3D Printing I	echnology for Healthcare	(23 July 2022)
Rating Scale: 1 Rad 2 Well below av	erage 3 Relow average 4 Average	1 5 Good 6 Very Goo

Rating Scale: 1 Bad | 2 Well below average | 3 Below average | 4 Average | 5 Good | 6 Very Good | 7 Excellent

Category	Avg (Min, Max) Count
Section 1 - Event	
Overall Satisfaction with Event	6.5(6,7) 9
Satisfaction with Content	6.3(4,7) 9
Satisfaction with Speakers/mentors	6.4(5,7) 9
Satisfaction with structure, design and pace of event	6.2(5,7) 9
Satisfaction with food and beverages	6.1(5,7) 9
Session 1 : Additive manufacturing / 3D printing in healthcare	6.4(5,7) 9
Session 2 : Entrepreneurial case studies	6(4,7) 9
Session 3 : Tissue engineering , Insights bio-printing research	6.4(5,7) 9

Please Provide any other suggestions, comments or any other topics you wish to suggest for a future talk/ workshop?

Bio ink development for 3D printing using biopolymers.

Hands-on 3Dprinting

Specifically in materials for 3d printing.... challenges and opportunities

More on tissue engineering live demo workshops with actual practical implementation

3D printing Technology in Neuroscience

A bio-analytical or a common advanced lab techniques hands on workshop

CAD

Hands-on workshop on 3D printing

Product Life Cycle Management

Very well organised with limited people. Useful and informative sessions

More with live materials would be appreciated

Overall event and arrangements were good

Basic training workshops in 3D printing technology as summer internships for students or faculty members

While the workshop was great, I think it would've been helpful if we had a short hands-on activity or a longer live 3D bio printing demonstration that gave us some product at the end for. The process becomes a lot clearer when it concludes with a visual result.

Please maintain the timeline

It was nice to attend the workshop, but it would be great if prior arrangement has been made for live demonstration.

It was very excellent workshop ...

Would like to attend sessions which are more informative and interactive, although it may required participants to spend more time.