Dear Responder,

Your participation in this study is voluntary. By selecting ' YES' in this section, you voluntarily submit your informed consent to participate in our survey. You can withdraw from the survey at any time. The survey is anonymous and its findings will be used in a confidential manner, strictly for the purposes of the study and its subsequent publications.

Brief Description: the current survey aims at identifying how young people are connected with technologies, and what competencies can be gained through digital cultural heritage education. In line with the a) European Union (EU) council recommendations on Vocational Education and Training (VET) for sustainable competitiveness, social fairness and resilience, and b) the Digital Education Action Plan, the study focuses on synergies between cultural heritage and digital education. Living and learning cultural heritage has to continue to be a source of resilience, even if enjoyed at a distance, as young and adult people continue to draw inspiration, joy and solidarity. Also, trainers and learners need to perform new roles in the digital era in order to be resilient and future-ready for their personal and professional lives. Within the framework of Sustainable Education (SE), the purpose of the study is to provide information for the development of an innovative educational model, along with the implementation of learning strategies amidst digital transition.

Please be reminded that your participation in this study is voluntary, anonymous and confidential. You can withdraw from the survey at any time. If you have any questions, comments or concerns about the study or GDPR principles please contact 'Anonymised for Review Purpose at anonymised@for review purposes for further details.

Tick all that apply.

- ☐ YES
- ☐ No

Demographics

1. Sex *

Tick all that apply.

☐ Female

☐ Male

☐ Prefer not to say

2. Country of Residence *

Tick all that apply.

☐ Cyprus

☐ Italy

☐ Croatia

☐ Ireland

☐ Lithuania

☐ Sweden

☐ Other

3. Age *

Tick all that apply.

☐ 14-16 years old

☐ 17 to 19 years old

☐ 20 to 25 years old

☐ 26 to 30 years old

4. What is the highest level of Education you have completed? *

Mark only one oval.

◯ Did not attend school

◯ 1st grade

◯ 2nd grade

◯ 3rd grade

◯ 4th grade

◯ 5th grade

◯ 6th grade

◯ 7th grade

◯ 8th grade

◯ 9th grade

◯ 10th grade

◯ 11th grade

◯ 12th grade

◯ Graduated from high school

◯ 1st year of college (VET)

◯ 2nd year of college (VET)

◯ 3rd year of college (VET)

◯ Graduated from College (VET)

◯ Attended graduate school but never completed studies

◯ Completed graduate school

5. Please identify out of the list of 13 competences, which one(s)you value as most important? Choose as many that may apply.

Tick all that apply.

- [ ] Foreign Language /Oral and written communication
- [ ] Creativity/Imagination
- [ ] Critical Thinking
- [ ] Teamwork/ Collaboration
- [ ] Problem Solving
- [ ] Initiative
- [ ] Civic literacy and citizenship
- [ ] Social responsibility and ethics
- [ ] Information literacy
- [ ] Cultural awareness
- [ ] Adaptability
- [ ] Information Literacy
- [ ] Leadership

6. Please select which ones you perceive as fundamental personal skills and * behaviours required for day-to-day personal and work life.

Tick all that apply.

- [ ]
- [ ] Work in compliance with instructions, brie ngs, laws, regulations and procedures.
- [ ] Communicate effectively verbally
- [ ] Demonstrate basic literacy (reading and writing) Demonstrate
- [ ] basic numeracy.

   Demonstrate awareness of and sensitivity to cultural, ethnic, gender and ability issues
- [ ] Maintain good practices in security, safety and environmental protection in the workplace and in the eld
- [ ] Maintain personal health, hygiene and tness.
- [ ] Communicate in other languages and/or dialects

7. What digital devices do you use in your daily life ? *

Tick all that apply.

☐ Mobile
☐ PC/Laptop
☐ Tablet
☐ Smart devices(smart watch)
☐ None

8. Which applications (Apps) and social platforms do you use in your daily life? *

Tick all that apply.

☐ Social Media (FB/Twitter/Instagram, other) Gaming
☐ Apps
☐ e-commerce apps (google play, amazon, eBay, other) None
☐

9. How much time do you spend on digital devices and social platforms on a *
   daily basis?

Mark only one oval.

◯ 0-1hr
◯ 2hr-4hr
◯ 5hr-7hr
◯ More than 7hr per day

Digital Cultural Heritage

10. With which one of the following digital means, do you use for general learning and information purposes?

Tick all that apply.

- [ ] YouTube videos
- [ ] Photos
- [ ] Facebook pages
- [ ] Websites
- [ ] Social Media - News
- [ ] Instagram e-books
- [ ] electronic magazines
- [ ] power point presentations
- [ ] videos
- [ ] Other
- [ ]

With which one of the following digital means, do you feel more comfortable * using for learning and training purposes?

- [ ] *Tick all that apply.*
- [ ] YouTube videos
- [ ] Photos
- [ ] Facebook pages
- [ ] Websites
- [ ] Social Media - News
- [ ] Instagram e-books
- [ ] electronic magazines
- [ ] power point
- [ ] presentations videos
- [ ] Other

11. Identify the following examples in relation with cultural heritage - 1 least relevant - 5 most relevant

Tick all that apply.

	1	2	3	4	5
Street Art	☐	☐	☐	☐	☐
Music	☐	☐	☐	☐	☐
Religions ceremonies and fasting	☐	☐	☐	☐	☐
Temples visits	☐	☐	☐	☐	☐
Food and traditional Recipes	☐	☐	☐	☐	☐
Social gatherings with relatives	☐	☐	☐	☐	☐
Cultural events (local festivals)	☐	☐	☐	☐	☐
Architecture	☐	☐	☐	☐	☐
Contribution to environmental activities (recycling)	☐	☐	☐	☐	☐

12. Which one of the following cultural heritage applications are you most familiar with? 1 least familiar 5 most familiar

Tick all that apply.

	1	2	3	4	5
Aphrodite's Birthplace app	☐	☐	☐	☐	☐
ENTERCY app	☐	☐	☐	☐	☐
CVAR cultural app	☐	☐	☐	☐	☐
connects Choose your Cyprus app	☐	☐	☐	☐	☐
Love Cyprus app	☐	☐	☐	☐	☐
iLIFE-TROODOS app	☐	☐	☐	☐	☐

13. Type one experience where you used digital application for a cultural activity *
    (e.g. uploading selfies with friends in a festival)

14. Which one of the following digital tools enables you to learn the most? 1 least 5
    most

    Tick all that apply.

	1	2	3	4	5	Not Familiar
Gamification	☐	☐	☐	☐	☐	☐
Stories	☐	☐	☐	☐	☐	☐
Videos	☐	☐	☐	☐	☐	☐
e-book	☐	☐	☐	☐	☐	☐
Presentations	☐	☐	☐	☐	☐	☐
Augmented Reality	☐	☐	☐	☐	☐	☐
Virtual Reality	☐	☐	☐	☐	☐	☐
Handouts /Notes	☐	☐	☐	☐	☐	☐
Websites	☐	☐	☐	☐	☐	☐
Metaverse	☐	☐	☐	☐	☐	☐