EVALUATION

Project evaluation is a systematic and objective assessment of an ongoing or completed project. The aim is to determine the relevance and level of achievement of project objectives, development effectiveness, efficiency, impact and sustainability.
Evaluation assesses how well planning and managing for future impact is being done during the project cycle.
To be useful, an evaluation must respond to the needs and interests of the users and provide information that facilitate decisions their making.

| Evaluation criteria	Description
Relevance and strategic fit of the project	The extent to which the objectives of a development intervention are consistent with beneficiary requirements, country needs, global priorities and partner and donor policies.
Validity of project design	The extent to which the project design is logical and coherent.
Main strategic components	The extent to which the project's strategic components and how they logical link to the planned objectives.
Survey	The extent to which feedback and idea the user can provide to the project. In that way they can be involved in project implementation.
Impact orientation and sustainability of the project	The strategic orientation of the project towards making a significant contribution to broader, long-term, sustainable development changes. The likelihood that the results of the project are durable and can be maintained or even scaled up and replicated by project partners after major assistance has been completed.
Risk analysis	The extent to which risks and assumptions the project logic build
Effectiveness of management arrangements	The extent to which management capacities and arrangements put in place supports the achievement of results.

Evaluation of "Look at M.E."

The idea of the project comes from relevant needs of different users. What came out from our first survey is that many times museums are scattered, and the way they store work arts makes the experience difficult. To help museum curators and visitors of "Museo dell'Arte Classica - Sapienza" we created "Look at M.E.".
The strategic point of our project is the involvement by the user in a visual and sound experience that can change the point of view on the works of art.
After a careful analysis of the planimetry, we came to the conclusion that our project is feasible, in fact the implementation of boards with a proximity sensor can be done without any problems. The museum, however, should provide speakers and lights capable of illuminating with a certain power the works of art involved in the experience.

From the user point of view, what stands out from the survey is that the experience sometimes can be a little invasive, in fact we can see from the chart below that the 40,9% of them believe that. Also, we can see that for several users the whole experience shouldn't last longer than 10 minutes.
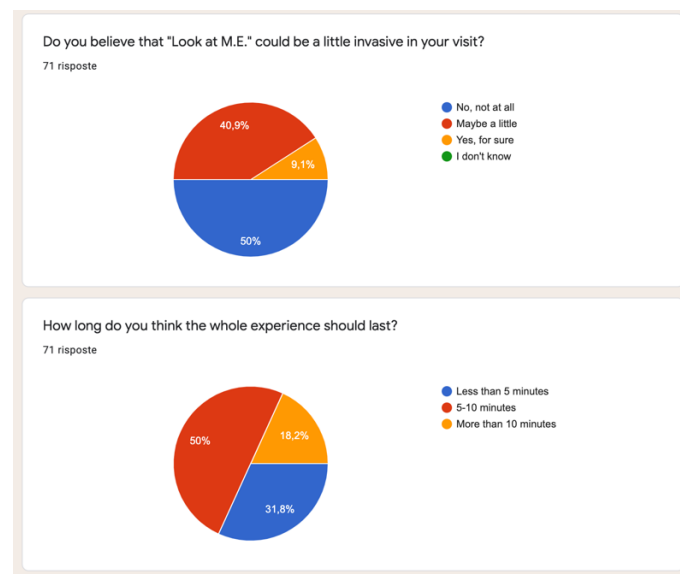
In the last question we asked a few suggestions to improve the experience: one that we found interesting is the implementation of a holographic presentation of the work of art. It is a nice idea; we will take in consideration during the second phase of development of our product.

Obviously, a risk analysis was done, since our hardware is not perfect. The accuracy of the motion sensor is not bad at all, but it can happen that in difficult situations a measurement can be wrong. Moreover, the proximity sensor cannot detect more than one person in its range, meaning that the popularity ranking can be biased if more visitors are near the work of art at the same time. Regarding the lighting experience a latency problem might be on the activation from several sensors.
Despite that, the data provided by the product in most cases are reliable, so it can provide a comfortable user experience and reliable measurement to the museum curator.