



# Child Welfare Virtual Expo: [Title]

OMB Control No.: xxxx-xxxx  
Expiration Date: xx/xx/20x

*THE PAPERWORK REDUCTION ACT OF 1995 (Pub. L. 104-13) Public reporting burden for this collection of information is estimated to average 10 minutes per response, including the time for reviewing instructions, gathering and maintaining the data needed, and reviewing the collection of information. An agency may not conduct or sponsor, and a person is not required to respond to, a collection of information unless it displays a currently valid OMB control number.*

## Child Welfare Virtual Conference Exit Survey

The Capacity Building Collaborative is committed to continuously improving the relevance and utility of services provided. Please take a few minutes to provide your feedback on the [Title of Conference]. Your comments will be incorporated into future activities planning and will help strengthen Capacity Building Collaborative services to better meet your needs. Your participation in this survey is entirely voluntary, and your responses will be reported in the aggregate. The survey should take about 10 minutes to complete. If you have any questions, please contact Christine Leicht, Capacity Building Center for States Evaluation Lead at Christine.Leicht@icfi.com.

**Please indicate your agreement with the following statements.**

	Strongly Disagree	Disagree	Somewhat Disagree	Neither Agree nor Disagree	Somewhat Agree	Agree	Strongly Agree
1. Overall, I was satisfied with my experience with the Virtual Expo.	1	2	3	4	5	6	7
2. I would recommend participation in a Virtual Expo to others.	1	2	3	4	5	6	7
3. I found the dual/separate track (e.g. frontline vs. administrative) approach helpful.	1	2	3	4	5	6	7
4. The virtual expo featured topics that are timely and current.	1	2	3	4	5	6	7
5. The technology used for the Virtual Expo helped make it feel closer to an in-person experience than a typical webinar or conference call.	1	2	3	4	5	6	7
6. The instructions and/or video provided before the	1	2	3	4	5	6	7

<b>Expo to introduce the features and functions of the virtual environment was helpful.</b>							
7. There were adequate opportunities to interact with the presenters and other participants during the virtual expo.	1	2	3	4	5	6	7
8. My level of engagement with presenters and other participants was similar to what it would be like if I was at an in-person conference.	1	2	3	4	5	6	7
9. My level of participation Virtual Expo activities was similar to what it would be like if I was at an in-person conference.	1	2	3	4	5	6	7
<b>10. I interacted with at least one acquaintance during the Virtual Expo.</b>	1	2	3	4	5	6	7
<b>11. I met at least one new person that I expect to maintain connections with after the Virtual Expo.</b>	1	2	3	4	5	6	7

**Below is a list of technologies or activities that were used during the Virtual Expo. On a scale of 1 (poor) to 5 (excellent), please rate your experience with each.**

	1- Poor	2	3	4	5 - Excellent	Not Applicable: I did not participate in this activity
12. [Insert technology or activity]	1	2	3	4	5	N/A
13. [Insert technology or activity]	1	2	3	4	5	N/A
14. [Insert technology or activity]	1	2	3	4	5	N/A
15. [Insert technology or activity]	1	2	3	4	5	N/A

16. [Insert technology or activity]	1	2	3	4	5	N/A
17. [Insert technology or activity]	1	2	3	4	5	N/A
18. [Insert technology or activity]	1	2	3	4	5	N/A
19. [Insert technology or activity]	1	2	3	4	5	N/A
20. [Insert technology or activity]	1	2	3	4	5	N/A
21. [Insert technology or activity]	1	2	3	4	5	N/A
22. [Insert technology or activity]	1	2	3	4	5	N/A

23) *Would you attend another Virtual Expo in the future?*

- Yes
- No
- Maybe

*Please provide comments for your response for Question 23:*

---



---

**24) Please provide any comments you would like to share about this Expo:**

---



---

For Questions 12-22: select up to 11 technologies/activities:

- Sessions (1 hour sessions on various topics)
- Exhibit Hall
- Resource Library (area to view and download tools, guides, etc.)
- Transfer of Learning (breakout rooms with an array of tools to promote dialogue, reflection, and help put thoughts into action)
- Polling Questions (during sessions)
- Network Lounge (area to virtually meet and chat with other participants)
- Badges (earned for participation in various activities)
- “Meet the Speaker” (moderated chat session in the Networking Lounge or Exhibit Hall after each session)
- Games
- “Fun Facts” (displayed between each session)

- Twitter and Facebook Posts
- Avatars
- Prizes