

Create2Gather

Research Methods Guide

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Introduction

The document has been developed in Create2Gather project implemented in INTERREG V-A Romania-Hungary Programme, as part of T1 work package (*‘Preparing an integrated training and development strategy for the employment-friendly growth of Bihor-Hajdu-Bihar Euroregion in the creative industries sector’*).

The work package, T1 is dedicated to data collection and research methods guide, data collection through research, focus-group meetings, surveys, roundtable meetings and by consulting official databases and studies and transcription of the collected data in a database. The selection methodology for the use of the hubs, platform, brand and the selection methodology for the participation in the entrepreneurial trainings and the creative industries training will be elaborated in order to be transparent and act without any discrimination, and to be of support for the implementation of the other work packages.

Research methods refer to the methods partners use in performing research operations. These include data gathering methods, statistical techniques and methods for evaluating the accuracy of the results obtained.

The main goal of the paper is to make a guideline for partners for data collection in creative industries in Bihor-Hajdú-Bihar Euroregion. The document contains methods partners use to select the main target groups and stakeholders, e.g. how to reach companies in creative industries, how to contact them to elaborate surveys and interviews. Based on the methods partners will select participants who will be involved into the users of the hub and trainings, and in general as stakeholders. This research methods guide will help in specifying tools/machines will be procured during the project by selecting the appropriate companies working in the field of creative industries.

1 Methodological approach

The methods guide gives answer for problems.

1. How partners can reach the main target groups, i.e. companies working in creative industries in their own region?
2. What kind of data does the project need, both in terms of qualitative and quantitative perspectives?

1.1 Main target groups

The first step is to identify the target groups. The project addresses in the first place entrepreneurs working in creative industries. Create2Gather would like to help them to be on the market for a long period. In order to find these companies or gain information from other stakeholders we need to name what creative industries will be included into the project.

The project basically addresses the 'General public', and it further specifies:

The target group is very broad as it might include SME's or other legal entities that will operate in the co-working hubs, or will take part in the entrepreneurial trainings. The target group is divided approximately in the following way:

- 120 people from the TG who participate in the entrepreneurial trainings
- 60 people from the TG who participate in the creative industries labour force trainings
- 160 people from the TG who will join the network of the two Creative industries hub
- 60 people, owners of SME and other legal entities who will join the BHB cross border platform.

It means 400 companies will be involved at project level during the implementation. Second chapter details the channels, tools for reaching the target groups.

Definition

The creative industries sector is also referred to as the 'creative and cultural industries' or the 'creative and digital industries' or the 'creative industry' within the 'creative economy'. Most recently they have been called the 'Orange Economy' (La Economía Naranja) in Latin America and the Caribbean.

Broadly speaking, the term 'creative industries' refers to a range of economic activities that are concerned with the generation and commercialisation of creativity, ideas, knowledge and information.

The 'creative industries' in a nutshell:

The term 'creative industries' describes businesses with creativity at their heart – for example design, music, publishing, architecture, film and video, crafts, visual arts, fashion, TV and radio, advertising, literature, computer games and the performing arts.

The creative industries definition from the UK Government's Department for Culture, Media and Sport (DCMS) is: 'Those industries which have their origin in individual creativity, skill and talent and which have a potential for wealth and job creation through the generation and exploitation of intellectual property.'

There are thirteen sub-sectors under the term 'creative industries' and these are: advertising; architecture; the art and antiques market; crafts; design; designer fashion; film and video; interactive leisure software; music; the performing arts; publishing; software and computer games; and television and radio.

The term 'cultural industries' is also used by some agencies, though this term relates to a more specific range of industries and can be regarded as a subset of the creative industries. The cultural industries are defined by UNESCO as 'industries that combine the creation, production and commercialisation of contents which are intangible and cultural in nature; these contents are typically protected by copyright and they can take the form of a good or a service.'

According to Wikipedia, a Creative Economy is based on people's use of their creative imagination to increase an idea's value. John Howkins developed the concept in 2001 to describe economic systems where value is based on novel imaginative qualities rather than the traditional resources of land, labour and capital. Compared to creative industries, which are limited to specific sectors, the term is used to describe creativity throughout a whole economy. Some observers take the view that creativity is the defining characteristic of developed 21st century economies, just as manufacturing typified 19th and early 20th centuries.

1.2 Type of data

In the project both qualitative and quantitative data are collected from entrepreneurs of creative sectors.

Quantitative data: At project level at least 400 entrepreneurs will be involved, no matter these are start-ups, undertakings of the future or companies who have been working for (many) years wanting to extend their activities.

Both partners will measure how many different companies will be involved, how many years they have been working and what are their needs in terms of tools, machines. Partners can classify them by number of employees, scope of activities, income etc.

Qualitative data: Not only quantitative data will be collected, but qualitative data as well, mostly via interviews. These qualitative data help to partners to fine-tune the necessary equipment, tools and machines will be procured. Further qualitative data for assessment will be the needs of involved entrepreneurs, like demanded opening hours of the hub, necessary tools, machines, equipment, necessary assistance from the project etc.

2 Methods to reach target groups

After the main target groups are identified the methods to reach them can be defined.

Taking into account that a broad group was identified, the methods how we reach them is also broad.

- **Identification of undertakings with a specific code:**

In both partners' counties undertakings working in creative industry can be identified with a specific code (in Hungary it is TEAOR code), therefore partners can select the appropriate companies, not only the main activities of them, but the place of registration.

- **Databases:**

There are several open databases where partners can search companies for data collection. In Hungary Central Statistical Office collects many data about companies which can be available free of charge. Another possibility is database of start-ups, which is one of the main target group of the project. Chambers of Commerce and Industry is another source of data. Cooperation with them can help to reach the companies, even if the data is not publicly available, partners can ask them to send a questionnaire directly to the companies.

There is a possibility to buy data base for the project implementation phase. Both partners will select their own databases which are the most appropriate for the project point of view.

- **Local creative communities:**

Local creative communities can help in identifying undertakings, and they can be the source of qualitative data via interviews. They can be found in Facebook, LinkedIn, Twitter and on blogs.

- **Local/regional education centres:**

Graduated people who wants to run a business, or who has been already started a company can be the source of qualitative and quantitative data. In order to receive information about them partners need to contact local/regional vocational education centres.

- **Academia/universities:**

In both partners' towns (or nearby) university operates. It is worth to review departments to find creative initiatives, ideas. They can provide qualitative data for partners.

2.1 Evaluation of results

The number of undertakings, companies, and other relevant organizations will be the most important indicators to evaluate the success of the research. The minimum number is 400 at project level, therefore ideally 200 contacts are necessary to collect by each partner. Further important condition that they can be available for data collection, they can be the future users of the hub, and they will participate on trainings. Therefore, it is advisable to collect more than 200 companies by each partner.

3 Methods of data collection

After all the necessary companies and other organizations are collected, partners use different methods to collect data.

- **Analysing of databases** – Databases will be analysed by the number of companies of different sectors, number of employees, operation time, income. Based on collected data a database will be compiled for the project, which can be used during the project, if partners need new contacts etc. The output will be a database.
- **Interviews** – One of the most important methods is interviews. Through interviews partners directly gain information about the target groups' real needs. Few questions, as an example:
 - Would you work in a creative public space? If yes, would you participate in planning?
 - What kind of tools would you need to develop your scope of activities?
 - What kind of IT tools would you use for your work? (e.g. 3D printer, plotter etc.)
 - What would be the ideal working time in the creative public space?
 - To what extent is important to work alone (e.g. do you need assistance, open space vs. private office etc.)
 - How does your client communication look like? (e.g. Where do you meet your client? How frequent do you meet your client? etc.)
 - What is your demand in storing documents, tools etc.?

Interview can be achieved online and face-to face. Questions of interviews can be different concerning type of undertakings.

- **Online survey** – INNOVA prepares an online survey via Google Forms. A link of the online survey will be sent to target groups through email, hence the answers can be analysed immediately and different kind of charts can be made. The online survey will be contains two types of questions; closed and open-ended. The goal of the survey is to find out what kind of creative activities should be supported in the hub, and what is the demand of these companies concerning tools, support etc., and partners can receive information about them, like operation time, activities, creative feature is the main activity of the company or only and additional one, etc. The survey is suitable for individuals, self-employed companies, SMEs and big companies as well. (the online survey can be found in the attachments)
- **Focus-group meetings** – Focus group is a marketing tool that partners can use to find out how members of the target groups perceive a creative hub and how the hub can be improved. In the project during the focus group meeting both partners will organize focus group meetings and ask questions about the hub, and the participants will tell their opinion in a free-form style. (script of focus group meeting can be found in the attachment)
- **Roundtable meetings** – Roundtable meeting is an additional tool which can be used by partners to find out deeper information about creative industries, collecting target groups, as well as, it is suitable for share information about the demand of these companies concerning the structure of the hub. Roundtable discussion is also a right tool to discuss the strategy.

3.1 Evaluation of results

Based on the database and the results of the online surveys partners can define the real needs of undertakings and can define the list of tools will be procured. Other important information will be the required opening hours of the hubs.

As a result of the research a database will be compiled by both partners which will contain the list of the companies working in the field of creative industries (name, operation time, income, main and additional activities, their goals and demands).

A report will be outlined which will summarize the research results, and also a power point presentation based on the report to make more visible the results. It will contain charts, statistical analysis among others.

References

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Annexes

Questionnaire (Hungarian)

InnoTér Debrecenben

Kedves Kitöltő!

Köszönjük, hogy segítséget nyújtasz számunkra a kérdőív kitöltésével!

Mi lesz az az InnoTér? Egy olyan innovatív, kreatív közösségi alkotótér, úgynevezett "maker space" vagy "fablab", amely számos területen – eszközökben, infrastruktúrában, tudásban – segítséget nyújthat a kreatív iparágakban dolgozó, alkotó, vagy valamilyen ötlettel, vállalkozássá fejleszhető hobbival rendelkező embereknek.

Az INNOVA Észak-Alföld Nonprofit Kft. a ROHU Interreg Románia-Magyarország program keretében támogatást nyert egy ilyen kreatív alkotótér létrehozására. A projekt, mely a Create2Gather címet viseli, a kreatív iparágak támogatását, a helyi közösségek és vállalkozások kreatív tevékenységének segítését és a munkahelyteremtést célozza.

A modern, kreatív közösségi alkotóterek lényege, hogy közösen használható terekkel, korszerű eszközökkel, nagy beruházást igénylő infrastruktúrával és a tevékenységekhez szükséges képzésekkel, mentorálással segíti új termékek, szolgáltatások, vállalkozások létrehozását. Az InnoTér kialakításához szeretnénk megkérdezni Titeket, azokat, akik a városban illetve a régióban kreatív, alkotó tevékenységet folytattok, hogy mit gondoltok erről a lehetőségről, milyen elvárásaitok lennének, Ti hogyan alakítanátok ki egy ilyen maker space-t.

* Required

1. Kérjük, add meg a neved (vezetéknév + keresztnév)! *

2. Kérjük, add meg az e-mail címed, hogy az InnoTér kapcsán fel tudjuk veled venni a kapcsolatot! *

3. Ha rendelkezel honlappal, add meg az elérhetőségét!

4. Milyen kreatív tevékenységgel, tevékenységekkel foglalkozol? *

5. Ha ismered, add meg a tevékenységed TEÁOR számát!

6. Ha rendelkezel saját branddel vagy márkával, kérünk, add meg a nevét!

7. A kreatív tevékenységed végzéséhez rendelkez-e bejegyzett vállalkozással? *

- nincs vállalkozásom
- egyéni vállalkozóként működöm
- kevesebb, mint 3 éve működő társas vállalkozásom van
- több, mint 3 éve működő társas vállalkozásom van
- vállalkozás alkalmazottjaként, munkaviszony keretében végzem a tevékenységet
- Other:

8. Az alábbiak közül mely állítás igaz rád a leginkább jelenleg? *

- A kreatív tevékenységem a fő bevételi forrásom
- a kreatív tevékenységem kiegészítő bevételt biztosít a számomra
- a kreatív tevékenységem jelenleg csupán hobbi

Az InnoTér felszereltségére vonatkozó kérdések

9. Ahogy az elején írtuk, az InnoTér infrastruktúrát, eszközöket, helyszínt és segítséget biztosít a kreatív alkotó tevékenység végzéséhez és fejlesztéséhez. Ha lehetőséged nyílna rá, igénybe vennéd-e az InnoTeret? *

- igen, mindenképp
- talán, szolgáltatás függő
- Other:

10. Mit gondolsz, miben lehetne leginkább a segítségedre az InnoTér? (azokat a válaszokat jelöld meg, amelyeket a leginkább fontosnak gondolsz) *

- szívesen végezném ott akár a mindennapos kreatív tevékenységemet is



- egy-egy új termék- vagy szolgáltatásötlet megvalósításához, fejlesztéséhez venném igénybe
- kifejezetten egy prototípus fejlesztéséhez, elkészítéséhez venném igénybe
- piacra vihető (azaz már nagyobb példányszámban előállítandó) termék vagy rendszeres szolgáltatás előállításához venném igénybe
- a vállalkozás fejlesztését elősegítő képzéseken és workshopokon vennék részt
- networkingre és kapcsolatépítésre használnám
- Other:

11. Mely időszakban végzed a fent megjelölt kreatív tevékenységet? Azt a választ jelöld meg, amely leginkább jellemző a kreatív tevékenység folytatására. *

- ez a fő bevételi forrásom, ezért napközben
- főállás vagy iskola mellett rendszeresen, főként délután onként vagy hétvégén
- alkalmanként, rendszertelenül
- Other:

12. Hogyan értékesíted termékeidet, szolgáltatásaidat? (több válasz is megjelölhető) *

- nincs termékem/szolgáltatásom, a magam szórakoztatására végzek kreatív tevékenységet
- nincs termékem/szolgáltatásom, inkább "ötletgazda" vagyok
- személyes ismeretségen, ajánlásokon alapuló direkt értékesítést végzek
- üzlethelyiségből (vagy nyilvánosan meghirdetett módon az otthonomból) értékesítek
- vásárokon, rendezvényeken, kitelepüléseken értékesítek
- honlapon keresztül veszik fel velem a kapcsolatot a vevőim
- közösségi média csatornákon keresztül értékesítek
- saját webshoppal rendelkezem
- online vásártáren értékesítek (pl. Meska)
- Other:

13. Tevékenységed során jellemzően hol történik az ügyfelekkel, partnerekkel való találkozás? (több válasz is megjelölhető) *

- nincsenek a kreatív tevékenységhez kapcsolódóan ügyfeleim, partnereim
- az ügyfél, partner székhelyén
- a saját székhelyemen vagy lakóhelyemen
- semleges, harmadik helyen (pl. kávézóban, nyilvános tereken, alkalmászerűen bérelt tárgyalókban)
- online tartom a kapcsolatot az ügyfelekkel
- Other:

14. Egy hét alatt átlagosan kb. hány ügyféllel, partnerrel találkozol személyesen? *

- nem találkozom ügyfelekkel
- esetleg találkozom ügyféllel
- 1-3 ügyféllel találkozom hetente
- 4-6 ügyféllel találkozom hetente
- 6-10 ügyféllel találkozom hetente
- 10+ ügyféllel találkozom hetente

15. Mennyire fontos számodra az önálló, privát tér a tevékenységedhez? *

- szeretek másokkal egy légtérben, közösségi térben dolgozni
- jobban preferálom az önálló, szeparált teret

16. Ha lehetőség lenne az alábbi szolgáltatások használatára egy kreatív közösségi tér keretei között, melyiket vennéd igénybe? (több válasz is megjelölhető) *

- szívesen használnék irodahelyiséget
- szívesen használnék tárgyalót, megbeszélésekre alkalmas teret
- szívesen használnék raktárhelyiséget, tárolót
- szívesen használnék oktató- vagy előadótermet
- Other:

17. Ha lenne rá lehetőség, igénybe vennéd-e az alább felsorolt eszközöket, szolgáltatásokat az alkotótérben a kreatív tevékenység végzése során? (több válasz is megjelölhető) *

- irodai munkaállomás (asztal, szék)
- irodai gépek (nyomtató, fénymásoló, spirálozó)
- tervezőasztal
- tárolóeszközök (szekrény, polc)
- szélessávú internet-hozzáférés
- nagy formátumú, vagy speciális tudású 2D nyomtató
- 3D nyomtató
- kézi barkácseszközök
- különleges, nagy formátumú szerszámgépek
- famegmunkáló gépek
- fémmegmunkáló gépek
- forrasztó eszközök
- hegesztő eszközök
- hangrögzítő eszközpark (stúdió-berendezés)
- képrögzítő eszközpark (stúdió-berendezés)
- kemence (pl. kerámiázáshoz)
- textildolgozás eszközei

- speciális, nehezen elérhető szoftverek
- Other:

18. A kreatív tevékenységed végzése során mennyi alapanyagra van szükséged? *

- nincs szükségem alapanyagra
- elhanyagolható mennyiségű alapanyagra van szükségem, aminek elhelyezésére egy kisebb tároló szekrény elegendő
- jelentős mennyiségű alapanyagra van szükségem, ami külön tároló helyiséget igényel
- Other:

19. A kreatív tevékenységed végzése során mennyi hulladék keletkezik? *

- nem keletkezik hulladék
- átlagos háztartási mennyiség keletkezik
- átlagosnál nagyobb mennyiségű vagy veszélyes hulladék is keletkezik
- Other:

Az InnoTér által kínált szakértői segítségre, képzésekre, workshopokra, vonatkozó kérdések

Szakértői segítség: adott projekthez egyedileg igénybe vett szakértői támogatás
Képzések, workshopok: szakmai események, ahol másokkal együtt, csoportosan szerezhetsz új ismereteket.

20. Ha szakértőre volna szükséged kreatív tevékenységedhez, mely területeken igényelnéd a szakértői segítséget? *

- a kreatív tevékenységhez kapcsolódó szakmai mentorálás, fejlesztés
- piaci ismeretekkel kapcsolatos szakértelem
- marketing, PR és kommunikáció tanácsadás
- műszaki, technikai szakértelem
- üzleti, pénzügyi tanácsadás
- IT (információtechnológiai) tanácsadás
- finanszírozás, tőkebevonás
- Other:

21. Milyen képzések, workshopok segítenék a legjobban a kreatív tevékenységeden alapuló vállalkozás fejlődését (az előző kérdésben szereplő lehetőségeket is figyelembe veheted a válaszadás során)? *

Végül kíváncsiak vagyunk visszajelzésedre, benyomásaidra!

22. Ha van bármilyen megjegyzésed, észrevételed, ötleted, ajánlásod, kérdésed az InnoTérrel kapcsolatban, oszd meg velünk!

Questionnaire (Romanian)

Makerspace în Oradea

Dragi Respondenți!

Vă mulțumim pentru ajutor acordat prin completarea chestionarului!

Ce va fi Makerspace-ul din Oradea? Un spațiu comunitar creativ inovativ, numit „makerspace”, care va oferi diverse unelte – echipamente, infrastructură, know-how – atât profesioniștilor din industriile creative, cât și celor care vor să-și dezvolte hobby-urile într-o afacere.

Asociația pentru Promovarea Afacerilor din România a câștigat finanțare în cadrul programului ROHU Interreg România-Ungaria pentru a crea un astfel de spațiu creativ. Proiectul, numit Create2Gather, își propune să sprijine industriile creative, activitatea creativă a comunităților locale și a întreprinderilor cât și să creeze locuri noi de muncă.

Esența spațiilor creative moderne de tip coworking constă în faptul că ajută la crearea de noi produse, servicii și afaceri în spații comune cu ajutorul unor echipamente moderne și infrastructură, precum și traininguri și mentoring continuu necesare pentru activități. Pentru a crea Makerspace-ul din Oradea, am dori să vă adresăm câteva întrebări pentru a afla părerea voastră privind o astfel de oportunitate, despre așteptările voastre - cum ați crea un astfel de spațiu pentru producători.

* Required

1. Vă rugăm să vă introduceți numele (nume + prenume)! *

2. Vă rugăm să vă introduceți adresa de e-mail pentru a afla mai multe detalii despre Makerspace-ul din Oradea!*

3. Cu ce tip de activitate creativă te ocupi? (de ex. arhitectura, graphic design, design vestimentar, etc.) *

4. Dacă aveți propria marcă sau brand, vă rugăm să introduceți denumirea.

5. Dacă aveți un site web, introduceți informațiile de contact!

6. Dacă dețineți această informație, completați codul CAEN al activității dvs.!

7. Aveți o firmă înregistrată pentru a vă desfășura activitatea de creație? *

- Nu am o afacere
- Lucrez ca P.F.A., I.I.
- Sunt asociat la o firmă ani (de ex. într-un S.R.L.)
- Sunt angajat al unei companii, desfășor activitatea în cadrul unui contract de muncă
- Altele:

8. Care dintre următoarele afirmații se potrivește cel mai bine pentru situația ta?

- Activitatea mea creativă este principala mea sursă de venit
- Activitatea mea creativă îmi oferă un venit suplimentar
- Activitatea mea creativă este în prezent doar un hobby

Întrebări referitoare la echiparea Makerspace-ului din Oradea

9. După cum am menționat la început, Makerspace-ul din Oradea va oferi infrastructură, echipamente, atelier lemn, atelier metal, atelier croitorie, studio foto-video, printing station, vopsitorie, sala de meeting și asistență pentru desfășurarea și dezvoltarea activității creative. Dacă ai avea ocazia, te-ai folosi de facilitățile oferite de Makerspace-ul din Oradea? *

- Da, categoric
- Poate, depinde de serviciile oferite
- Altele:

10. Cum crezi că Makerspace-ul din Oradea te poate ajuta cel mai mult? (marchează răspunsurile pe care le consideri cele mai importante) *

- Aș dori să-mi desfășor din makerspace activitățile creative zilnice
- L-aș folosi pentru a implementa și dezvolta o nouă idee de produs sau serviciu
- L-aș folosi special pentru dezvoltarea și producerea unui prototip
- L-aș folosi pentru a produce un produs sau un serviciu care poate fi deja introdus pe piață (pentru a fi deja produs în mai multe exemplare)

- să particip la traininguri și ateliere pentru promovarea și dezvoltarea afacerilor
- L-aș folosi pentru networking
- Altele:

11. În ce perioadă a zilei îți desfășori activitatea creativă indicată mai sus? Marchează răspunsul care este cel mai caracteristic situației . *

- între orele 9.00-17.00
- mai mult după masă, câteva ore pe zi
- ocazional, neregulat
- Altele:

12. Cum îți vinzi produsele sau serviciile? (sunt posibile răspunsuri multiple) *

- Fac vânzări directe prin cunoștințe și recomandări personale
- Vând într-un spațiu comercial
- Vând din propria casa în mod anunțat public
- Vând la târguri, evenimente
- Clienții mei mă contactează printr-un site web
- Vând prin canale de socializare
- Am propriul meu magazin web
- Vând printr-un un magazin online (de exemplu, Etsy, Breslo)
- Nu am un produs / serviciu, fac activități creative pentru a mă distra
- Nu am un produs / serviciu, sunt mai mult un „generator de idei”
- Altele:

13. Unde te întâlnești de obicei cu clienții și partenerii în timpul activității tale? (sunt posibile răspunsuri multiple) *

- la sediul clientului, partener
- la locul de domiciliu sau de reședință
- neutru, într-un loc terț (de exemplu, în cafenele, spații publice, săli de întâlnire închiriate ocazional)
- Țin legătura cu clienții online
- Nu am clienți sau parteneri legați de activitatea creativă
- Altele:

14. În medie, aprox. câți clienți și parteneri întâlnești în persoană? *

- Mă întâlnesc ocazional cu un client
- Mă întâlnesc cu 1-5 clienți pe săptămână
- Mă întâlnesc 6-10 clienți pe săptămână
- Mă întâlnesc 10+ clienți pe săptămână
- Nu mă întâlnesc cu clienții mei

15. Cât de important este spațiul independent și privat pentru activitățile tale? *

- Îmi place să lucrez cu alții într-un spațiu comun, într-un spațiu coworking
- Prefer spațiul independent, separat

16. Dacă ai avea ocazia să folosești următoarele servicii într-un spațiu comunitar creativ, pe care le-ai folosi? (sunt posibile răspunsuri multiple) *

- Aș dori să folosesc spațiul pentru birouri
- Aș dori să folosesc o sală de ședințe, un spațiu potrivit pentru întâlniri
- Aș dori să folosesc un spațiu de depozitare
- Aș dori să folosesc o sală de traininguri
- Altele:

17. Dacă ai avea ocazia, ai folosi echipamentele și serviciile enumerate mai jos în spațiul creativ în timpul activității tale creative? (sunt posibile răspunsuri multiple) *

- birou tip workstation (masă, scaun)
- echipamente de birou (imprimantă, fotocopiator, spirală)
- planșetă de desen
- dispozitive de depozitare (dulap, raft)
- acces la internet
- imprimantă 2D de format mare sau specializată
- imprimantă 3D
- echipamente manuale de bricolaj
- mașini-unelte speciale de format mare
- mașini pentru prelucrarea lemnului
- mașini pentru prelucrarea metalelor
- scule de lipit
- scule de sudură
- echipamente de înregistrare a sunetului (echipamente de studio)
- echipamente de captare a imaginilor (echipamente de studio)
- echipamente de prelucrare a materialelor textile
- Altele:

18. De câtă materie primă ai nevoie pentru a-ți desfășura activitatea creativă? *

- Nu am nevoie de materii prime
- Am nevoie de o cantitate nesemnificativă de materie primă, pentru care este suficient un dulap de depozitare mai mic
- Am nevoie de o cantitate semnificativă de materii prime, ceea ce necesită o încăpere de depozitare separată
- Altele:

19. Cât de multe deșuri sunt generate în timpul activității tale creative? *

- nu se generează deșeuri
- este generată o cantitate medie
- sunt generate deșeuri în cantități mai mare sau sunt generate deșeuri periculoase
- Altele:

Întrebări despre serviciile de consultanță, traininguri, ateliere oferite și organizate în Makerspace-ul din Oradea

Consultanță de specialitate: asistență de specialitate folosită pentru un proiect dat
Traininguri, ateliere: evenimente profesionale, unde puteți dobândi cunoștințe noi împreună cu alții.

20. Dacă ai avea nevoie de un expert pentru activitatea ta creativă, în ce domenii te-ar ajuta acesta? *

- mentorat și dezvoltare profesională legate de activități creative
- expertiză în domeniul cunoașterii pieței
- consultanță în marketing, PR și comunicare
- expertiza tehnică
- consultanță în afaceri, financiară
- Consultanță IT (tehnologia informației)
- finanțarea, creșterea capitalului
- Altele:

21. Ce traininguri și ateliere ar ajuta cel mai bine dezvoltarea unei afaceri bazate pe activitatea ta creativă (poți lua în considerare și opțiunile menționate în întrebarea anterioară)? *

În cele din urmă, suntem curioși despre feedback-ul și impresiile tale!

22. Dacă aveți comentarii, observații, idei, recomandări, întrebări despre Makerspace-ul din Oradea, anunțați-ne!
