ANNEX 4 – QUESTIONNAIRES - Ideation Workshops

1. Background information

1. Sex: F/M

2. Age:

3. Education:

4. Professional experience:

5. Years of experience:

6. Work sector:

7. Experience in R&D (private sector or academia): YES/NO

8. Have you ever heard anything about Biologically-Inspired Design? Are you familiar with it?
   Please choose only one of the following:
   ○ Not at all familiar
   ○ Slightly familiar
   ○ Somewhat familiar
   ○ Moderately familiar
   ○ Extremely familiar

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2. Questions on the BID approaches object of the workshop

1. **Biological Modelling capacity**: capacity of the tool to represent biological models in a useful way to stimulate ideation process
   DANE: ○ - Very Weak ○ ○ ○ ○ - Very Strong
   ASK NATURE: ○ - Very Weak ○ ○ ○ ○ - Very Strong
   GUILD BIDT: ○ - Very Weak ○ ○ ○ ○ - Very Strong
   EN-GUILD BIDT: ○ - Very Weak ○ ○ ○ ○ - Very Strong

2. **Swiftness**: necessary time for getting acquainted with the tool following initial introduction
   DANE: ○ - Very Weak ○ ○ ○ ○ - Very Strong
   ASK NATURE: ○ - Very Weak ○ ○ ○ ○ - Very Strong
   GUILD BIDT: ○ - Very Weak ○ ○ ○ ○ - Very Strong
   EN-GUILD BIDT: ○ - Very Weak ○ ○ ○ ○ - Very Strong

3. **Simplicity**: perceived complexity of the tool
   DANE: ○ - Need specific training ○ ○ ○ ○ - Can be used on its own with explanation provided
   ASK NATURE: ○ - Need specific training ○ ○ ○ ○ - Can be used on its own with explanation provided
   GUILD BIDT: ○ - Need specific training ○ ○ ○ ○ - Can be used on its own with explanation provided
   EN-GUILD BIDT: ○ - Need specific training ○ ○ ○ ○ - Can be used on its own with explanation provided

4. **Field adaptability (multi-functionality)**: suitability of the tool and information provided to explore solution in other fields
   DANE: ○ - Specific to one field ○ ○ ○ ○ - Adaptable
   ASK NATURE: ○ - Specific to one field ○ ○ ○ ○ - Adaptable
   GUILD BIDT: ○ - Specific to one field ○ ○ ○ ○ - Adaptable

EN-GUILD BIDT: ○ - Specific to one field ○ ○ ○ ○ - Adaptable

5.   Multi-domain capacity: suitability of the tool to be used by users with different background
DANE: ○ - Very Weak ○ ○ ○ ○ - Very Strong
ASK NATURE: ○ - Very Weak ○ ○ ○ ○ - Very Strong
GUILD BIDT: ○ - Very Weak ○ ○ ○ ○ - Very Strong
EN-GUILD BIDT: ○ - Very Weak ○ ○ ○ ○ - Very Strong

6.   Knowledge Format: Which is the type of biological information you find more useful for the purpose?
Please number each box in order of preference from 1 to 5
○ Textual descriptions e
○ Graphs, Charts (ex:DANE)
○ Infographics, drawings
○ Pictures/photos

7.   Did you use list of organisms to facilitate your process? YES/NO
7b. Did it provide you with additional useful biological information? YES/NO

8.   How much do you think your background influenced the creative process? From 1 to 5

9.   Do you think you used specific knowledge about technologies and process already known to generate ideas? From 1 to 5

10. Were the Extracted Design Principles (in the methods (EN)GUILD BID) useful to generate ideas? From 1 to 5

GBBID:	EN-GBBID:

10b. Do you think they conditioned or hampered your creative process? YES/NO – Elaborate if you want

11. Asking to find solutions that utilize low energy (possibly passive processes) limited your creative process? From 1 to 5 - please comment if you want:

12. Did you have difficulties in generate ideas in which challenge? "moisture" or "oil/microplastics"
Comment if you want:

13.   **Definitions**: Where you comfortable with the definitions provided for terms such as: Function, Biological strategy and mechanism, Extracted Design Principle?
○ Inappropriate
○ Slightly inappropriate
○ Slightly appropriate
○ Appropriate

Please elaborate here on the specific terms you could not clearly understand:

_____

14. Difficulties: Which was the most difficult part of the process? From 1 (more difficult) to 5 (less difficult)

Problem-Driven	Asknat.	DANE	GBBID	EN-GBBID
o Understand biological mechanisms				

	Asknat.	DANE	GBBID	EN-GBBID
o Utilize them to generate ideas				
o Understand the Extracted Design Principles (EDP) available	N.A	N.A		
o Utilize the EDP available	N.A	N.A		
o Extract EDP to generate ideas				
o Generate ideas in general				

Solution-Driven	Asknat.	DANE	GBBID	EN-GBBID
o Understand biological mechanisms				
o Utilize them to generate ideas				
o Understand the Extracted Design Principles (EDP) available	N.A	N.A		
o Utilize the EDP available	N.A	N.A		
o Extract EDP to generate ideas				
o Generate ideas in general				

Please comments if you want on the parts you found more difficult:

15. Improvement: Do you have suggestion on how to improve the tool or process? YES/NO
If the answer is Yes, could you describe it?

16. Satisfaction: Could you express your level of Satisfaction for the Problem-Driven process?
- o Completely dissatisfied
- o Mostly dissatisfied
- o Somewhat dissatisfied
- o Neither satisfied or dissatisfied
- o Somewhat satisfied
- o Mostly satisfied

17. Satisfaction: Could you express your level of Satisfaction for the Solution-Driven process?
- o Completely dissatisfied
- o Mostly dissatisfied
- o Somewhat dissatisfied
- o Neither satisfied or dissatisfied
- o Somewhat satisfied
- o Mostly satisfied

Please add further comments if any: