|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| *Results of questionnaires about students’ expectations and experiences with the second prototype* | | | | | | | | | | | | | | | | |
| Question 1:   1. I consider scenario thinking (ST) useful 2. I consider creative imagination (CI) useful 3. I consider evaluation and choice of a preferable future scenario (E&C) useful | | | | | | | | | | | | | | | | |
|  | Before (n = 22) | | | | | | | | After (n = 20) | | | | | | | |
|  | *Yes* | | *to some extent* | | *No* | | | | *yes* | | | *to some extent* | | | *no* | |
| ST | 81,8% | | 18,2% | | 0% | | | | 80% | | | 20% | | | 0% | |
| CI | 50% | | 45,5% | | 4,5% | | | | 45% | | | 50% | | | 5% | |
| E&C | 31,8% | | 63,6% | | 4,5% | | | | 50% | | | 45% | | | 5% | |
| Question 2:   1. I consider scenario thinking interesting 2. I consider creative imagination interesting 3. I consider evaluation and choice of a preferable future scenario interesting | | | | | | | | | | | | | | | | |
|  | Before | | | | | | | | After | | | | | | | |
|  | *Yes* | *to some extent* | | *No* | | | *No*  *answer* | | *yes* | *to some extent* | | | *No* | | | *no*  *answer* |
| ST | 54,5% | 31,8% | | 13,6% | | |  | | 50% | 50% | | | 0 | | |  |
| CI | 59,1% | 31,8% | | 9,1% | | |  | | 30% | 60% | | | 5% | | | 5% |
| E&C | 36,4% | 54,5% | | 4,5% | | | 4,5% | | 50% | 40% | | | 10% | | |  |
| Question 3:   1. I consider scenario thinking achievable 2. I consider creative imagination achievable 3. I consider evaluation and choice of a preferable future scenario achievable | | | | | | | | | | | | | | | | | |
|  | | | | | | After | | | | | | | | | | | |
|  | | *yes* | | | *To some extent* | | | *no* | | *no*  *answer* | |
| ST | | 35% | | | 55% | | | 10% | |  | |
| CI | | 30% | | | 60% | | | 5% | | 5% | |
| E&C | | 20% | | | 55% | | | 10% | | 15% | |