligations? 1 - The project has high risks/many obligations that likely cannot be addressed. 5 - The project has either no risks/obligations or small risks/few obligations that can easily be addressed.
Miscellaneous	Do you have any other comments on the project? [Free text]